Final Fantasy VII Enemy/Encounter FAQ

by DynamixDJ Updated to v1.0.0 on Jun 24, 2019

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       FINAL FANTASY VII COMPLETE PLATINUM STRATEGY WALKTHROUGH © V1.05


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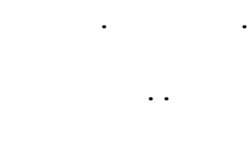
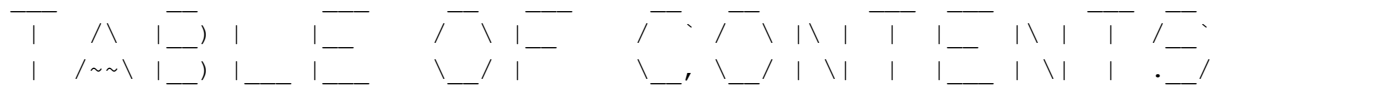


Remember to 'Rate' 'Recommend' or 'Like'!

INTENDED FOR PLAYSTATION , PLAYSTATION NETWORK, PLAYSTATION 4, iOS AND PC



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NOTE - If you are playing on the Steam or PS4 version, then the game will be comprised of 'sections' as opposed to 'discs'. For this guide I will be referring each section as a disc ('cus I'm old-skool).

If you are viewing this guide on a mobile, remember to switch to desktop version to view this guide in its correct format. Alternatively, click 'view source'.

This guide has been written in anticipation of the PS4 port released 05/Dec/15

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|<:   :>|
|<: {A}   VERSION HISTORY   :>|
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All criticism welcome: - DynamixDJ@writeme.com

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V1.05 - Uploaded 23/Jun/2019
Size - 7.31 MB

Amendments made:

 - Item Section in 'Game Data' completed
 - Enemies And Encounters Section in 'Game Data' completed (HUGE)
 - Missing Mind Source added for Nibelheim
 - Info on when to access the menu after the Demons Gate battle
 - Underwater Materia corrected as *not* permanently missable
 - Countless revisions and amendments

So, as you can see, there has been a three-year lapse in time since my last update. I'd like to explain what I've been doing in this time briefly.

In July 2016, I began work on a database which started as a side-project but grew into something that took me two and a half years to complete. I knew that I needed to finish my walkthrough, but I had decided that my database was a necessary tool for the creation of my guide, so I persevered and

completed my project. It is possible that I have put more hours into my database than the guide you are currently reading, and is one of my most accomplished pieces of work that I have done with FFVII:

https://gamefaqs.gamespot.com/boards/197341-final-fantasy-vii/77502737

With that out of the way, I am finally free to focus on my walkthrough once more, which I am still committed on finishing. Next I think I will work on finishing the final few sections of the glitches section (which I don't think will ever truly be finished), then work on the final sections within Game Data. I also plan to reconstruct my guide; there is still a *lot* of work to do.....

''

V1.04 - Uploaded 07/Jun/2016
Size - 2.35 MB

Amendments made:

 - Version History listing corrected

''

V1.03 - Uploaded 06/Jun/2016
Size - 2.35 MB

Amendments made:

 - Updated Materia Combos.
 - Map added for floor 63 in the Shinra HQ.
 - Map added for the Temple Keeper's path outside the Murial Room.
 - Mad added for the 'Icicle Jumps' in the Great Glacier.
 - Corrected mistake regarding Huge Materia distribution.
 - Cait Sith's Summon chances included.
 - Bahamut ZERO, Final Attack & Kjata added to "permanently miss-able Materia"
 - Corrected Bone Village mechanics.
 - Special Thanks (intro in Section D) section re-worded.
 - Chocobo Ratings corrected for Chocobo tracks.
 - Glitches section expanded (but still not finished).
 - Reformatting of some boxes.
 - Many revisions and tweaks.

''

V1.02 - Uploaded 31/Jan/2016
Size - 2.15 MB

Amendments made:

 - Many small tweaks and revisions.
 - Special Thanks section revised.
 - Version History shortened.
 - Accidentally deleted paragraph fixed.
 - Materia Combo's section expanded.
 - PS4 & Steam controller mapping added.

''

V1.01 - Uploaded 14/Jan/2016
Size - 2.07 MB

Amendments made:

 - Section F Finished 21/Oct/2015 - Detailed ASCII artwork of each continent
                                    of the World Map.

 - Revised load-out strategies.
 - Many amendments and tweaks made for PS4 version.
 - Slight tweak to the legal notice.
 - Grammar and spelling corrections, and a lot of error fixes.
 - Amendments to some of the ASCII artwork, including redesign of front page.
 - Additional sub-contents included within each main section.
 - All capitalisation's of the first letter of the words 'Materia' and
   'Chocobo', and de-capitalisation of the word 'gil'.
 - Reworked Midgar Zolom strategy.
 - Slightly reworked 'Affection Game' ratings.
 - Reworked chocobo breeding strategies.
 - Corrected errors with the end-game bosses, and reworked end-game
   strategies.
 - Quotes for each section finished.
 - The inclusion of a newly found hidden Potion in Sector 7.

Thank you to friends and forum contributors who have helped me to make my
guide better by pointing out some of the errors and inconsistencies to me.

''
V1.00 - Uploaded 11/Oct/2015
Size - 1.91 MB

Started 28/Mar/2015.
Disc 1 Finished 02/May/2015
Disc 2 Finished 25/May/2015
Disc 3 Finished 30/May/2015
FF VII Finished 07/Jun/2015
Section E started 07/Jun/2015, still incomplete.....

This walkthrough has been written in anticipation of the Playstation 4 Port
released on the 16th October 2015. (correction - 5th Dec 2015)

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 Please don't send a PSN friend request to DynamixDJ as it is *NOT* my PSN ID

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|<:  {B}                        INTRODUCTION                               :>|
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  Final Fantasy VII is now approaching two decades old. 'Why am I investing

hundreds of hours into a walkthrough for a game that is nearly 20 years old', I find myself asking, and the answer is... I don't entirely know. All I know is that I've never felt for a game the way I have felt for Final Fantasy VII. In fact, be it game, book, film, TV series; nothing has ever compelled or intrigued, scratch that, nothing has ever left me thinking “how in the flying funk did they ever come up with this???” Welcome to the impossibly brilliant, expertly paced, masterfully executed nostalgic global phenomenon that is FF7.

'And given the fact that the game is getting a HD upscaled version brought out to the PS4 *with trophies* this winter (2015), I thought to myself “hey, why not scratch that age old itch and write the most comprehensive, detailed walkthrough I am capable of writing?” Why not indeed....'

I may be over selling the game a little; for those who are completely new to the game I'm not going to beat around the bush. The graphics are outdated; the battle system is (by today's standards) way too easy; and the Japanese to English translation is some-what flawed. 'So why should I invest time into the game then', you may be asking? Because, if one was to make a 'Games to play before you die list', then FF7 would have to be at the top of every list. “BUT WHY??” I hear you screaming. Because... never before or since has a story-plot twist literally blown my mind to the point where even now, having played the game for around the 20th time, I am still learning elements of the story that are completely new to me; I am still marvelling at sub-contextual dialogue that I'd previously missed and/or not fully understood before; and I am still finding more of the hundreds upon hundreds of hidden secrets that the game harvests. Seasoned player or not, one will still be able to appreciate FF7 for what it naturally is - a humorous and sometimes promiscuous but fascinatingly deep and compelling, well-paced story; an immensely huge and rewarding collectable system; a diverse and balanced battle system with engrossing tactics and strategies; beautifully pre-rendered background graphics that give the game a certain 'magical' feel; and the most awesome midi soundtrack that you will most likely ever hear in a game! And remember folks - be like Jesus. Save often!

'Whether you're playing the game for the first time ever, you've played it a few times as a kid but didn't really get into it properly, or you're a FF7 veteran and (like me) you're overjoyed at the prospect of having actual Playstation trophies for the game, I can guarantee this: Using this guide you *will* experience the game to its absolute fullest, and regardless of how much you think you know about the game, you *will* learn something that you hadn't previously. This has been my endeavour.'

If you find this walkthrough to be helpful, please remember to rate/recommend/like it!

Dear reader: During the development of this guide, I came about some great tools that have been developed solely for the purpose of understanding Final Fantasy VII's scripting and mechanics. So, the majority of the 'factual' data contained within this guide can be trusted, as it has been obtained *from source*.

Of course, I didn't come across these tools until quite soon into the guide, and there may still be a few grey-areas that I've missed. If you notice something that doesn't quite add-up to your own knowledge and understanding of the game, the please feel free to get in touch with me and I would be more than happy

to look into the game's coding - DynamixDJ@writeme.com

Acknowledgements for the tools that I have been using can be found in section J - Special Thanks.

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!  Disclaimer                                                                !
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!  Please note that while I have used and credited various sources for       !
!  the making of this guide, absolutely nothing has been copied and          !
!  pasted from one website/FAQ to this one. All box layouts and              !
!  information have been designed and in-putted by myself, should you        !
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!                                                                            !
!  - www.gamefaq.com                                                         !
!  - www.neoseeker.com                                                       !
!  - www.ign.com                                                             !
!  - www.supercheats.com                                                     !
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|<:  {C}                 TROPHY/ACHIEVEMENT CHECKLISTS                     :>|
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The PS4 release and the Steam release have varying Trophy/Achievement lists.

The Steam version has an Achievement list that really doesn't require a 'specialised' guide that differs from any other guide out there, as every single Achievement is straight forward and easy enough to figure out WITH THE EXCEPTION OF MATERIA OVERLORD! I have made the relevant notifications for that achievement throughout the guide.

The PS4 version on the other hand has 'specific' requirements, and without a guide you could find yourself re-playing the game to clean up on missed Trophies.

This guide will walk you through the PS4 version's Trophy list, assuring that you won't miss a single one!

PS4 TROPHIES: (32 in total) {TROPHY CHECKLIST}

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  _
P |_| GAIA'S GUARDIAN              - Obtain all trophies
B |_| FIRST BLOOD                  - Emerge victorious from your first battle
B |_| BREAKING NEW GROUND          - Use a Limit Break
B |_| CONSUMMATE CROSS-DRESSER     - Get  to choose Cloud over the two females
B |_| FLEDGLING SUMMONER           - Use a summon Materia in battle
B |_| MATERIA MASTERMIND           - Raise a Materia to Lv. 5
B |_| BEST BROMANCE                - Go on a date with Barret in the Gold
                                    Saucer
B |_| CHOCOCHAMPION                - Win the Chocobo Racing mini-game
B |_| COREL'S ANGEL                - Score 10,050 points or more in G-Bike at
                                    the Gold Saucer
B |_| SHURIKEN JOIN US             - Have Yuffie join your party
B |_| WON'T YOU BE MY VALENTINE?   - Have Vincent join your party
B |_| MAKING WAVES                 - Obtain the Leviathan Materia
B |_| WAITING IN THE WINGS         - Obtain the Bahamut Materia
S |_| COMING UP ALL NINES          - Obtain 99,999,999 gil
S |_| LIEGE OF LEVELING            - Reach Lv. 99 with one character
S |_| BAHUMUTYPE-0                 - Obtain the Bahamut ZERO Materia
S |_| ROUNDTABLE DESTRUCTION       - Obtain the Knights of the Round Materia
S |_| THE SLASH TO END ALL SLASHES - Learn Cloud's last Limit Break
S |_| LOOSE CANNON                 - Learn Barret's last Limit Break
S |_| PACKING A PUNCH              - Learn Tifa's last Limit Break
S |_| SEE THE LIGHT                - Learn Aeris's last Limit Break
S |_| A UNIVERSE OF PAIN           - Learn Red XIII's last Limit Break
S |_| MEET YOUR MAKER              - Learn Yuffie's last Limit Break
S |_| WHEEL OF FORTUNE             - Learn Cait Sith's last Limit Break
S |_| INNER DEMONS                 - Learn Vincent's last Limit Break
S |_| GALE WARNING                 - Learn Cid's last Limit Break
G |_| A FEAT OF METEORIC           - Complete FINAL FANTASY VII
      PROPORTIONS
G |_| TRANSCENDANT CONVOKER        - Obtain the Master Summon Materia
B |_| DIAMOND DISINTERGRATOR       - Defeat the Diamond Weapon (Hidden)
B |_| RUBY RENDER                  - Defeat the Ruby Weapon (Hidden)
B |_| EMERALD EVISCERATOR          - Defeat the Emerald Weapon (Hidden)
B |_| FAILURE IS AN OPTION         - Have your whole party fall in battle
```

STEAM ACHIEVEMENTS: (36 in total) {Achievement Checklist}

```
 _
|_| END OF PART I        - Complete the first part of the game
|_| END OF PART II       - Complete the second part of the game
|_| END OF GAME          - Complete Final Fantasy VII
|_| MASTER MATERIA       - Reach The Maximum level of any Materia
|_| MASTER OF GIL        - 99,999,999 gil
|_| TOP LEVEL            - Reach level 99 with any character
|_| KNIGHTS OF THE ROUND - Get Materia Knights of the Round
|_| OMNISLASH            - Get Cloud's last Limit Break
|_| CATASTROPHE          - Get Barret's last Limit Break
|_| CHAOS                - Get Vincent's last Limit Break
|_| GREAT GOSPEL         - Get Aeris's last Limit Break
|_| HIGHWIND             - Get Cid's last Limit Break
|_| FINAL HEAVEN         - Get Tifa's last Limit Break
|_| ALL CREATION         - Get Yuffie's last Limit Break
|_| COSMO MEMORY         - Get Red XIII's last Limit Break
|_| SLOTS                - Get Cait Sith's last Limit Break
|_| BAHAMUT ZERO         - Get the Materia Bahamut Zero
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 |_| ULTIMATE WEAPON      - Defeat the Ultimate WEAPON
 |_| DIAMOND WEAPON       - Defeat the Diamond WEAPON
 |_| RUBY WEAPON          - Defeat the Ruby WEAPON
 |_| EMERALD WEAPON       - Defeat the Emerald WEAPON
 |_| VINCENT              - Get Vincent on your team
 |_| YUFFIE               - Get Yuffie on your team
 |_| MATERIA OVERLORD     - Master all Materia
 |_| BATTLE SQUARE        - Start a battle in the Battle Square
 |_| GOLD CHOCOBO         - Get a Gold Chocobo
 |_| WON 1ST BATTLE       - Win your first battle
 |_| BRAVER               - Use Cloud's 1st Limit
 |_| BIG SHOT             - Use Barret's 1st Limit
 |_| GALIAN BEAST         - Use Vincent's 1st Limit
 |_| HEALING WOUND        - Use Aeris's 1st Limit
 |_| BOOST JUMP           - Use Cid's 1st Limit
 |_| BEAT RUSH            - Use Tifa's 1st Limit
 |_| GREASED LIGHTNING    - Use Yuffie's 1st Limit
 |_| SLED FANG            - Use Red XIII 1st Limit
 |_| DICE                 - Use Cait Sith's 1st Limit


  {MATERIA OVERLORD CHECKLIST} - Steam version only:

Seeing as you start the game with Lightning and Ice you can cross these off
your list straight away. Also, Underwater, Master Magic, Master Command and
Master Summon do not require Mastering.

 Anything with a * by it is permanently miss-able, there are 83 pieces in
 total to collect (17 of which are miss-able):

|    MAGIC     |   SUPPORT    |    COMMAND     |  INDEPENDENT  |    SUMMON
| (Green - 22) | (Blue - 13)  | (Yellow - 14)  | (Purple - 17) |  (Red - 17)
|              |              |                |               |
| Master Magic | Quadra Magic | Master Command | HP<->MP       | Master Summon
|*Ultima       |*Steal as Well|*Enemy Skill    |*Underwater    | KOTR
| Shield       | Added Cut    | Mime           | Cover         |*Bahamut Zero
| Full Cure    |*Final Attack | Manipulate     | Counter Attack| Typoon
| Contain      | Sneak Attack | Deathblow      | Mega All      | Hades
| Destruct     |*Added Effect |*Morph          | Long Range    |*Neo Bahamut
| Time         | Elemental    | Throw          | Pre-Emptive   | Phoenix
| Comet        | HP Absorb    | Sense          | Chocobo Lure  | Alexander
| Barrier      |*MP Absorb    | Steal          | Enemy Lure    |*Kjata
| Gravity      |*MP Turbo     | W-Item         | Enemy Away    |*Bahamut
| Poison       | Magic Counter| W-Summon       | Gil Plus      |*Leviathan
| Exit         | Counter      | W-Magic        | EXP Plus      | Odin
| Transform    | All          | Double Cut     |*Luck Plus     | Titan
| Mystify      |              | Slash-All      | Magic Plus    |*Ramuh
| Seal         |              |                | Speed Plus    |*Ifrit
| Revive       |              |                | HP Plus       | Shiva
| Heal         |              |                | MP Plus       | Choco/Mog
| Restore      |              |                |               |
| Lightning    |              |                |               |
| Earth        |              |                |               |
| Ice          |              |                |               |
| Fire         |              |                |               |


PERMANENTLY MISSABLE MATERIA:

= = = = = = = = = = =   - - - - - - - - - - - - - - - - - - - - - - - - - -
```

ENEMY SKILL - Disc 1 - After defeating Sample:H0512 in Hojo's Lab, be sure
MATERIA to pick up the Materia from the test container.
= = = = = = = = = = = -
IFRIT - Disc 1 - This must be obtained before leaving the Cargo Ship
after defeating Jenova-BIRTH.
= = = = = = = = = = = -
RAMUH - Disc 1 - This must be obtained before leaving the Jockey's
Room in the Gold Saucer after defeating Dyne.
= = = = = = = = = = = -
ADDED EFFECT - Disc 1 - This must be obtained whilst navigating the Cave of
the Gi in Cosmo Canyon.
= = = = = = = = = = = -
LUCK PLUS - Disc 1 - These must all be obtained whilst traversing the
MORPH Temple of The Ancients.
BAHAMUT
= = = = = = = = = = = -
KJATA - Disc 1 - As with Final Attack, Kjata falls victim to the
"full-capacity Materia" glitch. If you try to pick
up Kjata with a full Materia inventory list (200),
then instead of receiving an error message telling
you that your inventory is full, the Materia will be
permanently removed from the field, without being
added to your inventory.
= = = = = = = = = = = -
ENEMY SKILL: - Disc 2 - If you didn't learn it from the Materia Keeper in Mt.
TRINE Nibel, and you've already defeated Godo in the
Pagoda in Wutai, then the Stilva in Gaea's Cliff
will be the last place that you can learn Trine.
= = = = = = = = = = = -
MP TURBO - Disc 2 - These must be obtained whilst navigating the
NEO BAHAMUT Whirlwind Maze in the North Crater.
= = = = = = = = = = = -
ULTIMA - Disc 2 - During the North Corel Huge Materia mission, you
must catch up to the second train otherwise you'll
never be able to buy Ultima from the kid.
= = = = = = = = = = = -
UNDERWATER - Disc 2 - If you did not obtain the Morph Materia from the
Temple of The Ancients, then you subsequently would
not be able to Morph a Ghost Ship for the Guide Book
to exchange for the Underwater Materia.

UPDATE - Thanks to Raiu for pointing out the obvious to me.
You can still get the Morph Command from the Master
Command Materia by beating Emerald.
= = = = = = = = = = = -
STEAL AS WELL - Disc 2 - You must obtain the Leviathan Scales from the
Underwater Reactor to put out the flames in the Da-
chao cavern.
= = = = = = = = = = = -
BAHAMUT ZERO - Disc 2 - To obtain the Bahamut ZERO Materia you must first
obtain Bahamut, Neo Bahamut and the Huge Blue
Materia. If you fail to obtain one of these, then
you can dig Bahamut ZERO up from Bone Village, but
ONLY if you failed one of the Huge Materia
missions (it doesn't matter which one).
If you have obtained the Huge Blue Materia, then
Bahamut ZERO cannot be dug up from Bone Village.
= = = = = = = = = = = -
FINAL ATTACK - Disc 2 - As with Kjata, Final Attack falls victim to the
"full-capacity Materia" glitch. If you try to pick

up Final Attack with a full Materia inventory list (200), then instead of receiving an error message telling you that your inventory is full, the Materia will be permanently removed from the field, without being added to your inventory.

= = = = = = = = = = = = -

MP ABSORB - Disc 2 - You must complete Yuffie's sidequest before raiding Midgar at the end of Disc 2. Note that you can still complete the Pagoda Challenge at any point in the game regardless of whether or not you have completed the main part to Yuffie's Sidequest first.

= = = = = = = = = = = = -

ENEMY SKILL: PANDORA'S BOX - Disc 3 - The Dragon Zombie you encounter at the Northern Cave will use this move ONCE PER GAME ONLY! If you defeated it on your first encounter without learning Pandora's Box (because it's MP is too low) then re-load your save.
You have been warned!

****

```
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|\/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\*/\/|
|<:                                                                       :>|
|<:                                                                       :>|
|<:  {D}                        WALKTHROUGH                               :>|
|<:                                                                       :>|
|<:                                                            {Walkthrough} :>|
|/\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/*\/\|
@'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'--'@
```

Welcome to the wonderful and alluring world that is Final Fantasy VII, I hope you thoroughly enjoy it! Before scrolling down to the walkthrough itself, I suggest spending a few brief moments to familiarise yourself with the way in which I've designed my guide:-

Every area that you enter you will be faced with a brief run-down of the enemies you will encounter, as follows:

```
+--------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                          >  ENEMIES:                          **********  <
|      NOTE ON ENEMIES:    >           [           ENEMY NAME] [TOXIC FROG] <
|                          >                                    **********  <
| Here you can find a brief > ------Lv: [Enemies Current Level] [--------26] <
| description of the       > ------HP: [-------Enemies Max HP] [-------500] <
| enemies that you will be  > ------MP: [-------Enemies Max MP] [-------100] <
| facing. Note that if you  > -----EXP: [----Experience Gained] [-------420] <
| see stars above an        > ------AP: [Ability Points Gained] [--------30] <
| enemies name as shown in  > -----GIL: [-----------Gil Gained] [-------260] <
| the example then it means > ---STEAL: [---Item You Can Steal] [---Impaler] <
| an Enemy Skill can be     > ---MORPH: [---Item You Can Morph] [----Remedy] <
| learned from that enemy.  > ----DROP: [-Item That Is Dropped] [---Impaler] <
| Also, you'll need the     > --ABSORB: [---Elemental Strength] [-------PSN] <
| Steal Materia to be able  > -NULLIFY: [---Elemental Strength] [----------] <
| to steal, and you'll need > ---HALVE: [---Elemental Strength] [----------] <
| the Morph Materia to be   > --DOUBLE: [---Elemental Weakness] [-------ICE] <
| able to morph.            > -E-SKILL: [--Enemy Skill Learned] [-FROG SONG] <
```

```
+---------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#

I have abbreviated each Element as follows:

Fire      = FRE  |  Gravity     = GRV
Ice       = ICE  |  Water       = WTR
Lightning = LHT  |  Wind        = WND
Earth     = ERT  |  Holy        = HLY
Poison    = PSN  |  Restorative = RES

If you are unfamiliar with the Restorative Element then please visit section
E.05 for more details on obscure Elements, or use QSI Link [Restorative].

Quick Searching - Don't forget to make use of Control + F!!! If you see a
                  comment that suggests for you to visit section E.01 (for
                  example), when copying E.01 into the search bar be sure to
                  manually add the braces {} around E.01 yourself. This way
                  you'll jump straight to the desired section, as opposed to
                  filtering through all the references to section E.01 that
                  are mentioned throughout the walkthrough. Note that the
                  braces are the keys above [], not the brackets above 9 & 0.
_______________________________________________________________________________

!!!!!!!!!! I have now added what I call a 'Quick-Search Index Link' system (or
!        ! QSI Link). You can now type something into the search field such as
!  QUICK ! Omnislash, Confusion, or Zeio Nut (for example), then surround the
! SEARCH ! criteria  with braces {} (not the () brackets). You will then jump
!  INDEX ! directly to that relevant section within the guide! Whenever you
!  LINKS ! see 'QSI [Index]' you'll know that you are looking at a 'Quick-
!        ! Search Index Link' reference. Try typing the word Index into the
!!!!!!!!!! search field surrounded by {} to jump straight to the Index.
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTES                                                                  [
]                                                                             [
] You'll be seeing a lot of these side notes throughout this walkthrough.     [
] If you are new to the game then be sure to take the time to read through    [
] these notes. If however you are a seasoned player and you think you know    [
] all there is to know about the game, then I would still advise you to skim [
] through them, as some of the contents are strategy based, and future        [
] comments such as 'as previously mentioned' would not make a great deal of  [
] sense otherwise.                                                            [
]_____________________________________________________________________________[

 _____________________________________________________________________________
|                                                                             |
|                                  CONTROLS                                   |
|_____________________________________________________________________________|

*******************************************************************************
 _____________________________________________________________________________
|                                                                             |
|                                PSX DEFAULT:                                 |
|__________________________________________ __________________________________|
|                                          |                                  |
|   FIELD CONTROLS:                        |   MENU CONTROLS:                 |
|                                          |                                  |
| D-Pad      | Direction                   | Triangle | Un-equips Materia or |
| X          | Cancel/Run                  |          | Accessory            |
| O          | Confirm / Interact          |          |                      |
```

| Triangle | Open Menu
| Square | ------
| L1 / R1 | Alters Movement Diagonally
| L2 / R2 | ------
| Start | ------
| Select | Displays Helpful Indicators

BATTLE CONTROLS:

| D-Pad | Menu Selection
| X | Cancel
| O | Confirm Selection
| Square | Hold To Hide Battle Menu
| Triangle | Toggle Between Character
| L1 / R1 | Quick Scroll
| L2 | ------
| R2 | Displays 'Target' Icon
| Start | Pause
| Select | Toggles Status Bar On/Off

Holding L1 + R1 together will make you flee from battle.

| Square | Toggles Between Materia Screen & Weapon Screen
| L1 / R1 | Toggles Between Characters / Quick Scroll

* * * * * IMPORTANT NOTICE * * * * *

DO NOT alter the controls within the menus as it will heavily impair some of the controls for certain minigames.

If you are playing Final Fantasy VII on a PS1, PS1 emulator, or through the PSN, then remember that you can press Start, Select, R1, R2, L1 & L2 simultaneously to perform a soft reset of the game bringing you back to the title screen.

****

STEAM DEFAULT:

FIELD CONTROLS:

| U D L R | Direction
| C | Cancel/Run (X)
| X | Confirm / Interact (O)
| V | Open Menu (Triangle)
| Insert | Switch (Square)
| Page Up | Alters Movement Left (L1)
| Page Down | Alters Movement Right (R1)
| Home | ------ (L2)
| End | ------ (R2)
| B | ------ (Start)
| Delete | Assist (Select)

BATTLE CONTROLS:

| U D L R | Menu Selection
| C | Cancel
| X | Confirm Selection
| Insert | Hold To Hide Battle Menu
| V | Toggle Between Character
| Page U/D | Quick Scroll (L1/R1)
| Home | ------ (L2)
| End | Displays 'Target' Icon (R2)
| B | Pause
| Delete | Toggles Status Bar On/Off

MENU CONTROLS:

| V | Un-equips Materia or Accessory
| Insert | Toggles Between Materia Screen & Weapon Screen
| Page U/D | Toggles Between Characters / Quick Scroll

Feel free to map the control settings how you please; doing so won't impair some of the mini-games as it would have done in the previous versions.

| Holding Page Up and Down together will |
| make you flee from battle. |
| |
|_____|

****

PS4 DEFAULT:

FIELD CONTROLS:

D-Pad	Direction
Analogue	Direction (auto-run)
O	Cancel/Run
X	Confirm / Interact
Triangle	Open Menu
Square	------
R1 / L1	Alters Movement Diagonally
R2 / L2	------
Start	------
Select	Displays Helpful Indicators

MENU CONTROLS:

Triangle	Un-equips Materia or Accessory
Square	Toggles Between Materia Screen & Weapon Screen
R1 / L1	Toggles Between Characters / Quick Scroll

BATTLE CONTROLS:

D-Pad	Menu Selection
Analogue	Menu Selection
O	Cancel
X	Confirm Selection
Square	Hold To Hide Battle Menu
Triangle	Toggle Between Character
R1 / L1	Quick Scroll
L2	------
R2	Displays 'Target' Icon
Start	Pause
Select	Toggles Status Bar On/Off

Holding R1 + L1 together will make you flee from battle.

CHEATS!

CHEATING TAKES THE FUN OUT OF THE GAME, AND AT NO POINT WILL I EVER SUGGEST THE USE OF THE BUILT-IN CHEATS AS A STRATEGY!

L3 - Activates 3x Speed
R3 - Activates 'God' Mode
L3&R3 - Toggles random encounters

God mode will keep your HP/MP and Limit bars topped up, but you can still get taken out in one hit if the move is powerful enough.

The control map for the PS4 cannot be adjusted. The X and O buttons have been reversed from their original settings.

****

TIPS:

- Make the most of the quick-search feature! This walkthrough is immensely huge, and utilising Control + F will save you a lot of time and headaches. I have tentatively set-up a feature that allows for effective use of quick-searching, see the index for more info.

- Save often. There is no auto-save feature, so forgetting to make use of a save point could be costly. I also recommend making multiple save files.

- Your kills count towards Leveling up your Limit Breaks! Try to bear that in mind when choosing which player to be the main attacker.

- Press Select whilst in the field to bring up the helpful arrow indicators.

- Arranging your Items by 'Type' in the Item Menu is always a good idea.

- You can change the speed of the battle in the 'Config' menu. You can also fiddle with the colour of the window, just don't touch the button config.

- When swapping your characters over, be sure to also swap their current Armour and Accessory over too.

- You can use the 'Exchange' tab in the Materia menu to arrange your Materia around with characters that aren't currently in your party.

- Whilst in the PHS menu you can press confirm twice on a character to see what current equipment they have on them, without having to put them in your party first.

These tips are just scratching the surface, I've included within the walkthrough all of the useful things that you will need to know about the game.

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!                                                                            !
!                               SPECIAL THANKS                               !
!                                                                            !
! While I have made sure to credit every source as appropriate in the final  !
! section of this guide, I have also made sure to mention various sources    !
! throughout the walkthrough.                                                !
!                                                                            !
! I would just like to say now that a huge shout out goes to Absolute Steve  !
! for the setting the standard with his Walkthrough/FAQ, and also MGSB for   !
! his excellent Training/Random Encounter FAQ. NFITC1 has been a great help  !
! by consistently answering many of my questions regarding the inner         !
! mechanics of the game, along with his "Proud Clod" tool; although          !
! TFergusson probably deserves the most amount of praise for his Mechanic    !
! FAQs, and all he has done for the FFVII community as a whole.              !
!                                                                            !
! Lastly, I'd like to send my most heartfelt thank you out to the developers !
! of the game - Square (Soft), Hironobu Sakaguchi, Yoshinori Kitase,         !
! Kazushige Nojima, Nobuo Uematsu and the rest of the Development Team.      !
! Although the final product was rather hurried and riddled with             !
! imperfections, you guys have single-handedly created a game that has       !
! revolutionised the way westerners view Role Playing Games, and you have    !
! left us with a story that will continue to boggle our minds for years to   !
! come.                                                                      !
!                                                                            !
!  “I've been here since the beginning and I still don't know what the       !
!   hell's goin' on”                                                (Barret) !
!                                                                            !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!


 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
'                                                                            '
'                               GET IN TOUCH!                                '
'                                                                            '
' Noticed a platform variation that I haven't made a not of? Discovered a    '
' better strategy to the one I have suggested? Or if you've just got some    '
' overall feedback, my inbox is always open - DynamixDJ@writeme.com          '
'                                                                            '
```

' All feedback is very much appreciated, and helps to improve my guide! '

And now for the main feature!

If you find this walkthrough to be helpful, please remember to rate/recommend/like

DISC 1

{D1} {Disc 1}

CONTENTS

{D1.01} - To Blow Up a Mako Reactor
{D1.02} - Sector 7 Slums
{D1.03} - To Blow Up Another Mako Reactor
{D1.04} - Sector 6 & Wall Market
{D1.05} - Return To Sector 7
{D1.06} - Shinra HQ
{D1.07} - Kalm
{D1.08} - Chocobo Ranch & Fort Condor
{D1.09} - Junon
{D1.10} - Costa Del Sol & Mt. Corel
{D1.11} - Gold Saucer & Corel Prison
{D1.12} - Optional Sidequests No.1
{D1.13} - Gongaga
{D1.14} - Cosmo Canyon
{D1.15} - Nibelheim
{D1.16} - Rocket Town
{D1.17} - Optional Sidequests No.2
{D1.18} - Yuffie's Sidequest
{D1.19} - Gold Saucer Re-visited
{D1.20} - The Temple of the Ancients
{D1.21} - The Forgotten Capitol

PLEASE INSERT:

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|                                                                            |
| {D1.01} - To Blow Up a Mako Reactor                                        |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Potion             |_|Phoenix Down       |_|Restore Materia     |
|         |_|Potion             |_|Potion             |_|Assault Gun (Boss)  |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.01 A - Our First Reactor                     ("The planet's dyin', Cloud!")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

+---------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                           >  ENEMIES:                                      <
|      NOTE ON ENEMIES:     >          [     MP] [GUARD HOUND] [MONO DRIVE] <
|                           >                                                <
| There's really not much   > ------Lv: [------2] [----------3] [---------2] <
| to any of these enemies,  > ------HP: [-----30] [---------42] [--------28] <
| there's no need to use    > ------MP: [-------] [-----------] [--------28] <
| any of Ex-SOLDIER'S       > -----EXP: [-----16] [---------20] [--------18] <
| magic, his basic attacks  > ------AP: [------2] [----------2] [---------3] <
| are strong enough to do   > -----GIL: [-----10] [---------12] [---------8] <
| the job. MP stands for    > ----DROP: [-Potion] [-----Potion] [----Potion] <
| Military Police by the    > -NULLIFY: [-------] [-----------] [-------ERT] <
| way.                      > --DOUBLE: [-------] [-----------] [-------WND] <
+---------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#

--Items - Potion x 2
--Extra - Iron Bangle (recruit equipment)
```

After watching the intro FMV you'll eventually have control of your blond, spiky haired character. First things first, press select/assist/touchpad to bring up the 'Finger Indicator' above his head, and more importantly the 'Red Indicator' which marks the entry/exit point on any screen. This will be particularly useful to any newcomers to the game.

Lastly, go into the main menu (with Triangle) then goto Config. Here you can change the window colour if you like, amongst other things. Just don't change the button configuration, as it'll make things really confusing later on (PS4 players won't be able to change the controls, and Steam/PC users can change the controls how they wish).

Change the ATB to wait, move the Battle Speed bar 4/5's to the left (to increase the speed), leave Battle Message as is, move field message 2/3's to the left and finally change the Magic Order to No.4: Attack, Restore, Indirect. These are just my recommended settings, you can fiddle with these later on if you like.

NOTE - We will be bringing the battle speed down eventually, I've sped it up just for now to make for a smoother gaming experience.

There's nothing left to do in the menus, so back out then run over to the first unconscious soldier that you see to search him for a [POTION]. Then search him again for a second [POTION] (the cancel button is to run by the way). Note that you could search either guard for the Potions; an error in coding means that they both carry the *same* two Potions.

Run towards the exit to engage in our first battle encounter - 2 x MPs. Press SELECT during battle to make the status bar appear; this will help for later on. If you like, you can also make a 'target' icon appear over the enemies with R2. As I mentioned earlier, just use Ex-SOLDIER's basic attacks to kill these foes, unless of course you're curious to see what his Bolt/Ice attacks looks like, in which case fire away! Once the battle is done, you may be rewarded with a Potion from one of the enemies.

NOTES - Newcomers to the game, I know what you're thinking, and trust me, the battle system does get better. It'll eventually develop into one of the most intricate and ingeniously thought out battle systems that you'll ever play, you'll just have to put up with the relatively boring and comparatively simple 'introductory' system for now. It's the same as most old-skool turn-based RPGs, really; It'll break you in bit-by-bit, piece-by-piece.

- PS4 players will just have unlocked the First Blood Trophy for winning their first battle.

- You will not be able to fight any random encounters on the opening screen until you have left then re-entered the screen.

Once escaping to the second screen, you'll have some dialogue with your comrades, then you'll be able to name your characters [CLOUD] and [BARRET]. Once you regain control of Cloud, consider tuning down the field message setting if it's too quick for you, you really are going to want to follow the story in this game (as opposed to flashing through the dialogue boxes as quickly as possible). You'll be missing out hugely otherwise!

Follow your posse to the next screen fighting enemies along the way to come to a T-shaped bridge. Head north into the Reactor, and after some dialogue with Barret he'll join your team.

¬¬

--D1.01 B - “This isn't just a reactor!!” (...)

¬¬

```
+----------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                  >  ENEMIES:                                 <
|         NOTE ON ENEMIES:         >           [1ST RAY] [  GRUNT] [ SWEEPER] <
|                                  >                                           <
| The Mono Drive can also be       > ------Lv: [------4] [------7] [-------8] <
| fought here. If you really want  > ------HP: [-----18] [-----40] [-----140] <
| to see what Cloud's magic looks  > -----EXP: [-----12] [-----22] [------27] <
| like then by all means use it!   > ------AP: [------1] [------2] [-------3] <
| The 1st Ray and the Sweeper are  > -----GIL: [------5] [-----15] [------30] <
| weak against your Bolt attack,   > ----DROP: [-------] [-Potion] [--------] <
| try it for double damage! Just   > --DOUBLE: [----LHT] [-------] [-----LHT] <
| remember to save enough MP       >                                           <
| (Magic Points) for the Boss.     >                                           <
```

```
+-------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#

--Items - Phoenix Down, Potion, Restore Materia
--Boss  - Guard Scorpion Lv 12 (Assault Gun)


  Before continuing, consider which row you'd like to put Barret in.
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - FRONT AND BACK ROWS                                             [
]                                                                             [
] Players in the front row dish out and receive more damage from physical     [
] attacks while players in the back row will dish out and receive less        [
] damage. All magic spells are completely unaffected by which row you're      [
] in. You can change your characters row by selecting 'Order' in the menus.   [
] Position a character to the left to place him in the front row, and right   [
] for the back row.                                                           [
]                                                                             [
] Note that you can change a characters row mid battle by selecting 'Change'  [
] (left on the d-pad); after the battle they'll be back in their original     [
] row. Also, by pressing right on the d-pad you can have your player defend   [
] for one turn thus receiving 1/2 damage from physical attacks.               [
]_____________________________________________________________________________[

Now, most guides at this stage would recommend you to put Barret in the back
row and leave him there seeing as most of his weapons are long range, and
long range weapons will do the same damage from either row. This guide
however suggests considering a slightly different approach:
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - LIMIT BREAK TRAINING No.1 - The Basics                          [
]                                                                             [
] There's too much to cover at this stage, so I won't be going into great     [
] depth just yet, just know that there are two ways in which we can level up  [
] our Limits Breaks:                                                          [
]                                                                             [
] 1. By using your basic Limit Break x amount of times.                       [
]                                                                             [
] 2. By getting x amount of kills.                                            [
]                                                                             [
] Both run coherently; we don't have to complete 1 before we start 2. So,     [
] what I'd like you to do at this stage is to leave Barret in the front row   [
] as so that he actually takes more damage. This way his Limit gauge will     [
] fill up more quickly in-battle, and he'll be able to use his Limits more    [
] often. Also, I'd like you to let Barret and Barret only get all the kills;  [
] Cloud is in your party for 90% of the game and his Limits will level up     [
] eventually of their own accord. Don't even have Cloud defend, the only      [
] times that I want you to use Cloud is to either weaken the enemy or when    [
] his Limit gauge has filled up; use it straight away.                        [
]                                                                             [
] This is a completely optional way of training of course, and if you start   [
] to run low on Potions then you can just fight normally, but I do enjoy      [
] battling this way because it gives me something to focus on at this early   [
] stage of the game. Once the whole magic system gets under-way however I     [
] won't put as much focus into the Limit Breaks, but for now  I like to get   [
] a head start on them. Try to get at least one use out of both Barret's and  [
] Cloud's Limit Breaks before the up-coming Boss.                             [
]_____________________________________________________________________________[

Now that we're finally prepared, talk to Biggs then Jessie, respectively.
```

Before following them east to the elevator shaft, head south to find a treasure chest containing a [PHOENIX DOWN]. Note - These are to be used if you get KO'd during a battle. Note that you will not encounter any battles on this screen (for now, at least).

Now head into the elevator shaft and press then blue and purple arrow button on the far wall to descend. After some dialogue with Barret you'll emerge on top of a giant complex of sorts (battles are enabled again).

NOTE - When you do use your Limit Break for the first time, you'll unlock the Breaking New Ground Trophy.

Follow the path down two giant sets of stairs into the next area (remember to have pressed select to enable the red exit arrow/triangles). Note the green arrow here, it indicates a climbable object, in this case a ladder. Talk to Jessie then follow her down grabbing the [POTION] near to where she stops.

NOTE - Remember to talk to Jessie on your way out, you won't be able to progress otherwise.

Head down the remaining two sets of ladders, then save using the weird pink and purple ? mark. Before heading down to the next screen (to the boss), consider battling around here for a while getting some Barret only kills and aim to progress only after you've used both Cloud's and Barret's Limit Break once. Entirely optional, of course. The sweeper deals a nice amount of damage, and can only be fought on the bottom screen. Don't just stand there taking hits though, keep getting a constant flow of kills with Barret. Make sure not to run out of potions either; keep at least 2!

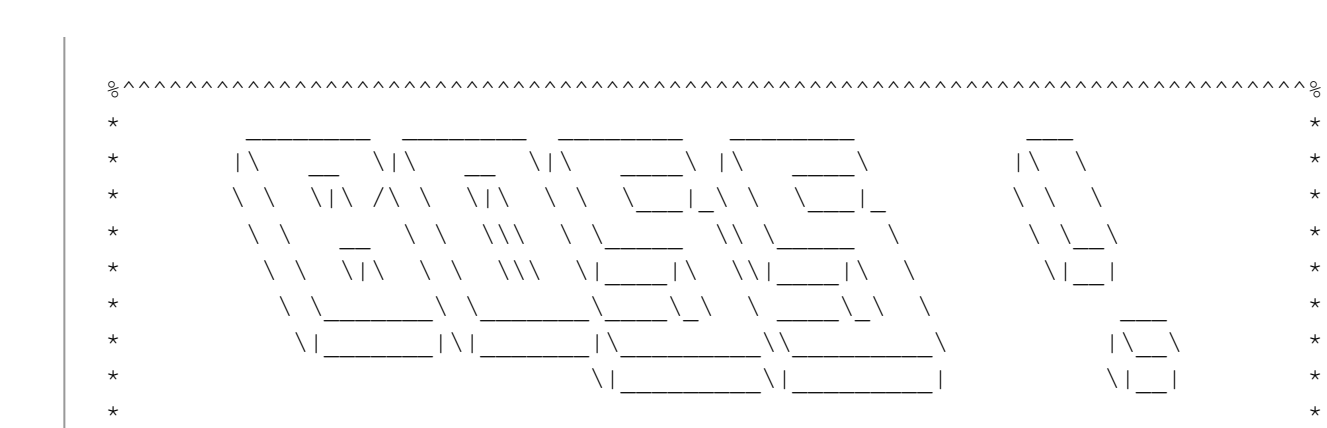
NOTES - After the boss battle we will have a 10 minute time limit in which we must escape the reactor. You should have plenty of time, but by all means you can start using Cloud again during this time. The count down timer will continually run down even whilst you're in the menus, so if you do wish to completely pause the game then you can do so by pressing START whilst in battle. Also, when a battle begins you can keep the action button held down to auto-attack.

- During the boss battle you can let it annihilate Cloud and Barret if you wish to unlock the Failure IS an Option Trophy. Just make sure to have saved beforehand!!!!

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - ESCAPING FROM BATTLES                                          [
]                                                                            [
] O.K., it is highly recommended that you don't get into the habit of        [
] running away from every other battle you encounter, you won't earn any EXP [
] etc. that way. Hold L1 + R1 to start running away, it may take 10 seconds  [
] or so. Only consider doing this at certain times in the game i.e. because  [
] you're on a time limit.                                                    [
]____________________________________________________________________________[
```

When you're ready, save-up and potion-up then head south east to the following screen. Grab the [RESTORE MATERIA] (we can't use this just yet..), then attempt to interact with the valve. After hearing a (mysterious voice) you'll be up against your first boss of the game! How I still love this sound track!

NOTE - The Boss theme you're about to hear (entitled "Still More Fighting") sounds like "Metallica - For Whom the Bell Tolls"; skip to 1:49. Credit to slk_23 for discovering the connection!



GUARD SCORPION	BOSS BATTLE:	01
	---------Lv:	12---------
	---------HP:	800--------
	--------EXP:	100--------
	---------AP:	10---------
	--------GIL:	100--------
	-------DROP:	Assault Gun
	----NULLIFY:	GRV--------
	-----DOUBLE:	LHT--------

The main thing to point out about this Boss is that it's weak against Lightning, so have Cloud pummel him with his Bolt attack while Barret deals normal, physical damage. If your health drops below 100 then make sure to heal. He only has one move you need to be wary of, and this is his Tail Laser which he will only use as a counter attack if his tail is raised in the air (some bad translation here), which it will do after four turns.

Some would advise at that stage not to attack it until its tail has lowered, however if you were to attack it once, whilst making sure that your HP was above 100, then his counter will more than likely fill up Cloud and Barret's Limit Breaks with one hit. Once its tail is down you can unleash hell, it'll die fairly quickly after this. Your reward will be a new weapon for Barret, the [ASSAULT GUN].

YOU NOW HAVE 10 MINUTES TO ESCAPE THE REACTOR!

1.) Equip Barret's new weapon, the Assault Gun.
2.) Head back to the save point and make use of it.
3.) Head up two of the three sets of ladders then talk to Jessie.
   MAKE SURE TO DO THIS.
4.) Make your way up the third set of ladders, out and up the two long
    flights of stairs and into the elevator once again.
5.) Once out the elevator, talk to Jessie then Biggs, respectively.

You should now have roughly 6 - 7 Minutes left on the clock, possibly longer.
When you get to the screen with the Phoenix Down chest, random encounters
will have been enabled.
Depending on how many potions/time you have left you could optionally battle
it out until about 2 minutes is left on the clock getting some Barret only
kills, it's completely up to you. The next time you fight your HP/MP will be
restored. Note that it is absolutely fine to use up all of your potions at
this stage.

When you're ready, head outside to the T-shaped bridge to finish the section.
You'll then view a short FMV.

/--\

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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                             |
| {D1.02} - Sector 7 Slums                                                    |
|                                                                             |
| ITEMS:                                                                      |
|         |_|Potion              |_|Ether              |_|Potion              |
|         |_|All Materia                                                       |
|                                                                             |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.02 A - The Aftermath   (“This train. It can't run anywhere except where
                                                             its rails take it”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

+-------------------------------------------------------#~~~~~~~~~~~~~~~~~~~~~#
|                                                       >  ENEMIES:           <
|                   NOTE ON ENEMIES:                    >            [     MP] <
|                                                       >                     <
| These are the exact same MPs from Reactor 1. Bolt     > ------Lv: [------2] <
| or Ice may be a little excessive, so don't waste      > ------HP: [-----30] <
| your MP on these MPs!                                 > -----EXP: [-----16] <
|                                                       > ------AP: [------2] <
|                                                       > -----GIL: [-----10] <
|                                                       > ----DROP: [-Potion] <
+-------------------------------------------------------#~~~~~~~~~~~~~~~~~~~~~#

--Items   - Potion


  After a few scripted events have played out, you'll have control of Cloud
again. Just so you know, you've just blown up the Reactor in Sector 1, and
now you're currently in Sector 8. Head up the stairs to the following screen
to engage in some multiple choice dialogue with the Flower Girl.
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - THE AFFECTION GAME                                              [
]                                                                             [
] The choices that you make throughout the majority of the first disc can    [
] play a part in how certain characters feel about you. If you're new to the [
] game, then I suggest just playing it through naturally; it has absolutely  [
] no effect on the story or the gameplay in any way shape or form. If you're [
] familiar with the game however, and you wish to manipulate the choices you [
] make in order to affect the outcome of the affection game, then cast your  [
] eyes to the back of this guide under section E.01 (remember to use Control [
] + F to quick search).                                                       [
]_____________________________________________________________________________[

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?       _______________         _______________         _______________       ?
?       !!TROPHY NOTE!!         !!TROPHY NOTE!!         !!TROPHY NOTE!!       ?
?       ```````````````         ```````````````         ```````````````       ?
?                                                                             ?
?   TROPHY NOTE - BEST BROMANCE                                               ?
?                                                                             ?
```

```
?   If you are looking to complete the PS4 trophy list, then you must make   ?
?   it so that Barret wins the affection game as to unlock the Best Bromance ?
?   trophy. Whenever you see (Best Bromance - choose option 1) then you'll   ?
?   know which dialogue option to choose to manipulate it in Barret's        ?
?   favour. If you are *not* playing this on the PS4 however, then you can   ?
?   completely ignore these 'Best Bromance' references, as this Trophy isn't ?
?   available in the Steam version.                                          ?
?       _______________         _______________         _______________      ?
?       !!TROPHY NOTE!!         !!TROPHY NOTE!!         !!TROPHY NOTE!!      ?
?       ```````````````         ```````````````         ```````````````      ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

NOTE - Due to the simplicity of the Trophy list, you won't see many of these Trophy Notes floating about.

Once you've finished conversing (Best Bromance - choose option 2, then 1, then buy a flower for 1 gil), follow the Flower Girl to the adjoining screen. Head south, obtaining a [POTION] to the left along the way.

In the next screen you will have the choice between fighting or running from 3 sets of guards. I always choose to fight for the EXP (and more importantly for the kills), but the choice is yours to make - make it quickly! Note that the MPs here are exactly the same as the ones you fought inside the reactor.

Once you've battled/ran from the guards, a few animated events play out followed by some dialogue, then you'll have control of Cloud again on a train. Head south to the next screen.

You can talk to whomever you like here, when you're ready to continue talk to Jessie who is at the front right of the screen. She'll give you a guided virtual tour of Midgar. When you have control of Cloud again, talk to Jessie once more (Best Bromance - choose option 2, “Looking forward to it”), then talk to Barret. Next stop, Sector 7!

```
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--D1.02 B - Tifa's Bar                        (“I want to talk about my money”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
+----------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                            >  ENEMIES:                                        <
|      NOTE ON ENEMIES:      >           [SWEEPER] [GUARD HOUND] [MONO DRIVE]  <
|                            >                                                  <
| All of these enemies you   > ------Lv: [------8] [----------3] [---------2]  <
| have fought before, and    > ------HP: [----140] [---------42] [--------28]  <
| they are just as easy      > ------MP: [-------] [-----------] [--------28]  <
| now as they were then.     > -----EXP: [-----27] [---------20] [--------18]  <
|                            > ------AP: [------3] [----------2] [---------3]  <
|                            > -----GIL: [-----30] [---------12] [---------8]  <
|                            > --DROP 1: [-------] [-----Potion] [----Potion]  <
|                            > --DROP 2: [-------] [-----------] [-----Ether]  <
|                            > -NULLIFY: [-------] [-----------] [-------ERT]  <
|                            > --DOUBLE: [----LHT] [-----------] [-------WND]  <
+----------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Items - All Materia, Ether, Potion
--Extra - 1500 gil, Bronze Bangle (recruit equipment)

Once you've hopped off the train, make your way west. You'll head back

through to the eastern screen a little later on. In the next screen, head north to save your game, and if you wish to see a long winded scene of the overhead support tower then you can talk to kid that's standing by the save point.

We can't go south, so head west. In the next screen talk to Barret to enter the bar, we won't be bothering to explore here just yet. Here you'll be able to name a new character [TIFA], and if you bought a flower earlier you can choose to give it to her, raising her affinity towards you (Best Bromance - give the flower to Marlene instead). Try to leave and Barret will come barging in, remarking that he wants to start the meeting. You can have a drink with Tifa before going down if you like (Best Bromance - choose option 1, “I don't feel like it”), otherwise just interact with the pinball machine to descend.

After some dialogue you'll try to leave the bar. Tifa will stop you (Best Bromance - when prompted, select option 2 '...Sorry'), and you'll end up in a flashback. Although it may seem a little cheesy, there's actually a lot more going on here than meets the eye. Once the flashback has finished, and after receiving Barret's stash of [1500 GIL], you'll (eventually) have control of Cloud again after sleeping the night.

When you awake, ascend the pinball machine. (Best Bromance - Before anything else talk to Tifa and choose option 1, “Barret's snoring kept me up...”) As you try to leave you'll have to talk to Barret once more and he'll ask you to explain to him (and to us) how Materia works. If you're completely new to this game then you may wish to view this tutorial, although it is slightly long. Afterwards, check the Menus to see that we will now have access to the Materia option, whoopee! Time to go shopping.

Head outside and into the south-western most building. Buy yourself 1 x Restore Materia and 1 x Lightning Materia.

NOTE - Robotic based creatures are usually weak against Lightning based attacks, and there's a fair few robots to fight soon which is why I've advised you to by a second Lightning as opposed to a Fire which we haven't yet obtained. We will soon enough though, patience my friends. I'll also give a full Elemental breakdown when I feel the time is right.

Then, head over to the store just east from the one you were in and talk to the guy on the left. Buy from him 3 x Iron Bangles. If you talk to the kid here he'll let you rest up for 10 gil, this'll come in handy for later.

Head to the second floor to find a bouncing save point. This is the [BEGINNERS HALL], and straight off the bat GRAB THAT MATERIA! the [ALL MATERIA] to the right. Then straight after grab the [ETHER] from the falling chest (this restores MP). If you talk to the people in this room then you will learn more about the mechanics of how the game works, although this walkthrough should cover most of what you will need to know as you're going along.

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?   ____________________     ____________________     ____________________    ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!    ?
?   ````````````````````     ````````````````````     ````````````````````    ?
?                                                                             ?
?   ACHIEVEMENT NOTE - GRAB THAT MATERIA!                                     ?
?                                                                             ?
?   Whenever you see GRAB THAT MATERIA! make sure to do exactly that. There   ?
```

? are several Materias in this game that can be permanently missed, so if ?
? you're going for the Materia Overlord Achievement then you're really not ?
? going to want to miss a single piece. Note that Materia Overlord is only ?
? available on the Steam version; you don't need to acquire every piece if ?
? you are playing the PS4 version, although it's still advised.   ?
?   ?
? _____________________   _____________________   _____________________ ?
? !!ACHIEVEMENT NOTE!!   !!ACHIEVEMENT NOTE!!   !!ACHIEVEMENT NOTE!!   ?
? `````````````````````   `````````````````````   ````````````````````` ?
$$

NOTE - The All Materia is the best piece of Materia for this early stage in
the game, and will dominate your battle strategy for a while.

If you have 0 Potions in your inventory, you could talk to the big guy standing next to the dog for a free [POTION]! Select the option “How to heal your allies?”, just bear in mind that you can only obtain the one. Shout out to Ex-SOLDIER-13 for finding this potion (that's his online tag; I'm not thanking Cloud...)!

There's nothing left to do here now, although feel free to explore the rooms I haven't gone into yet to converse with various NPCs (you can also talk to Johnny at the top of the screen). When you're ready, equip everyone with the Iron Bangle, then give Barret All and Lightning making sure that they are 'paired', Barret's Bolt attack will now hit all enemies! Give Cloud Restore & Ice and give Tifa Restore and Lightning.

NOTES - Any blue (Support) Materia we obtain has to be paired with another
green (Magic) or red (Summon) Materia in order for them to take
affect; they will not work independently (some yellow (Command)
Materias can also be paired, but not all).

- The AP we gain during battles stands for Ability Points, they go into Leveling up our Materia. At Lv 1, All can only be used to target all enemies once per battle, this will increase as the Alls' level increases.

- Any magic that is linked to All will deal 66% of its normal power. You can toggle All's in-battle effect using R1.

Time to save the game!

Before heading out onto the train, consider heading east to the Train Graveyard in order to get some kills with Barret's All set up. All of the enemies here are ones we've fought before,remember that the Mono Drive can sometimes drop Ethers. Battle here for a bit, when Barret's MP runs out head back to the inn to rest up for 10 gil (talk to the boy in the weapon shop then climb to the third floor). You don't want to spend too long training here though because there is an awesome training spot coming up which will eliminate the 'random encounter' regime; we will get non-stop uninterrupted battles! We won't be able to rest there though so when our MP runs low we'll be relying on Ethers which is why it's good to try to get a one or two now from the Mono Drives, I left with 3.

When you're ready, rest, save, then head out onto the train to begin the next mission. One last top tip to give to you before moving on, a tip that'll save you from ever having to use Potions outside of battle again!

____
]   [
] SIDE NOTE - THE 'ALL TRICK'   [

```
]                                                                            [
] When your characters healths start to run low, equip Cloud (who has the    [
] highest magic stat at this stage) with All and pair it with Restore. Now,  [
] go into 'Magic' from the main menu and select Cloud. Then select Magic,    [
] Cure, then when the finger prompts you to choose which party member it is  [
] you wish to heal, press R1 to activate the All's effect. You have just     [
] healed your entire party for 4 MP! This is how you're going to want to     [
] heal outside of battle from now on. Once you're done, don't forget to give [
] the All back to Barret!                                                    [
]____________________________________________________________________________[


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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D1.03} - To Blow Up Another Mako Reactor                                  |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Phoenix Down       |_|Potion             |_|Ether               |
|         |_|Hi-Potion          |_|Tent               |_|Titan Bangle (Boss)  |
|         |_|Ether                                                           |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.03 A - We've Been Made!    ("The hell you so calm? You're bustin' up my
                                                                    rhythm!")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

+---------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                            >  ENEMIES: [ROCKET                 [SPECIAL    <
|      NOTE ON ENEMIES:      >            LAUNCHER] [GRASHTRIKE]  COMBATANT] <
|                            >                                               <
| First thing to mention     > ------Lv: [-------5] [---------8] [--------9] <
| about these enemies is     > ------HP: [------50] [--------42] [-------60] <
| that the Grashtrike can    > -----EXP: [------13] [--------20] [-------28] <
| inflict Silk upon you      > ------AP: [-------3] [---------2] [--------3] <
| which will slow down your  > -----GIL: [-------7] [--------20] [-------40] <
| ATB (Active Time Battle)   > --DROP 1: [--------] [Spider Web] [--Grenade] <
| gauge, so to combat this   > --DROP 2: [--------] [----------] [-Antidote] <
| I suggest going back into  > --DOUBLE: [-----LHT] [----------] [---------] <
| Config and speeding up     #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
| up the Battle Speed all                                                    |
| the way to the left. Also, the Rocket Launcher here are weak vs Lightning  |
| (LHT), so be sure to have the All=Lightning combo equipped.                |
+----------------------------------------------------------------------------+
```

--Items - Phoenix Down, Hi-Potion

Once you've regained control of Cloud, Tifa will want you to talk to her. Before doing so, read the following first:

Eventually we're going to be on another time limit, this time we'll be

jumping from cart to cart whilst obtaining items by talking to individuals along the way as quickly as we can. I'll number bullet point this section again for simplicity.

NOTES - Getting caught early will mean that you'll be dropped off further south of your target than if you'd stayed on until the end, but subsequently closer to the aforementioned training spot. Also, if you get caught you will not gain a boost to your friends affinity rating (Best Bromance - stay on till the final cart; don't get caught).

- The Cart that you come in on is considered as Cart No.1.

Talk to Tifa when you are ready.
WHEN THE ALARM GOES OFF YOU'LL HAVE AROUND 15 SECONDS TO GET TO THE NEXT CART!

CART 1.) Head back and talk to the guy at the back and on the right for a [PHOENIX DOWN]
CART 2.) Head down and talk to the guy at the front left of the screen for a [HI-POTION]
CART 3.) A guy (Johnny) will run past you stealing 100 gil in the process. Run back to him and select option no.2 to reclaim your d'oh.
CART 4.) Nothing

When you get to cart 5 you'll eventually end up jumping out of the (speeding) train onto some train tracks, relatively unscathed!

To the north is our destination, and to the south is that training spot I mentioned earlier, and there are 6 screens separating the two. The longer you stayed on the train, the further you'll have to double back on yourself, unless you wanted to continue on with the mission, in which case head north. Either way, make sure to have sped up the Battle Speed in the options as previously advised as to deal with the Grashtrike.

Label the north-most screen 7, and the south-most screen 0. The 6 screens in-between are 'repeated' screens, and depending on where you were thrown out depends on which screen number you are on:

If you were thrown out of:

- Cart 1 then you would be on screen 2
- Cart 2 then you would be on screen 3
- Cart 3 then you would be on screen 4
- Cart 4 then you would be on screen 5
- Cart 5 then you would be on screen 6

Heading south, you'll eventually end up at screen 0, the guard post, and here you'll be able to enter into an infinite number of battles!

NOTES - For these battles keep everyone in the front row. Before using Barret's Bolt have every player weaken 1 enemy first, having Cloud attack the enemy in the back row (always have your strongest attacker hitting the enemies in the back row). When you get round to using Cloud as your main attacker, note that his magic is strong enough to kill all of them in one hit.

- (Cheers to Vinny 1983 for this tip) Equip the Bronze Bangles for these battles to reduce you defence, resulting in more damage taken, which will fill your Limit bars up more quickly!! Just don't forget to re-equip the Iron Bangles when you're done.

And this, my friends, is the perfect time to give you guys (and gals) another Limit Break rundown:

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - LIMIT BREAK TRAINING No.2 - Requirements of Leveling up        [
]                                                                            [
] So, there as two things that we need to focus on in order to level our     [
] Limit Breaks up. The first being the amount of times we use our basic      [
] (default) Limit Break. For example, once Barret has used his Big Shot      [
] (also known as his 1-1 Limit) 9 times he will unlock his 1-2 Limit,        [
] Mindblow. Once he has then acquired 80 kills he'll unlock his 2-1 Limit,   [
] Grenade Bomb. There are 2 things to remember for now:                      [
]                                                                            [
] 1.) You don't HAVE to unlock a character's 1-2 Limit in order to unlock    [
]     their 2-1 Limit. Meaning, if you get 80 kills with Barret before you   [
]     have used Big Shot 9 times then you can just skip out Mindblow         [
]     altogether. This is inadvisable, firstly because Mindblow is quite a   [
]     handy skill to have, and secondly because the prerequisite for         [
]     learning a Level 4 Limit Break is that all previous Limits have been   [
]     learned.                                                               [
]                                                                            [
] 2.) You must manually set your Limit Breaks when acquiring a new level!    [
]     Very soon (if you've been following my advice) you're going to unlock  [
]     Barret's 2-1 Limit, I then recommend using Big Shot the required       [
]     amount of times to unlock Mindblow. When you are ready, go into        [
]     'Limit' in the main menu and 'set' your Limit Break to level 2; your   [
]     kills won't start counting towards your level 3 Limit's otherwise.     [
]                                                                            [
] Sadly, Tifa doesn't have a 'paired' Materia slot at this stage, so we       [
] won't be utilising the All=Lightning combo for her. Cloud on the other     [
] hand does, so once you've gained 80 kills with Barret be sure to swap your [
] Materia around to start letting Cloud rack up some kills. It's worth       [
] pointing out that Tifa's Limits are unique in the sense that they will     [
] 'stack' against each other, use Beat Rush 9 times to unlock her 1-2 Limit  [
] and then use her Limit in-battle to learn what I mean. Also, Tifa's Level  [
] 1 Limit gauge requires the least amount of damage to fill up (40% of max   [
] HP), so you should fly through to her 1-2 Limit. Keep her in the front     [
] row.                                                                       [
]____________________________________________________________________________[
```

For a full guide on Limit Breaks see section E.02. For the sake of helpfulness, I have decided to include a Limit Break description for each character depicting how many kills/uses required for each Limit. Every new character that you acquire you will see their Limit info displayed like so:

```
   CLOUD STRIFE

  ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
  |                                    |                                   |
  | 1-1  BRAVER                        | 2-1  BLADE BEAM                   |
  |      (default)                     |      (120 kills)                  |
  |                                    |                                   |
  |   Attacks one opponent             |   Diffuses after hitting one      |
  |                                    |   opponent                        |
  |````````````````````````````````````|```````````````````````````````````|
  | 1-2  CROSS-SLASH                   | 2-2  CLIMHAZZARD                  |
  |      (use 1-1 8 times)             |      (use 2-1 7 times)            |
  |                                    |                                   |
  |   Attacks and Paralyzes one        |    Attacks one opponent           |
```

opponent	
3-1 METEORAIN (320 kills) Attacks all opponents	4 OMNISLASH Damages all opponents Use the item Omnislash Won from the Battle Square from Disc 1 onwards
3-2 FINISHING TOUCH (use 3-1 6 times) Blows away all opponents	

BARRET WALLACE

1-1 BIG SHOT (default) Attacks one opponent	2-1 GRENADE BOMB (80 kills) Attacks all opponents
1-2 MINDBLOW (use 1-1 9 times) Reduces one opponent's MP	2-2 HAMMERBLOW (use 2-1 8 times) Blows away one opponent
3-1 SATELLITE BEAM (160 kills) Attacks all opponents	4 - CATASTROPHE Damages all opponents Use the item Catastrophe Found on Disc 2 in Corel after the Train Ride Event by talking to a small girl
3-2 ANGERMAX (use 3-1 6 times) Attacks all opponents	

TIFA LOCKHEART

1-1 BEAT RUSH (default) Attacks an opponent	2-1 WATERKICK (96 kills) Attacks an opponent
1-2 SOMERSAULT	2-2 METEODRIVE

```
|      (use 1-1 9 times)              |      (use 2-1 7 times)           |
|                                     |                                  |
|   Attacks an opponent               |    Attacks an opponent           |
|                                     |                                  |
|+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++|
|                                     |                                  |
| 3-1  DOLPHIN BLOW                   | 4 - FINAL HEAVEN                 |
|      (192 kills)                    |                                  |
|                                     |   Attacks an opponent            |
|   Attacks an opponent               |                                  |
|                                     | Use the item Final Heaven        |
|`````````````````````````````````````|                                  |
| 3-2  METEOR STRIKE                  | Found on Disc 2 in Nibelheim     |
|      (use 3-1 6 times)              | after the Life Stream Events by  |
|                                     | playing Tifa's piano             |
|   Attacks an opponent               |                                  |
|                                     |                                  |
 ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

So! Battling it out with the special combatants, I was able to get Barret's 80 kills, unlocking grenade bomb with 30MP to spare for the boss. Nice! (LAST reminder, set the Limit Break manually to Lv 2 in the menus!!!) If you run out of MP with Barret and you haven't unlocked his Lv 2-1 Limit, don't bother giving him an Ether, there'll be plenty of chances to train him up later on.

Before leaving this area I decided to whack All=Lightning onto Cloud, and I left just before he had reached Level 12. Barret was Lv 11 and Tifa was Lv 10. Once you've had enough, head 7 screens north until you come to a grate. There's really nothing left to do here now, so once you're ready jump down into to the area below.

NOTE - Try getting a few Spiders Webs from the Grashtrike, they can slow down the ATB of most enemies, even some Bosses!

--D1.03 B - Sector 4 Platforms ("Sephiroth... SOLDIER... Mako Reactors... Everything! I hate them all!")

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                              [BLOOD      [PROTO                  <
>           [    BLUGU] [     SMOGGER]      TASTE]  MACHINEGUN] [CHUSE TANK] <
>                                                                            <
> ------Lv: [--------4] [-----------8] [--------8] [---------4] [---------6] <
> ------HP: [------120] [----------90] [-------72] [-------100] [--------36] <
> -----EXP: [-------18] [----------32] [-------24] [--------16] [--------23] <
> ------AP: [--------2] [-----------3] [--------2] [---------2] [---------2] <
> -----GIL: [-------35] [----------60] [-------32] [--------15] [--------30] <
> ----DROP: [---Potion] [Deadly Waste] [-Antidote] [----------] [----Potion] <
> --ABSORB: [---------] [---------PSN] [---------] [----------] [----------] <
> -NULLIFY: [------ERT] [------------] [---------] [----------] [----------] <
> --DOUBLE: [-WND--LHT] [------------] [---------] [-------LHT] [----------] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                              NOTE ON ENEMIES:                            |
|                                                                          |
| The Rocket Launcher can also be fought here. Make sure to sue your Bolt  |
| Magic. The Blugu can put you to sleep, and the Smogger can poison you    |
| which you can fix with an Antidote.                                      |
+--------------------------------------------------------------------------+
```

--Items - Ether x 2, Potion, Tent
--Boss - Air Buster Lv 15 (Titan Bangle)

Follow the tunnel picking up an [ETHER] along the way, then descend into a large construction-like area. Head west and you'll find two ladders along the way, along with Wedge. It doesn't matter which ladder you climb, they'll both lead to the same place.

You'll either see Jessie in front of you, or to (our) right depending on which ladder you climbed. Either way, grab the [POTION] you see to the left of her, then carry on west and down the ladder until you come to a save point, picking up a [TENT] along the way.

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - BACK ATTACKS                                                   [
]                                                                            [
] If you haven't had one yet, you soon will. There are two things to note    [
] about enemies that like to attack you from the rear:                       [
]                                                                            [
] You're rows will have swapped. If you're really bothered by it, select     [
] change (left) to swap them back, or just attack for less damage (magic is  [
] unaffected). You'll also find it more difficult to flee from battle.       [
]                                                                            [
] With your back to the enemy, they'll hit you for more damage. You can      [
] negate this by momentarily holding down L1+R1 as if to run away, then when [
] you release you'll be facing the enemy; they'll then hit you for normal    [
] damage.                                                                    [
]                                                                            [
]  UPDATE - I know now the above to be false; while the enemy is *supposed*  [
]           to hit you for x2 damage, a bug causes it to hit for regular     [
]           damage, and the "L1+R1" trick does absolutely nothing!!!         [
]____________________________________________________________________________[
```

Climb the ladder next to Biggs (if you talk to him he'll run away for some reason), then in the next screen slide all the way down the long chute (weeee). Start heading south-west then north-west and you should start to recognise where we are.

DON'T FRET! If you're new to this game and you're thinking 'Oh God, not another game that uses repeated scenery over and over and over', then I assure you that this isn't one of them. This is probably the only time in the game that we will see a 'screen repeat'. Besides, technically speaking this isn't actually a repeated screen; it's just a look-a-like!

Head down into the reactors core, saving along the way. This time we won't have any Guard Scorpion to fight, there'll be no time limit to escape but we will have another one of Cloud's 'moments' (this is the second time in the game that we hear the name Sephiroth, the first being the flashback at the well).

Once the bomb has been placed, make your way outside of the reactors core, up the elevator shaft once more, back into what initially may look like a different room from before but actually turns out to be the same room just from a different perspective. Grab the [ETHER] from the visible chest.

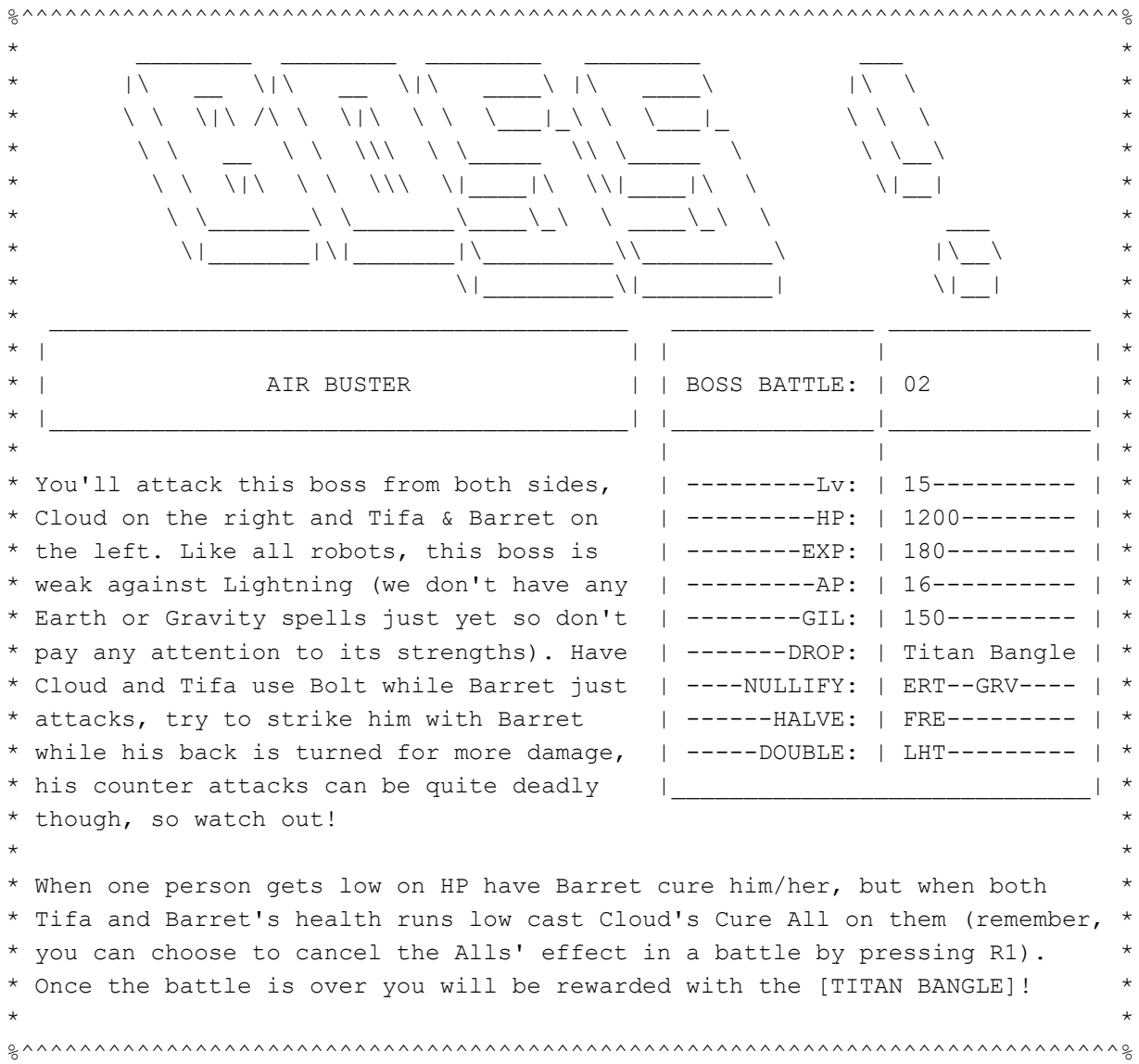
Head NW, and you characters will try to operate the nearby panel. After pushing confirm on the last dialogue box, wait roughly 2 seconds then press

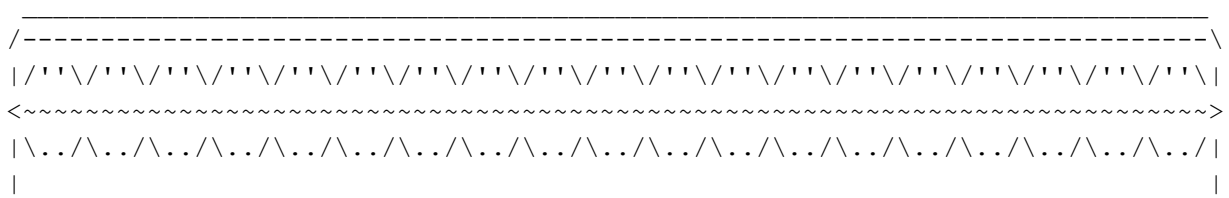
confirm again. It's a pretty easy mini-game to be honest, you'll figure it out in no time. Before heading out to the T-shaped bridge, change your Load out for the upcoming boss (or battle around for a bit first, I'm not bothering):

```
 Cloud  - All=Restore, Lightning
 Barret - Ice, Restore
 Tifa   - Lightning
```

Remember to heal using the All trick I showed you, also if you haven't done so already then go into Config and slow the Battle Speed down to about 3/4 to the left; we don't need it as quick as it is, the enemies will overtake us when we hesitate otherwise. Make sure to do this.

Use an Ether on Cloud if necessary, save the game, then head outside for some dialogue (there's that name Sephiroth again), eventually we'll be up against a Boss! Finish this boss to finish up this section of the walkthrough (Best Bromance - when prompted, choose option 1, “Be strong”).





{D1.04} - Sector 6 & Wall Market

```
|                                                                            |
| ITEMS:                                                                     |
|         |_|Cover Materia      |_|Phoenix Down      |_|Phoenix Down         |
|         |_|Ether              |_|Ether             |_|Hyper                |
|         |_|Potion                                                          |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
\----------------------------------------------------------------------------/
```

```
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
--D1.04 A - Aeris's House                              ("Just the same as him")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                                 <
>          [HEDGEHOG PIE] [WHOLE EATER] [       HELL HOUSE] [         VICE] <
>                                                                           <
> ------Lv: [-----------6] [----------9] [---------------11] [------------7] <
> ------HP: [----------40] [---------72] [--------------450] [-----------68] <
> ------MP: [----------52] [-----------] [-----------------] [-------------] <
> -----EXP: [----------20] [---------24] [---------------44] [-----------24] <
> ------AP: [-----------3] [----------2] [----------------6] [------------3] <
> -----GIL: [----------25] [---------70] [--------------250] [-----------80] <
> ---STEAL: [-------Ether] [-----Potion] [-----------------] [--Speed Drink] <
> ---MORPH: [-------Ether] [-----Potion] [-----------Potion] [-------Potion] <
> ----DROP: [------Potion] [-----------] [Hi-Potion, Potion] [-------Potion] <
> --DOUBLE: [---------ICE] [-----------] [-----------------] [-------------] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                             NOTE ON ENEMIES:                              |
|                                                                           |
| Not much to mention about this foes other than the Hell House that you    |
| meet in Sector 6, it delivers some fairly strong attacks that are good for |
| Limit Leveling. Oh, and unlike the most of Midgar, you will be able to    |
| revisit this small section again much, much later on in the game which is |
| why some of the enemies here can be morphed and stolen from, but you don't |
| need to worry about that for now. The Vice can steal items from you so    |
| watch out for them. Also, the Hedgehog Pie is vulnerable to Ice attacks,  |
| so have an All=Ice Combo equipped.                                        |
|                                                                           |
|  NOTE - Most of the enemies that you have previously encountered can be   |
|         stolen and/or morphed from, however you don't currently have the  |
|         required Materia to do so. I will only show those particular      |
|         details once the respective Materia has been acquired, unless the |
|         area (like this one) is re-visitable.                             |
+---------------------------------------------------------------------------+
```

--Items - Cover Materia, Ether, Potion, Phoenix Down,
--Extra - 5 gil (Leave), Turtle Paradise Poster #1, Bronze Bangle (recruit equipment)

After hearing some strange things from the (mysterious voice), we'll finally awaken. Talk; name a character [AERIS]; then talk some more to eventually flee to the back of the church. (Take note of Aeris's comment regarding her mother's 'useless' Materia)

Before doing anything, go into 'Order' in the menus and place Aeris into the front row. Then, equip Cloud with the Titan Bangle then Aeris with the Iron

Bangle. Lastly, equip All=Ice, Restore & Lightning onto Cloud, and Restore & Lightning onto Aeris. I suggest leaving Aeris in the front row for now; her later Limit Breaks are awesome and we're going to want to start Leveling them up straight away.

NOTE - (Best Bromance) - in this next section, it's *very important* that you tell Aeris to Hold on a minute!, and then purposely push the wrong barrel 3 times.

Jump across to the central platform and ascend the stairs and eventually Cloud and Aeris will get split up. You'll then have three choices to make:
-Hold on a minute!
-Fight 'em!
-RUN!
I always choose fight 'cus I'm after the kills (running always results in a fight aswell). There are Guard Hounds and MPs from Reactor 1 here for Aeris to fight, nothing too hard. Aeris is worth grinding from the word go, but if you want to avoid fighting and play a small mini-game at the same time then here's how:

Choose 'Hold on' or Run, then run to the top platform to find 4 barrels. Hit the western one first, then the northern one followed by the eastern one last (or hit the wrong ones if you're going for the Best Bromance trophy). Bear in mind that Cloud can also run into Hedgehog Pies here. Afterwards, you'll have crushed all 3 Shinra scum and you'll be reunited with Aeris again. (What did they say, something about an Ancient?...)

So, they were the Turks! Well at least one of them was, anyway. Spies that generally involve themselves the Shinra's dirty work. This time they're after Aeris, but why...? After doing some roof-jumping, you'll have control of Cloud on the ground again (Loving the beat).

NOTE - Every piece of green (and red) Materia we equip decreases our physical stats whilst at the same time raising our magical stats. At this early stage in the game we really don't need to worry too much about this, it's just something worth bearing in mind once the whole magic system really gets under-way. For now I suggest keeping everyone equipped with Materia as so that the Materia can level up with AP.

Head west, save the game, then feast your eyes on Aeris's Limit Break list:

AERIS GAINSBOROUGH

1-1 HEALING WIND (default) Restore HP of all allies	2-1 BREATH OF EARTH (80 kills) Cure all Status ailments of all allies
1-2 SEAL EVIL (use 1-1 8 times) Constrains and stops magic of all opponents	2-2 FURY BRAND (use 2-1 6 times) Fills up rest of party's Limit gauge
3-1 PLANET PROTECTOR	4 - GREAT GOSPEL

(160 kills) Makes all allies invincible for one time		Makes all allies invincible for one time and fully restores all allies Use the item Great Gospel
3-2 PULSE OF LIFE (use 3-1 5 times) Fully restores all allies		Found on Disc 1 by Gongaga from the Blacksmith. After obtaining the buggy and then the Mythril, exchange the Mythril for the Great Gospel

Head west to a fork, then north to find yourself in the slums. Head into the pipe on the left to find a sick guy with a numbered tattoo on him. (Note Aeris - 'This guy are sick'. This is an infamous grammar mistake within FFVII, along with “Attack while its tail is up”. In the PS4/Steam version the grammar mistake was fixed).

Next head into the south western house, the Materia Shop to buy yourself 1 x Ice and 1 x Fire (or 2 Fire if you can afford it, the game will give us our second Fire eventually though, plus you'll want to save around 3000 gil for the Wall Market). There's nothing worth grabbing from the next shop along, the Item Shop (unless you want to stock up on a few Phoenix Downs), so instead head into the eastern house. Upstairs, IF you were to talk to the sleeping kid and then check the small drawers you can take his 5 gil. DON'T DO THIS! Leaving this small amount of cash here now will make it worth a lot more when you revisit this area later on (you must may sure to have examined the draws here first, mind)!

Why have I brought you into this house then, you ask? It's so that you can read the [Turtle Paradise Poster #1] at the top of the stairs, of course!

SIDE NOTE - TURTLE PARADISE SIDE QUEST

Along your travels you are going to come across several news leaflets from the Turtle Paradise. Finding all of these leaflets will result in some pretty cool items down the line! Note that one of these leaflets is permanently missable, and although none of the items that are obtained are unique, they are valuable enough for you to want to complete this side quest! For a full rundown on where every single newsletter is and the prizes up for grabs, see section E.03 or use QSI Link [Turtle Paradise Mini-Game].

!! IMPORTANT NOTE !! QUICK SEARCH INDEX LINKS

Whenever you see 'QSI Link', you'll be able to jump directly to the relevant section within the guide by firstly pressing Control + F to open the search field, then enter the criteria (i.e. Turtle Paradise Mini-Game), but replace the [] with {}. These are the keys above [], not the keys above 9 & 0. You will then jump straight to that section!

At the very back of the guide you'll find the Quick Search Index, where you'll be able to see every QSI Link found within the guide.

The last place to visit is the Weapon Shop up north. Now, you could buy a Titan Bangle or two, but very shortly on were going to be able buy the Mythril Armlet which is better than the Titan Bangle. So, instead of visiting the Weapon Shop let's just head straight through the north-eastern exit into a flowery, colourful area with a big house and a waterfall in the background (how tranquil). Before heading into Aeris's house, head past the house and up the ladders and round to the bottom garden to pick up the [COVER MATERIA] on the left and an [ETHER] on the right. Save and then head into the house.

After some dialogue (Best Bromance - choose option 2, “Yeah, that's right”), head upstairs to rest up. In the night, you'll hear the (mysterious voice) once more in your dreams. Once you awake, before leaving, pick up the white package in your bedroom by the door which contains a [POTION] and a [PHOENIX DOWN]. Then, WALK along the northern side by the railings (or you'll get caught by Aeris) and make your way down the stairs and out the house.

Make your way back through the slums and down to the crossroads we came to before, this time heading west at the fork to find someone waiting for us. Note that you will not fight any battles here with a Cloud-only party.

The next screen is the only screen where you can fight the Hell House, which an enemy that has a fair amount of HP but also delivers some pretty damaging moves. You can probably get 2 uses out of Aeris's 1-1 Limit before the next screen. Equip Aeris with the Cover Materia also to help her take more damage. Try and have at least 3020 gil before moving on.

Make your way through to the next screen, and after a few scripted events have played out (Best Bromance - choose option 1, “See her home”), you'll be taking Cloud two screens further north to the Wall Market!

```
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
--D1.04 B - Wall Market (“You can't change anything by just sitting back and
                                                              looking at it.”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
+------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                    >  ENEMIES:                               <
|          NOTE ON ENEMIES:          >          [CORNEO'S LACKEY] [ SCOTCH] <
|                                    >                                         <
| These foes are really simple,      > ------Lv: [--------------8] [-----11] <
| you won't struggle with them.      > ------HP: [-------------42] [----150] <
|                                    > -----EXP: [--------------8] [-----22] <
|                                    > -----GIL: [-------------10] [-----60] <
+------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

```
--Items        - Ether, Phoenix Down, Hyper
--Required gil - 3020
--Extra        - Silk Dress    OR Satin Dress    OR Cotton Dress,
                 Blonde Wig    OR Dyed Wig       OR Wig, Pharmacy Coupon,
                 Digestive     OR Deodorant      OR Disinfectant,
                 Sexy Cologne  OR Flower cologne OR Cologne,
                 Diamond Tiara OR Ruby Tiara     OR Glass Tiara, Members Card,
                 Bikini briefs OR Lingerie
```

Welcome to Wall Market, home of raunchy brothels, funky reggae and The Don!

Feel free to explore if you wish, just bear in mind that we'll be visiting

each shop in due course anyway. Firstly, we'll need to enquire about Tifa. Save, then head to the south eastern corner to arrive at The Honey Bee Inn. Talk to the big guy in the purple jacket and grey hair to continue with the story. You can also talk to Johnny on the left as well if you like (isn't that the same Johnny that tried to rob us on the train earlier?).

Time to go shopping! head back to the markets then enter the shop just north of the item shop, which subsequently happens to be, the Item Shop (the first one was a fake)! We're going to have to watch how much we spend here, make sure to leave 2020 gil minimum. Depending on whether or not you bought a Fire earlier you should have roughly 3000 - 3500 gil to play with. Buy from the item shop 5 x Hypers and 5 x Tranquilizers costing 100 each if you can afford them, or at least 2 Hypers and 3 Tranquilizers. These will help for later on.

Next up is the oh-so-crucial-at-this-stage Weapon Shop! Head north to the next screen, then enter the second shop on your right and buy yourself:

```
1 x Mythril Rod     O=O  - Aeris           370 gil
1 x Metal Knuckle   O=O  - Tifa            320 gil
3 x Mythril Armlet  O=O  - Armour         1050 gil
                                  Total - 1740 gil
```

NOTE - Another top tip here - you can equip Materia onto a character that isn't currently a party member! A little later on, there'll be some short moments in which we can set up Tifa prior to a Boss fight. You don't have to wait till she's in your party to do this though! Go to 'Materia' in the menus, select 'Arrange' then 'Exchange'. Here we can equip all of our characters with Materia regardless of whether or not they're in our party. We can also exchange Materia from one character to another either piece by piece, row by row or even all at the same time! Give Tifa some Restore.

After equipping your new weapons and armour (now everyone can have a paired slot, yippee!), head out of the shop and then all the way to the north. The eastern exit is a dead end so just ignore it for now. Chat to the guy you find to at the very top to further the story. (lol)

So, the main thing to point out her is that you only need to obtain a dress and a wig in order to enter Don's mansion, however there are a number of optional accessories you can obtain that will change the future outcome (call this a mini-game if you will). You also get varying qualities of these items; choose the best items to get the most comical and shortest events, get the shabbier items to have some extra battles and a Phoenix Down! Note that the Phoenix Down can be obtained a little later on in the game if you miss it here due to you opting for the 'best' outcome. Also note that you can sometimes get the best outcome even if you got one or two variations of the available items.

For a full run down on how the whole scoring system works for each item look in section E.04.

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?       _______________        _______________        _______________        ?
?       !!TROPHY NOTE!!        !!TROPHY NOTE!!        !!TROPHY NOTE!!        ?
?       ```````````````        ```````````````        ```````````````        ?
?                                                                            ?
?   TROPHY NOTE - CONSUMMATE CROSS-DRESSER                                   ?
?                                                                            ?
?   If you are playing the PS4 version, then you are going to want to obtain ?
?   all of the best items for Cloud for the Consummate Cross-Dresser trophy. ?
```

```
?                                                                             ?
?      _______________        _______________        _______________          ?
?      !!TROPHY NOTE!!        !!TROPHY NOTE!!        !!TROPHY NOTE!!          ?
?      ```````````````        ```````````````        ```````````````          ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1 - Obtaining the Dress:

Head down to the main markets, then enter the most north western shop. Talk to the guy at the counter, once he's done you'll have to head back the way you came, towards Don's mansion taking a left at the bar for a quick pint and a chat.

Talk to the man on the right, and eventually you'll have 2 dialogue options:

1.) Choose 'soft' and 'shimmers' for the Silk Dress.
 2.) Choose 'soft' and 'shiny' for the Satin Dress.
 3.) Choose 'clean' and 'shiny/shimmers' for the Cotton Dress.

NOTE - To get the 'best' outcome you'll need to get the best clothing. Choose all the options that are star'd if this is the outcome you'd like (required for aforementioned Trophy).

Head back to the Clothing Shop to obtain your dress.

2- Obtaining the Wig:

If you're after the best items then you'll want to save your game at this point. Head through the north exit, this time taking your first right into the gym. Talk to the only person who is fully clothed to engage in a mini-game.

If you're new to this game then just select practise to get the jist of how it works. You'll have to press Sq, X then O in that order with about 3/4 seconds between button presses.

1.) Beat your opponent to obtain the Blonde Wig.
 2.) Draw with your opponent to obtain the Dyed wig.
 3.) Lose to your opponent to obtain the Wig.

Now that you have obtained the bare minimum, you could, if you wished, head over to the Clothing Shop to get changed to finish up with the Wall Market section. Just head over to Don's mansion after you've dressed. I don't recommend doing this however as you'll miss out on some fairly comical stuff otherwise. Note that all of the following accessories can be obtained in any order.

3 - Obtaining the Cologne:

Head back over to the bar and talk to the shuffling guy on the upper left side to find out that someone is hogging the toilet. Open the toilet door then talk to the person inside, you'll then be sent on an errand.

Head back to the Markets and enter the most central hut on the north side, just left of the save point (if you talk to the chap outside he'll tell you there's a 'Free Coupon' deal going on). Enter and sit down. It doesn't matter which meal you order, just splash out 70 gil and make sure to pay a compliment (option 2) when you've finished eating to receive the Pharmacy Coupon.

Now head south to the Item Shop (the actual item shop, not the fake one) and speak to the clerk to exchange your coupon:

1.)Select Digestive for the Sexy Cologne.
 2.)Select Deodorant for the Flower cologne.
 3.)Select Disinfectant for the Cologne.

Make your way back to the toilets in the bar and speak to the sick person to receive your fragrance.

 4 - Obtaining the Tiara:

Head back to the Markets and into the north east shop, the Materia Shop, then talk to the shop owner inside to be sent on another errand. Now head to the Inn on the south west side and spend the night there for 10 gil.

During the night you'll be able to choose the following from the dispenser:

1.)Spend 200 gil to receive the Diamond Tiara.
 2.)Spend 100 gil to receive the Ruby Tiara
 3.) Spend 50 gil to receive the Glass Tiara.

Head back to the Materia Shop to claim your headpiece, then have a quick save if you wish. Only one more piece to get now! (this next bit is my favourite bit!)

 NOTE - The Materia Shop is currently closed, and won't re-open for some time.

 5 - Obtaining the Underwear and Make-Up:

From the save point head south and talk to the biggish guy at the bottom of the screen. You'll receive the Members Card to the Honey Bee Inn to the right. Head over there, once inside you'll have two rooms to pick from. it doesn't matter which one you pick; you just need to have obtained one of the two items that are available (note that you can peek through the keyholes of the NE and NW rooms for some rather peculiar scenes). You'll only be able to choose one room, mind (I always choose the NW door).

1.) Choose the SW door for the Group Room. Here you'll receive the Bikini briefs and watch a very funny and slightly uncomfortable scene involving Clouds' good time being interrupted by a bunch of men.

2.) Choose the NW door for the &$#% Room. Here you'll receive the Lingerie and watch a scene where Cloud has another one of his moments hearing from the (mysterious voice) once more. I always prefer this option, but that's only because I have a firm grasp on what the hell is actually going on in this crazy, crazy story. MAKE SURE to talk to the Honey Bee on your way out to obtain the lingerie; it is missable.

Before you leave the Honey Bee Inn, head into the northern room to have the left most Honey Bee apply make-up onto you.

You're all set! Head back to the Clothing Shop to get changed. Note that you won't be able to leave Wall Market once you are dressed as a woman, so if there's any reason you'd like to go back to Sectors 6 & 5, do so now before you get changed.

Once you're in your attire, head back to Don's mansion. Once inside and you have control of Cloud, head up the stairs and into the left doorway, then down a long flight of steps. After some more talking, you'll have a chance to

grab the [ETHER] that you can see flashing on the left.

Once you're ready to head out, whack the Menu up to kit Tifa out before the Boss. You will get another chance to do this btw. Equip Tifa with the Metal Knuckle and the Mythril Armlet, then take note of the Materia set-up I had:

```
 Cloud - Lv 12 - All=Restore, Fire
 Tifa  - Lv 11 - Restore, Cover, Lightning, Ice
 Aeris - Lv  8 - Lightning, Ice (if you bought a second Fire earlier then
                                 equip it instead of Ice)
```

Cloud's magic stat is the highest at the this stage, that's why I like him to be the healer of the group. Others prefer Aeris. And also I want Tifa to take the damage which is why I've given her Cover Materia, I really want her 1-2 Limit asap!

If you have gone for the less glamorous attire because you wanted some extra battles, then swap Cloud's All=Restore with All=Lightning to deal with the upcoming goons. Head back up the long flight of stairs and enter into Don Corneo's office.

If Cloud is wearing the Silk Dress, Blonde Wig, Sexy Cologne, Diamond Tiara, a piece of underwear and some make-up then he will get chosen. If that happens then you can skip the next 2 paragraphs. Cloud could have a few variations of his clothing and still get picked.

Here is how the scoring system works:

```
  DRESS

+5 - Silk Dress   (Soft, Shimmers)
+3 - Satin Dress  (Soft, Shiny)
+1 - Cotton Dress (Clean)

  WIG

+5 - Blonde Wig (Beat Big Bro)
+3 - Dyed Wig   (Draw with Big Bro)
+1 - Wig        (Lose to Big Bro)

  COLOGNE

+5 - Sexy Cologne   (Digestive)
+3 - Flower cologne (Deodorant)
+1 - Cologne        (Disinfectant)

  TIARA

+5 - Diamond Tiara (200 gil)
+3 - Ruby Tiara    (100 gil)
+1 - Glass Tiara   (50 gil)

  UNDERWEAR

+0 - Bikini briefs (Group Room)
+0 - Lingerie      (&$#% Room)
```

Note - The Bikini briefs were supposed to grant you +5, the Mystery Panties was supposed to grant you +3 and the Lingerie was supposed to grant you +1 but for unknown reasons the scoring system along with the

Mystery Panties was phased out of the final game.

MAKE-UP

+5 - 25% chance (Wind sound, difficult to hear)
+3 - 38% chance (Healing sound)
+1 - 38% chance ('Tink' sound)

FINAL SCORE -If cloud has:

 2 - 11: Tifa will be chosen as Don's date
12 - 18: Aeris will be chosen as Don's date
19 - 25: Cloud will be chosen as Don's date

If Tifa or Aeris got picked then you'll wind up in a room with a bunch of guys 'zombified' by your presence. Pick up the [PHOENIX DOWN] on the far right, then talk to a few of the gropers. After a while, you'll talk to Scotch and engage in 2 battles.

Once they've been defeated (and their bodies have mysteriously vanished), head out of the room to find yourself on the Mansion's top floor. Head left and then down the long flight of stairs once more. After some (affection) dialogue, you can grab the Ether if you missed it before, otherwise head through to the back of Don's office.

After the rather hilarious interrogation (Best Bromance - if Cloud was chosen then remember to pick option 2 then option 2, “Yeah his name is Barret...”), you'll have a window of opportunity to grab the well hidden [HYPER] hiding behind the shrivelled Don's bed. Change Cloud's Materia back to All=Restore if you'd changed it earlier, then try to leave. It doesn't matter which dialogue option you choose next, all three will end the same way (option 2 is the correct one btw).

```
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|                                                                            |
| {D1.05} - Return To Sector 7                                               |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Potion              |_|Potion             |_|Hi-Potion          |
|         |_|Steal Materia       |_|Potion             |_|Turbo Ether        |
|         |_|Hi-Potion           |_|Potion             |_|Ether              |
|         |_|Hi Potion           |_|Ether              |_|Sense Materia      |
|         |_|Echo Screen                                                     |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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```

¬¬
--D1.05 A - The Sewers & Train Graveyard (“Don't give up, never give up hope”)
¬¬

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
> ENEMIES:                                                                   <
```

```
>          [      CEASAR] [SAHAGIN] [     DEENGLOW] [     GHOST] [ CRIPSHAY] <
>                                                                             <
> -----Lv: [-----------8] [-----10] [-----------10] [--------10] [--------8] <
> -----HP: [---------120] [----150] [----------120] [-------130] [------100] <
> -----MP: [------------] [-------] [-----------72] [--------80] [---------] <
> ----EXP: [----------23] [-----30] [-----------35] [--------30] [-------26] <
> -----AP: [-----------2] [------3] [------------4] [---------3] [--------3] <
> ----GIL: [----------55] [-----89] [-----------70] [--------22] [-------53] <
> --STEAL: [Tranquilizer] [--Hyper] [--------Ether] [Ghost Hand] [---Potion] <
> -DROP 1: [------Potion] [-Potion] [----Graviball] [Ghost Hand] [---Potion] <
> -DROP 2: [Tranquilizer] [--Hyper] [-------------] [----------] [---------] <
> -ABSORB: [------------] [----WTR] [----------ICE] [-------RES] [---------] <
> NULLIFY: [------------] [-------] [GRV--WTR--ERT] [--ERT--WTR] [---------] <
> --HALVE: [------------] [-------] [-------------] [-------ICE] [---------] <
> -DOUBLE: [---------ICE] [-------] [----------WND] [--HLY--FRE] [---------] <
>                                                                             <
>                            #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>          [        ELIGOR] <                NOTE ON ENEMIES:                 |
>                           <                                                 |
> -----Lv: [------------12] <  Whilst in the sewers you'll encounter the      |
> -----HP: [------------300] <  Ceasar and the Sahagin, equip an All=Ice       |
> -----MP: [------------67] <  combo. When you obtain the Steal Materia you   |
> ----EXP: [------------36] <  can try to steal a few Hypers from Sahagin     |
> -----AP: [-------------4] <  and Tranquilizers from Ceasar. Once you get    |
> ----GIL: [-----------120] <  to the Train Graveyard switch to an All=Fire   |
> --STEAL: [Striking Staff] <  combo. If you happen encounter an Eligor then  |
> ---DROP: [---Echo Screen] <  make sure to steal the Striking Staff, a nice  |
> -HALVES: [-----------GRV] <  weapon for Aeris that we won't be able to      |
#~~~~~~~~~~~~~~~~~~~~~~~~~~#  obtain until Junon otherwise. Eligors aren't   |
|                            very common however, you may have to battle    |
| around for a while if you really want the Staff! Remember to have pressed  |
| 'Select' in battle to have the enemies name appear on the Status Bar.      |
|                                                                            |
|  NOTE - If an enemy absorbs Restorative, then you can use curative items/  |
|         spells to harm them. Try using Cure or a Potion on the Ghost.      |
+----------------------------------------------------------------------------+

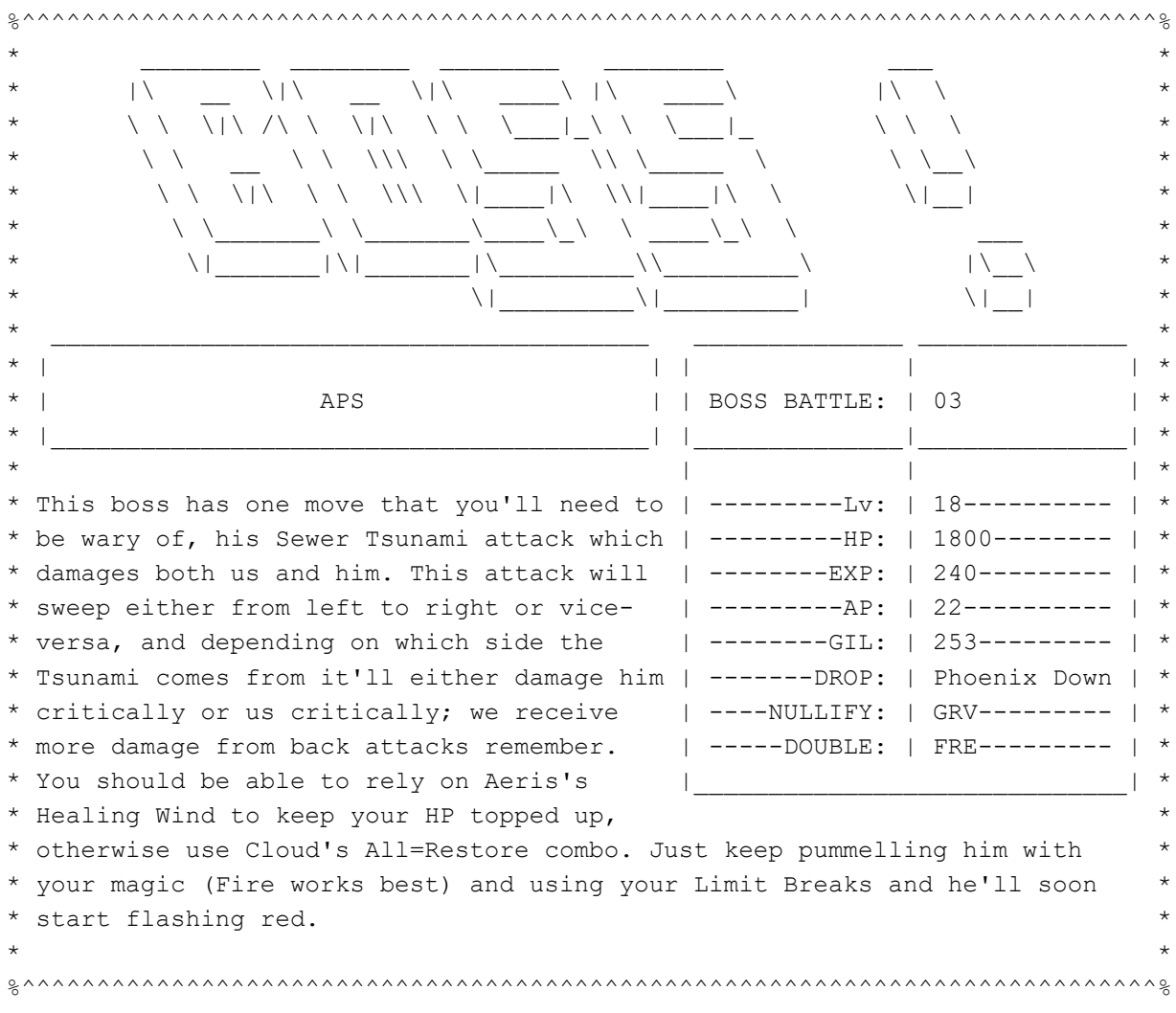
--Items - Potion x 4, Steal Materia, Hi-Potion x 3, Echo Screen, Ether
--Boss  - Aps Lv 18


  After watching a scene in which an executive named Reeve was disagreeing
with some of President Shinra's' decisions, you'll finally awaken in the
sewers. This is your last chance to Equip everyone if you haven't already.
Before you talk to your buddies, go into the Item menu and give everyone a
Hyper. Why? (I smell a Side note coming on...)

 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - LIMIT BREAK TRAINING No.3 - Hypers & Tranquilizers              [
]                                                                            [
] It is advised that you keep your characters inflicted with Fury to help    [
] them reach their 1-2 Limit Breaks.                                         [
]                                                                            [
] Hyper - Cures Sadness, induces Fury.                                       [
]                                                                            [
]         Whilst your characters are inflicted with Fury their Limit gauges  [
]         will fill up much quicker than normal! The downside to this is     [
]         that your players physical and magical attacks are 30% more likely [
]         to miss.                                                           [
]                                                                            [
```

] Tranquilizer - Cures Fury, Induces Sadness.   [
]   [
]   Whilst inflicted with Sadness your characters Limit gauge will   [
]   fill up much slower than normal. The flip-side being that they   [
]   will also receive 30% less damage than they normally would from   [
]   both physical and magical attacks! This can be particularly useful [
]   against certain bosses (such as the Midgar Zolom).   [
]   [
] Once any character has levelled up their Limit to 1-2, you should treat   [
] their Fury with a Tranquilizer immediately as Fury will impair the   [
] fluidity of the battle system. At least that is until they have unlocked [
] their 2-1 Limit by reaching their kill threshold and they are ready to   [
] start working on their 2-2 Limit, of course! Fury and Sadness are the only [
] 'permanent' Statuses, all other Statuses will wear off once the battle has [
] finished.   [
]____[

Now talk to your allies to engage in a Boss battle (Best Bromance - talk to Tifa first)!



After this battle I unlocked Cross-Slash, Cloud's 1-2 Limit! You shouldn't be too far off yourself now. When you do unlock it remember to give Cloud a Tranquilizer to clear his Fury Status.

We're definitely going to want to start getting some Aeris kills now, so heal up using the 'All Trick' with Cloud if you need to then give Aeris the All=Ice combo. Just note that when all players are Fury'd the battle system get can get a little messy. You should be able to absolutely storm through to their 1-2 in no time though, so Fury shouldn't be too much of a hindrance.

Grab the [POTION] on the left if you haven't already. I unlocked Tifa's Somersault in the next battle, when you achieve Tifa's 1-2 remember to give the Cover Materia to Aeris.

Traverse through the mucky sewers until you reach the [STEAL MATERIA]. Guess what? The battle system just got more interesting. Equip this onto Cloud and have him steal on every turn, just let the girls get the kills (Aeris first, always Aeris first, Tifa can weaken). Try to steal a few Hypers and Tranquilizers before leaving the sewers if you can.

NOTE - If you steal an item from an enemy then that enemy will no longer drop an item. Also, the character that is the highest level has the best chance of stealing, which is why I suggest making Cloud your main thief.

Drop down to the next screen then make your way up the ladders and out into the Train Graveyard. Save your game here.

Before continuing change from an All=Ice combo to an All=Fire combo, Aeris can take out the Ghosts one hit that way. If you happen to come across the Eligor (on the 2nd screen) make sure to steal a Striking Staff from it. Aeris won't acquire a better weapon for quite some time.

Head through the train cart by the save point and inspect the barrel on the left for a [HI-POTION]. Credit to Vas0 for pointing out to me that you can farm Ethers here to sell for 700 gil a pop - be sure to Steal from the Deenglow every time you encounter them, as Ethers are an easy steal. You are going to want a Graviball or 2, which are dropped by the Deenglow, so it may be worth not stealing from them every now and then so that you actually have a chance of getting a Graviball.

Head back the way you came then up the ladders to the right of the save point for another [HI-POTION]. Keep heading north until you find another barrel containing an [ECHO SCREEN].

Now head under the bridge and into the middle cart for a [POTION]. Follow the path through until you've traversed the set of train carts to the right, eventually coming to a [POTION] just before the next screen.

In the next screen you'll see a flashing item to the left, make your way round to it for a [POTION], then head over to the western barrel for an [ETHER].

NOTE - In the menus, try arranging your items by 'Type' for the best arrangement.

Now make your way to the east. The pre-rendered backgrounds should make it fairly obvious what to do here, I'll walk you through it just in case. Hop into the first train, once it has finished moving hop back into it to move it back into its original position. Now make your way into the newly accessible train, and finally head up the ladders for the [HI-POTION].

Before heading through to the next screen (it should start looking familiar now), consider battling around for the Eligor if you haven't already obtained the Striking Staff. This would also be a good time also to try to work on Aeris's 80 kills. Don't worry too much about it though, we've a long adventurous journey ahead of us! Also, stocking up on a few Graviballs from the Deenglow can help out for certain bosses (in fact, if you want to obtain a powerful skill a little later on then I suggest walking away with at least 2). Lastly, if you want to obtain one of everything then I suggest walking

away with at least one Ghost Hand (obtained from the Ghost). You'll get one more chance to obtain a Ghost Hand later on at the Battle Square.

NOTE - When you do head back through to Sector 7 (the next screen), Aeris will leave your party for a while. Any Materia she may be carrying at the time will be deposited back into your stock, so you don't need to worry about that, however you do want to replace her Mythril Armlet with something less worthy; you'll need the Mythril Armlet for Barret.

--D1.05 B - Sector 7 Slums Revisited ("In my veins courses the blood of the ancients. I am one of the rightful heirs to this planet!")

```
+---------------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                             >  ENEMIES:                   <
|                NOTE ON ENEMIES:             >           [AERO COMBATANT] <
|                                             >                            <
| The Aero Combatant has a decent amount of HP, > ------Lv: [------------11] <
| and when they are first hit they have a 50/50 > ------HP: [-----------190] <
| chance of falling to the ground. When they do > -----EXP: [------------40] <
| their magic defence will double, so just rely > ------AP: [-------------4] <
| on physical attacks from that point onwards.  > -----GIL: [-----------110] <
|                                             > ---STEAL: [--------Potion] <
|                                             > ----DROP: [--------Potion] <
|                                             > -NULLIFY: [-----------ERT] <
|                                             > --DOUBLE: [------WND--GRV] <
+---------------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Boss - Turks:Reno I Lv 17

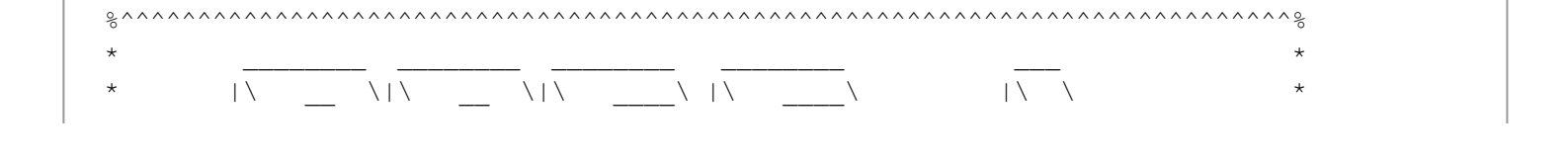
After some short events have played out, you'll regain control of Cloud. Talk to the guy with grey hair to stock up on a few Hypers and Tranquilizers if you wish, then save.

We won't be able to revisit the slums to the left so we have no choice but to ascend the support tower. Along the way you'll fight Aero Combatants, they have a decent amount of HP. You can also talk to the other Avalanche members as you climb the structure.

Once at the top, you'll have a brief opportunity to equip your characters. I suggest you make use of it. After equipping Barret with the Mythril Armlet, give him a Hyper and then set up you Materia something like this:

Cloud - Lv 14 - All=Restore, Fire, Steal
Barret - Lv 12 - Ice, Lightning, Cover
Tifa - Lv 13 - Ice, Restore, Lightning

Use the 'All Trick' to heal up Cloud and Tifa (In case you've forgotten how to do this, go into 'Magic' in the menus then go to use Cloud's Cure, and before selecting a party member press R1 to select everybody simultaneously). Note that the following boss is strong against Lightning so we won't be using it, I've only equipped it for the AP.



TURKS 01	BOSS BATTLE: 04	RENO I
	-------Lv:	17------
	-------HP:	1000----
	------EXP:	290-----
	-------AP:	22------
	------GIL:	500-----
	-----DROP:	ETHER---
	--NULLIFY:	GRV-----
	----HALVE:	LHT-----

This boss isn't too hard, as long as you know what you're doing. Reno will use some fairly strong attacks, if one of your players gets Paralyzed then there's not much you can do but with that person but wait until they have recovered. Don't use Bolt, it will only do half its normal damage, just use Fire and Ice and of course your Limit Breaks. When he uses Pyramid on you the afflicted player will effectively be out of the battle. The way to cure the afflicted player is to have an ally attack that player as to remove the pyramid. You shouldn't struggle with Reno, Once he's had enough he'll do a runner from the battle.

NOTE - If all three characters are inflicted with Pyramid, it's game over, so watch out!

After the fight we'll have to talk to Tifa, then after an animated scene followed by an amount of dialogue, we'll eventually regain control of Cloud again (I'd be worried if we didn't).

We'll grab the yellow Materia you saw in the previous screen a little later on. Head south for now, and after a moment where Cloud remembers something that Sephiroth once said, Tifa & Barret will join you. Equip an All=Ice combo. If you really want to grab that command Materia now, by all means do so, otherwise make your way back to Sector 5 Slums.

NOTE - Now that you have the Steal Materia, you could try to steal a few Ethers from the Hedgehog Pie to sell on for 700 gil a piece.

--D1.05 C - I Hope Marlene's Alright ("Oh yeah? Well to me it looks like a golden shiny wire of hope.")

ENEMIES:

	[HEDGEHOG PIE]	[WHOLE EATER]	[HELL HOUSE]	[VICE]
------Lv:	[----------6]	[---------9]	[--------------11]	[-----------7]
------HP:	[----------40]	[---------72]	[--------------450]	[-----------68]
------MP:	[----------52]	[----------]	[----------------]	[------------]
-----EXP:	[----------20]	[---------24]	[---------------44]	[-----------24]
------AP:	[----------3]	[----------2]	[----------------6]	[-----------3]
-----GIL:	[----------25]	[---------70]	[--------------250]	[-----------80]

```
> ---STEAL: [-------Ether] [-----Potion] [-----------------] [--Speed Drink] <
> ---MORPH: [-------Ether] [-----Potion] [-----------Potion] [-------Potion] <
> ----DROP: [------Potion] [-----------] [Hi-Potion, Potion] [-------Potion] <
> --DOUBLE: [---------ICE] [-----------] [-----------------] [-------------] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                               NOTE ON ENEMIES:                             |
|                                                                            |
| You have fought all of these enemies before, but now you have the Steal    |
| Materia, so try to steal a few Speed Drinks from the Vice as this is the   |
| only way to inflict Haste on yourselves at this stage in the game.         |
+----------------------------------------------------------------------------+

--Items   - Turbo Ether, Ether, Sense Materia
--Extra   - Batteries x 3
```

If you had left that 5 gil in the chest from before then you can revisit the boys room to receive a [TURBO ETHER]. Examine the Turtle Paradise poster now if you didn't previously. Then head over To Aeris's house, having a quick save along the way.

When you enter (Oh God, the music), you'll have to listen to Elmyra's story, then eventually you can control Cloud. Head upstairs and talk to Barret (Best Bromance - choose option 1, “I don't know”). You can rest here for free if you like, just run over to the bed you slept in before. Then head outside and Tifa will suggest heading over to the Wall Market.

If you encounter the Vice be sure to steal from them. If you didn't pick it up earlier, now is the time to pick up the [SENSE MATERIA] from the park. Note that once you have sensed an enemy during a battle you won't need to sense it a second time. Just make sure that the Status Bar is open (Select) and you'll be able to see an enemies remaining HP.

When you return to Wall Market you'll notice that peoples disposition towards you will have changed. The stunt you played before has earned you a bit of a reputation! The Materia Shop is now open, but unless you're wanting to buy another Cover Materia then there's really nothing worth going in there for. My advice is to buy a 2nd piece, as the effects stack against each other, but it's up to you!

Head up to the Weapon Shop again and this time talk to the guy on the left. He'll ask you if you want to buy some batteries - buy them! You won't be able to progress otherwise.

As you head north towards Don's mansion you will be beckoned by a bunch of kids. If you didn't pick up the Phoenix Down from earlier because Cloud was chosen by the Don then you can go and grab it now. Head into the mansion, up the stairs and into the room on the right. If you were then to head down the long flight of stairs once more, you could engage in some optional dialogue. Head to the eastern dead-end that the kids were mentioning when you're ready.

After hearing Barret's famous Shiny Golden Wire speech, you'll be able to climb this wire (which wasn't there before btw). When you get to the top make your way over to the lit area on the bottom right. Insert the battery to make the propeller blade start to spin, once it has stopped you can climb up it. Place the second battery at the top also.

This next bit can be a little bit tricky, keep climbing until you come to a swinging rod. You have to time it so that you push the action button at the exact moment the rod touches the other object of similar colour to the left

(or just slightly before). Once across, you can make your way up to the next screen.

Before heading all the way up here, follow the rope back down to the third battery slot to receive an [ETHER]. Head back down to the previous screen to do the whole rod swinging thing again, once you've completely ascended you'll finally arrive at the Shinra HQ!

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|                                                                            |
| {D1.06} - Shinra HQ                                                        |
|                                                                            |
| ITEMS:                                                                     |
|       |_|Elixir            |_|Ether                |_|Potion               |
|       |_|Elemental Materia |_|Poison Materia       |_|Potion               |
|       |_|Star Pendant      |_|Enemy Skill Materia |_|Mythril Armlet (Boss) |
|       |_|Four Slots        |_|Talisman (Boss)      |_|Protect Vest (Boss)   |
|       |_|All Materia       |_|Potion               |_|Star Pendant (Boss)   |
|       |_|Phoenix Down      |_|Potion                                       |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.06 A - Fight or Flight of Stairs (“The Promised Land will soon be ours.”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES: [GRENADE                                                        <
>                COMBATANT] [ MIGHTY GRUNT] [  SWORD DANCE] [HAMMER BLASTER] <
>                                                                            <
> ------Lv: [-----------10] [-----------12] [-----------11] [------------12] <
> ------HP: [----------130] [----------230] [----------160] [-----------210] <
> -----EXP: [-----------42] [-----------50] [-----------39] [------------43] <
> ------AP: [------------4] [------------5] [------------6] [-------------5] <
> -----GIL: [-----------72] [-----------98] [-----------90] [------------80] <
> -STEAL 1: [-Tranquilizer] [-Tranquilizer] [--------Hyper] [---Echo Screen] <
> -STEAL 2: [-------------] [------Grenade] [-------------] [--------------] <
> ----DROP: [------Grenade] [-Tranquilizer] [----Loco Weed] [----Loco Weed]] <
> -NULLIFY: [-------------] [-------------] [----------ERT] [--------------] <
> --DOUBLE: [-------------] [-------------] [-------------] [-----------LHT] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                              NOTE ON ENEMIES:                              |
|                                                                            |
| The Hammer Blaster can inflict a nasty Status on you, Confusion, but they  |
| can also be taken out with one Bolt blast. Sword Dance can inflict Fury    |
| on you aswell which could save on a few Hypers. Try to steal a few from    |
| them, also, aswell as some Echo Screens from the Hammer Blaster.           |
|                                                                            |
|  NOTE - Try to get at least one Loco Weed from the Sword Dance as it'll    |
|         help out for one battle. Just remember, if you steal from an enemy |
|         then it won't drop an item.                                        |
|                                                                            |
+----------------------------------------------------------------------------+
```

--Items - Elixir, Elemental Materia, Star Pendant, Four Slots, All Materia,
Phoenix Down, Ether
--Extra - Turtle Paradise Poster #2, Keycard 60, Keycard 62, Keycard 65,
A Coupon, B Coupon, C Coupon, Midgar Parts x 5, Keycard 66

When you first arrive at the Shinra's HQ you'll have the option to bust in guns blazin', or sneak in through the back. Obviously you know which my choice is gonna be, I'm looking on getting some Tifa kills with the All=Lightning combo at this point, so I'm bustin in through the front. You'll be able to come back for the item in the back entrance later on.

NOTE - Your choice here will not affect Tifa's or Barret's affection towards you. Also, if you choose one route, you can still opt to change your mind.

The Back Entrance.

Head left, you have a long climb ahead of you. Just after half way up the tremendously long stair case you'll come across an [ELIXIR] for you troubles. When you (finally) get to the top, you'll have to fight 3 Mighty Grunts in order to obtain the Keycard 60.

The Front Entrance.

As you enter, you'll have defeat a few Grenade Combatants. Once they're out of the way, head north west on the 1st Floor to the big billboard to read the [Turtle Paradise Poster #2]. Then, head up to the 2nd Floor and into the shop to stock up on a few Eyedrops (I bought 8). You won't be able to open those chests just yet, but you can watch a few promotional Shinra vids from the terminals to the left.

There is nothing on the 3rd Floor, so just head into the lifts. On your way up you'll have to fight a number of enemies until you finally reach the 59th Floor, where you'll then have to kill 3 x Mighty Grunts for the Keycard 60.

Whichever path you took, consider now tracing back to the other path; if you bust your way in all guns blazin', you could now head down the huge staircase on the left if you wanted to for the Elixir roughly half way down (it's quicker to double back once you've obtained it).

If you'd sneaked in through the back entrance then at this point you are really going to want to head back down to the 1st floor in the elevator to visit the shop for a few Eyedrops, but more importantly the Billboard on the 1st Floor for the Turtle Paradise Poster #2.

NOTE - This Turtle Paradise Poster is permanently missable! Don't worry if you did miss it here, as you will get one more chance in the game to examine it. This won't be until much, much later on though.

Shinra HQ - 60th Floor:

We now have a series of floors we must ascend by finding their corresponding Key cards on the floors below them. Whilst on the 60th Floor, you will have 2 sets of guards that you must navigate past. It's simple enough to work out. If you get caught you will have to fight them, and if you get caught 4 times then they will have vanished completely after the battle (unfortunately). Now Head up to the 61st Floor.

Shinra HQ - 61st Floor:

All you have to do here is talk to the guy walking around in the grey suit. Simply choose dialogue option 2 and he'll give you Keycard 62.

Shinra HQ - 62nd Floor:

There is a highly missable piece of Materia here, so head back to the 1st floor and save your game. Then head back up to the 62nd Floor and talk to Mayor Domino on the left side to engage him in a quiz. Guess right and he'll give you Keycard 65. Guess right on the 1st try then he'll throw in the highly under-rated [ELEMENTAL MATERIA]. The answer changes from game to game so if you don't guess correctly on your first try then just keep guessing until you've got the right answer, then reload your save. You WILL be thankful you did this. I'll explain the most proficient ways of using the Elemental Materia a little later on (when we obtain the Choco/Mog Materia).

NOTES - There is a way to know the password on the first try. Go to the upper-right room (Space Dev. Research Library) and check the middle left bookshelf. if the file is :

2	Economic Report: Space Dev Program	Password BEST
1	Breakdown of SOLDIER members by class	Password BOMB
10	New plans for urban planning	Password MAKO
1	Result of failed space mission “YA-79”	Password KING

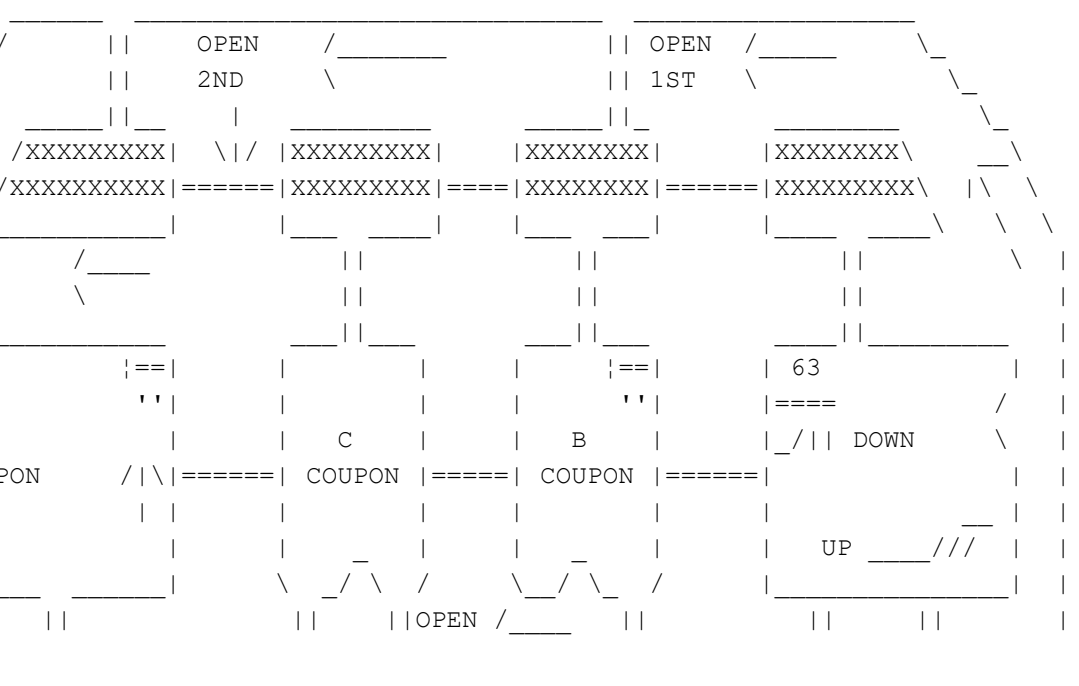
Thanks to BrutalAl on this one

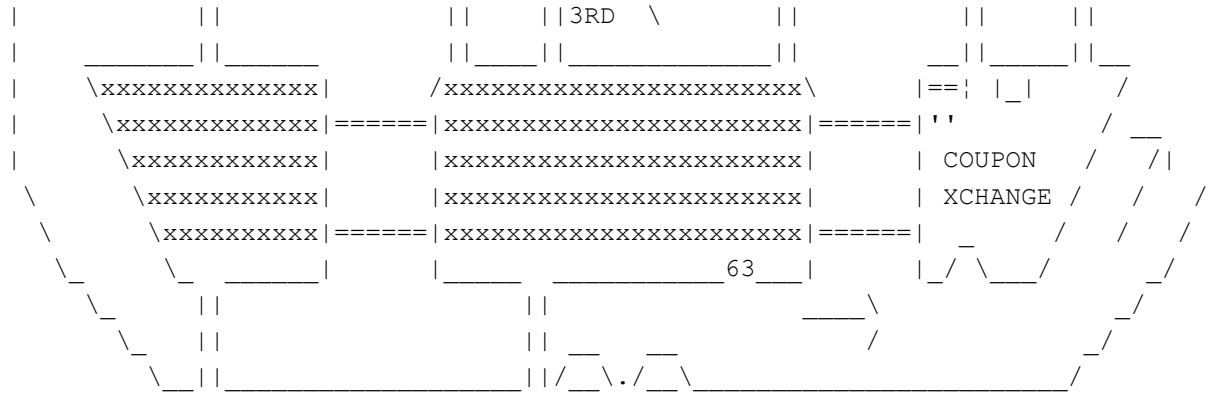
- If you get the password correct on your 2nd attempt then you will receive an Elixir, get it on your 3rd attempt for an Ether, and get it on your 4th attempt for a Potion.

- The password can only ever be Best, Bomb, Mako or King, and is selected based on how many seconds you have been playing.

Shinra HQ - 63rd Floor:

The next two floors are optional but I highly recommend that you don't skip them as you'll being missing out otherwise. Examine the terminal on the right to start a Mini-Game of sorts. You have three doors to open and three items to obtain. If you mess up you can reset the doors by using the terminal to try again.





First head all the way east then north round to the upper most door. Open it, from there you should be able to get into the western most room by opening one more door. Pick up the A Coupon which can be exchanged for the [STAR PENDANT] (don't exchange it just yet).

Then head into the air-duct and make you way east and then north to bring you out at the eastern room containing the B Coupon which can be exchanged for the [FOUR SLOTS]. Head out of this room and open your last door for the C Coupon which can be exchanged for the [ALL MATERIA].

Now head back into the air-duct and this time take the route back to the terminal. Here you can exchange your Coupons for their prizes. My suggestion is to give Cloud the second All combined with Restore so we don't have to keep swapping our Materia around every time we want do the 'All Trick'. Also, Four Slots is a piece of armour that has (you guessed it) four Materia slots, but also has low defence stats. The Star Pendant can be equipped as an accessory which can protect you from Poison, this will help a little later. Equip it to Cloud, if you wish.

Shinra HQ - 64th Floor

Not much to do here. You can head to the left to rest up for free, just remember that you may need to give someone a Hyper if you're Limit Training them as resting will cure you of Fury Status. Save if you wish, then head to the northern room with all of the lockers in. Search the southern strip for a [PHOENIX DOWN], the middle strip for an [ETHER] and the northern strip for a Megaphone that Cloud has no use for at this moment in time.

NOTE - *Make sure* to try to use the vending machine in the gym. Bang on it if you have to, nothing will come out of it, yet..... (but do bang on it)

Shinra HQ - 65th Floor

You can encounter enemies here by the way. Dotted around the room are several chests, only one will be open at a time (at random). Once you've found the unlocked chest, take its contents to the middle room where you will be able to place it down, thereby opening up another chest. Repeat this process until all but one piece has been placed (because there is no Sector 7 anymore), and the chest by the stairs will unlock granting us the Keycard 66.

Shinra HQ - 66th Floor

Here you are required to spy on a meeting. Head over to the toilet cubicles at the top left of the screen and examine one of the cubicles to climb up. Crawl down the shaft to eves-drop on President Shinra's meeting. Here is where we first meet Professor Hojo and also learn the name of Aeris's biological mother, Ifalna. Once the meeting has finished follow Hojo up to

the next floor and into his lab.

¬¬

--D1.06 B - Hojo's Laboratory ("They called themselves the Cetra and lived thousands of years ago.")

¬¬

ENEMIES:	MOTH SLASHER	SOLDIER:3RD	WARNING BOARD +	LASER CANNON +	MACHINE GUN
Lv:	13	13	12	8	8
HP:	260	250	270	55	155
MP:		40			
EXP:	46	54	38	5	5
AP:	5	6	4	4	4
GIL:	75	116	75		
STEAL:	Carbon Bangle	Hardedge			
DROP:		Loco Weed			
NULLIFY:			LHT		
DOUBLE:	LHT	FRE		LHT	LHT

NOTE ON ENEMIES:

Change to an All=Fire set-up here and make sure to try and steal a Carbon Bangle or 3 from the Moth Slasher, and 1 Hardedge from the SOLDIER:3rd (this can be easier said than done). Don't cast Bolt on the Warning Board either, however the Laser Cannon and the Machine Gun it spawns are weak against lightning.

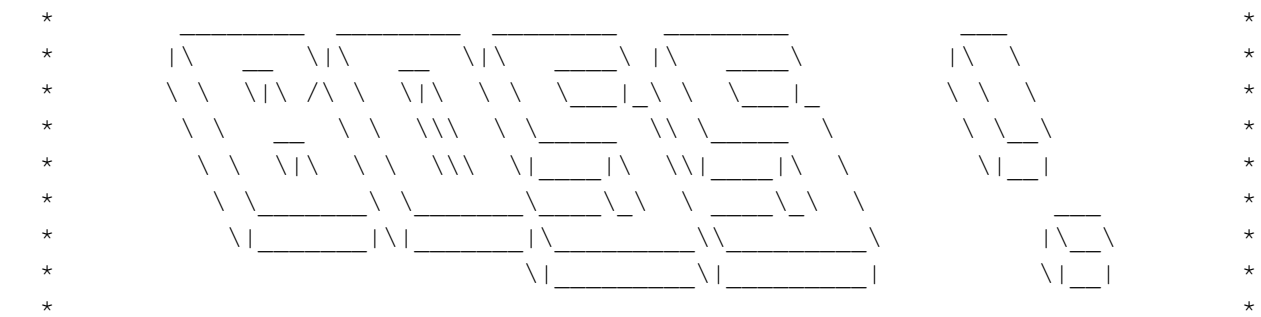
--Items - Poison Materia, Enemy Skill Materia, Potion x 4
--Boss - Sample:H0512 Lv 19 (Talisman) + Sample:H0512 Opt Lv 7 x 3
--Extra - Mythril Armlet (recruit equipment), Sense Materia (recruit equipment), All Materia (recruit equipment), Fire Materia (recruit equipment), Keycard 68

When you make your way up to the new floor, it would be advisable at this point to battle around for a bit to try and steal 3 Carbon Bangles from the Moth Slashers. Equip your new armour, then head west and after hiding from Hojo, Cloud will examine the nearby tank to see some weird creature named Jenova incubating inside.

Once you have regained control of Cloud, head north to find a chest containing the [POISON MATERIA] and a save point. Make sure that one player has the Star Pendant equipped, and another has the ELemental Materia equipped on a *linked* slot with Poison on your *Armour* to take half damage from the Poison Element.

One of your teammates is going to have to leave us in just a sec so decide now which one you want that to be (Best Bromance - choose Barret) and remove any good armour and Materia that they have. Heal up, then make your way into the lift.

Once you've reached the top you'll engage in some conflict with Hojo, then you'll be able to name a new character [RED XIII]. Without much of a chance to set up you'll be flung into a boss battle!



This Boss will most likely use his Shady Breath in order to inflict you with Poison. This shouldn't be too much of a problem. If you'd equipped the Star Pendant to Cloud that you obtained earlier from the 63rd Floor then he won't be affected by the Poison Status. You don't have to kill the smaller samples; once the main foe at the back is destroyed then all the rest shall follow. You can however kill the little critters if you like for a small amount of extra EXP and AP. The main Boss will revive them straight away initially, but he will eventually run out of MP and when he does it'll just be him left. Don't use Poison on him. Once he is done for you shall receive the [TALISMAN].	BOSS BATTLE: 05	SAMPLE:H0512	SAMPLE:H0512 OPT X 3
	-------Lv:	19----------	7----------
	-------HP:	1000--------	300---------
	-------MP:	120---------	48----------
	------EXP:	300---------	20----------
	-------AP:	30----------	2----------
	------GIL:	250---------	----------
	-----DROP:	Talisman----	----------
	---ABSORB:	PSN---------	----------
	--NULLIFY:	GRV---------	ERT---------
	----HALVE:	LHT---------	----------

After the battle you shall get an opportunity to arrange the characters that you would like to have in your party. I decided to have Barret and Red XIII (Best Bromance - choose the same party members), so first I put Tifa in party then I used the 'Remove All' option (from the 'Arrange' tab in 'Materia'), then I exchanged her armour and removed her accessory. Once Red XIII and Barret were loaded with the best equipment, I set up my Materia with the following:

1) Cloud - Lv 15 (Front)

    Buster Sword - All=Restore
    Carbon Bangle - Fire, Lightning, Steal
    Star Pendant

2) Barret - Lv 14 (Front)

    Assault Gun   - All=Fire
    Carbon Bangle - Elemental=Poison, Ice
    Talisman

3) Red XIII - Lv 15 (Front)

    Mythril Clip - All=Lightning, Sense
    Four Slots   - Restore, Ice, Cover, Cover

NOTE - Equipping the Elemental combo onto a character's armour will have a different affect to placing it on a characters weapon. This doesn't

matter for now, I just thought I'd mention it. I'm only equipping Elemental now as so that it starts receiving AP. More Elemental details on the way. Also note that Red XIII came with an All, so we can now have one on each character!

GRAB THAT MATERIA! Pick up the [ENEMY SKILL MATERIA] that you see in the test chamber. You don't need to worry about equipping this just yet, I'll explain what it's all about in a short while (Enemy Skill does not gain AP!).

RED XIII

1-1 SLED FANG (default) Attacks one opponent	2-1 BLOOD FANG (72 kills) Attacks and drains the HP/MP from one opponent
1-2 LUNATIC HIGH (use 1-1 8 times) Casts [Haste] and raises "Defence %" for all allies	2-2 STARDUST RAY (use 2-1 7 times) Attacks all opponents
3-1 HOWLING MOON (144 kills) Begins fighting wildly	4 - COSMO MEMORY Attacks all opponents Use the item Cosmo Memory
3-2 EARTH RAVE (use 3-1 6 times) Attacks all opponents	Found on Disc 1 in Nibelheim in the Shinra mansion by opening the safe on the 2nd floor

Battle around for a little while until you encounter SOLDIER:3rd. You are going to want to try to steal a weapon for Cloud - the Hardedge from them, although it can be notoriously hard to do so. It took me roughly 10 minutes! Try to get a few uses of Red XIII's 1-1 while your here, if you can.

Head south from where you picked up the Enemy Skill to find a set of stairs leading to 2 [POTIONS]. You can talk to the chap in the Control Centre for the Keycard 68. Head back down the stairs and then to the right to find another 2 [POTIONS].

Now head back to the main elevator shaft, remembering to equip Cloud's Hardedge if you managed to obtain one. Also un-equip any armour/accessories you have equipped on Red or Barret. We're about to run into a small bit of bother!

NOTE - You won't be able to encounter the enemies that drop the Carbon Bangle and the Hardedge past this point.

--D1.06 C - Escaping From Shinra (“A little fear will control the minds of the common people.”)

NOTE ON ENEMIES:	ENEMIES:	[VARGID POLICE]	[BRAIN POD]	[ZENENE]
Make sure to have a Star Pendant equipped, and make sure *not* to have on All=Fire. The Zenene and the Brain Pod can both be damaged by using Cure on them seeing as they are Zombie based creatures. Also, having Elemental=Poison on someones Armour will help.	------Lv:	----------9]	----------15]	----------14]
	------HP:	----------140]	---------240]	---------250]
	------MP:	----------28]	----------46]	----------93]
	-----EXP:	----------44]	----------52]	----------58]
	------AP:	----------7]	----------6]	----------6]
	-----GIL:	----------40]	----------95]	----------60]
	---STEAL:	[-Tranquilizer]	[----Antidote]	[Deadly Waste]
	--DROP 1:	[-Phoenix Down]	[Deadly Waste]	[-------Ether]
	--ABSORB:	[----------]	[----PSN--RES]	[----PSN--RES]
	-NULLIFY:	[----------]	[---------ERT]	[----------]
	---HALVE:	[----------]	[----------]	[---------FRE]
	--DOUBLE:	[----------]	[---------HLY]	[---------HLY]

--Boss - Hundred Gunner Lv 18 + Heli Gunner Lv 19 (Mythril Armlet),
Rufus Lv 21 (Protect Vest) + Dark Nation Lv 18,
Motor Ball Lv 19 (Star Pendant)

So you've wound up in Shinra's Security cells. Bummer. You can talk to your friends here for some (affection) dialogue, then when you're ready you can get some shut-eye. (Best Bromance - When talking to Tifa, choose option 2, “Kinda Hard”. Then think of Barret first, and Red XIII second)

NOTE - There is a glitch you can exploit here to raise Tifa's affection towards you indefinitely. See section E.01 B for more details, or use QSI Link [Speed Dating]. Remember, copy Speed Dating into the search field, replacing the [] with {} to jump straight to that relevant section. This does work in the Steam/PS4 versions.

When you awaken you'll notice something weird is going on. Take a look around and eventually you'll have to follow RED XIII out of the cells. Set up your new party with the best equipment and give both girls the All=Ice combo, not forgetting to give Hypers out to those who are Limit Leveling!

Make your way round to Hojo's lab to find out the possible cause for all the weirdness. Head to the northern lift. Follow the trail of blood all the way to the 69th Floor where you can save; I recommend doing so. Also, replace Tifa's Carbon Bangle with something else before moving up to the 70th Floor.

NOTE - When we continue on all of our HP & MP will be restored.

Head upstairs to find a few shocking revelations and then head through the northern door. Eventually you will have the option to remove all of Cloud and Tifa's Materia. Select yes, give Barret the Carbon Bangle then consider the following set up (And yes I am equipping certain Materias just for the sake of equipping them, like Enemy Skill):

1) Aeris - Lv 12 (Back)

Striking Staff - All=Restore, Sense, Steal
Carbon Bangle - Lightning, Poison, Enemy Skill
Talisman

2) Barret - Lv 14 (Back)

Assault Gun - Elemental=Lightning
Carbon Bangle - All=Ice, Fire

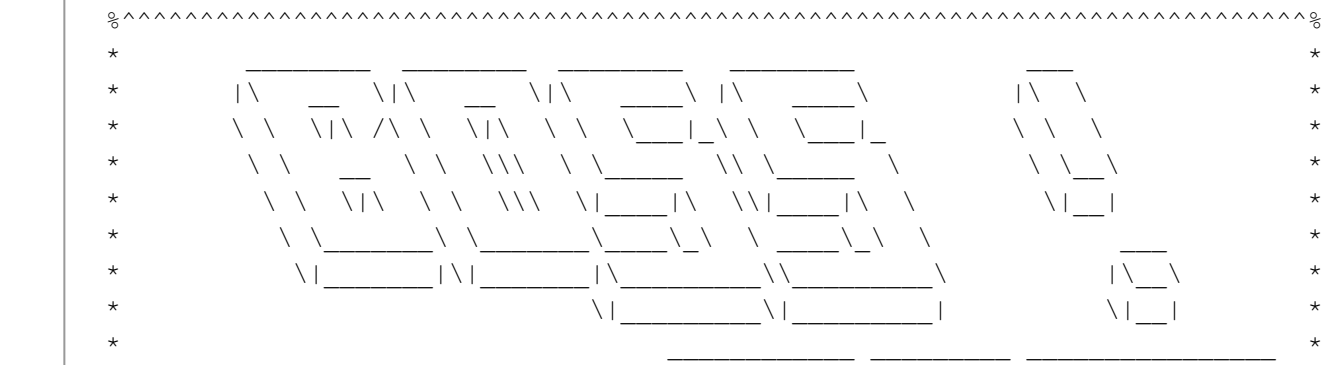
3) Red XIII - Lv 15 (Back)

Mythril Clip - All=Restore, Sense
Carbon Bangle - Ice, Fire, Cover

SIDE NOTE - ELEMENTAL MATERIA

It is crucial to point out that I have equipped Barret with the Elemental=Lightning combo on his weapon and not his armour. The following few Bosses are weak vs Lightning attacks and with this combo attached to Barret's weapon it will make his attacks lightning based hitting for extra damage. If you had attached it to his armour by mistake then he would be defending from Lightning based attacks which would be pointless at this stage.

Depending on where you are with your Limit Breaks and how many Hypers you have remaining, you may want to give Barret and/or Red XIII one to get a few uses from their Limits. When you're ready, head over to the elevators to engage in not one but two Boss battles! (Even though the battle music suggests otherwise...)



Ok, so you'll have to defeat these robots one after the other. The main thing to point out about them is that only long range weapons can attack them, this means Barret! If you have the Elemental=Lightning combo on his weapon then he should be able to plough through these sucka's with ease. Also Remember that if you need to heal just 1 player you can negate the All's effect with R1. Have Aeris cast Bolt and Red XIII cast Ice/Fire while Barret just attacks until Hundred gunner is no more, then Heli Gunner will rear its ugly machine butt!

BOSS BATTLE: 06	HUNDRED GUNNER	HELI GUNNER
-------Lv:	18-----	19----------
-------HP:	1600---	1000-------
------EXP:	330----	250--------
-------AP:	35-----	25----------
------GIL:	300----	200--------
-----DROP:	-------	Mythril Armlet
--NULLIFY:	-------	ERT--------
----HALVE:	GRV----	----------
---DOUBLE:	LHT----	LHT--WND----

* NOTE - Don't forget you can sense the enemy to see their remaining HP, so long as you have the status bar open (with select).

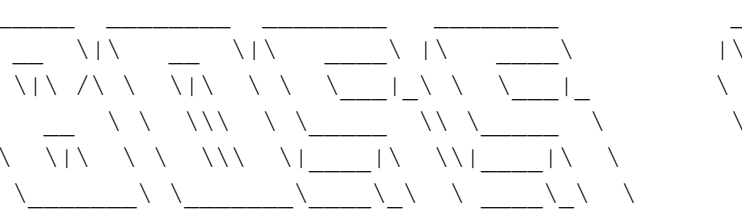
Heli Gunner has less HP, but can inflict a few Status changes to you. He's still fairly easy though, take care of him in the same fashion as you did the Hundred Gunner and hopefully you'll get a few uses of Red XIII's Limits along the way (provided you gave him a Hyper earlier). You'll be rewarded with a [MYTHRIL ARMLET] when you're done.

As soon as this battle has finished you'll be back with Cloud and Rufus. Press Sq when prompted to remove everyone's Materia, then set Cloud up with something like this:

1) Cloud - Lv 15 (Front)

Hardedge - All=Poison, Restore, Ice
Carbon Bangle - Elemental=Lightning, Fire
Star Pendant

And without further ado, we have another Boss battle:



As soon as the battle begins cast Bio and hopefully you'll inflict Rufus with Poison. His companion, Dark Nation, can cast some rather annoying spells, namely Barrier and MBarrier which will half the damage of your physical and magical attacks respectively. If you had equipped Elemental=Lightning on your armour then you will half the damage you take from Dark Nation's Bolt attack. Just like with Sample:H0512

BOSS BATTLE: 07	RUFUS	DARK NATION
Lv:	21	18
HP:	500	140
MP:		80
EXP:	240	70
AP:	35	7
GIL:	400	250
DROP:	Protect Vest	Guard Source
NULLIFY:	GRV	

earlier we don't have to kill the main Boss's companion, but we will gain extra EXP, AP and gil if we do, not to mention a Guard Source. Rufus himself is really easy and once you have weakened him enough he'll flee from the battle leaving behind a [PROTECT VEST] for you.

As soon as the battle is done head back down to the 69th Floor. Save if you wish then talk to Tifa to make our POV change to our other team. After a cool FMV you'll have an opportunity to swing your sword about a bit, and set up a party. I went with:

1) Cloud - Lv 16 (Back)

    Hardedge   - All=Restore, Lightning, Ice
    Carbon Bangle - Elemental=Fire, Enemy Skill
    Star Pendant

2) Barret - Lv 14 (Front)

    Assault Gun   - All=Restore
    Carbon Bangle - All=Fire, Steal
    Talisman

3) Red XIII - Lv 15 (Back)

    Mythril Clip - Lightning, Ice, Sense
    Carbon Bangle - Poison, Sense, Cover, Cover
    Protect Vest

I have set up my party in the reverse of their normal rows for this fight for reasons that'll make sense in just a sec, for now we have a Mini-Game to play!

SIDE NOTE - G-BIKE MINI GAME

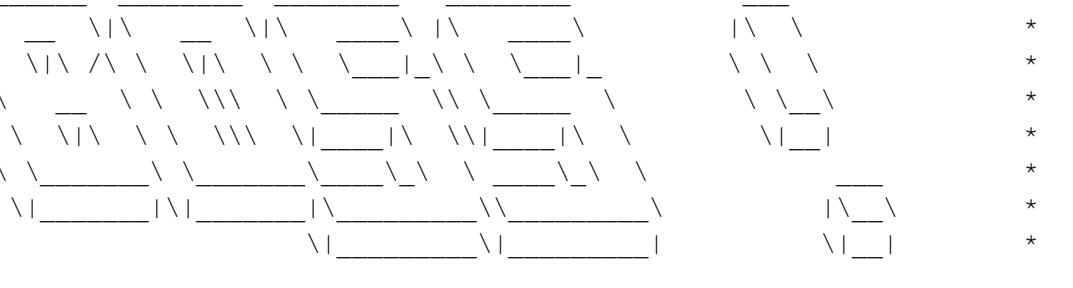
Ahh, I can still remember playing this for the first time roughly 18 years ago. O.k., so there are going to be two types of bikers that are going to try to attack your blue truck that has your companions in, and the more health taken out of the truck the less health your players will have going into the Boss battle at the end (ha ha at Red XIII's Pic). Press Sq to swing to the left and O to swing to the right. Sounds simple enough, right?

Orange Bike - The easier of the two. These bikes have a fairly predictable pattern and shouldn't be too difficult for you to take out, you just have to time you swings right.

Red Bike - These are the bikes that will cause you problems. Instead of attacking your blue truck, these bikers will draw you away from your comrades, and while you're busy trying to take out the red bikes the orange bikes will sneak up without you noticing. Just stay by you team, let the bikes come to you.

Blue Bike - These only appear on the Steam/PS4 version, and appear to act identical to the orange bikes.

don't forget you can cause a 'domino affect' by lining them up right. Once you reach the end of the Highway you'll be instantly engaged in a Boss battle!



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*  ___________________________________________   _____________ _____________  *
* |                                           | |             |             | *
* |               MOTOR BALL                  | | BOSS BATTLE: | 08          | *
* |___________________________________________| |_____________|_____________| *
*                                             |             |             | *
* This boss has an incredibly powerful        | ---------Lv: | 19--------- | *
* attack, Rolling Fire which can deliver      | ---------HP: | 2600------- | *
* roughly 250HP to all allies, so make sure   | ---------MP: | 120-------- | *
* to keep your HP topped up. Your rows will   | --------EXP: | 440-------- | *
* be automatically reversed to whatever you   | ---------AP: | 45--------- | *
* had set them to, which is why I'd advised   | --------GIL: | 350-------- | *
* you to put your characters in the back row  | -------DROP: | Star Pendant | *
* earlier. Bolt is your best friend here, so  | ----NULLIFY: | GRV-------- | *
* just let Cloud and Red XIII fry the Motor   | ------HALVE: | FRE-------- | *
* Ball while Barret heals the group and then  | -----DOUBLE: | LHT-------- | *
* attacks him normally. Don't forget to       |_____________________________| *
* sense him aswell so that you can see his                                    *
* remaining HP. He can deliver a few powerful Fire based moves here, which    *
* is why I'd recommended the Elemental=Fire combo on Cloud's armour. Lastly,  *
* don't use Fire based spells as they will inflict 1/2 the normal damage.     *
* Once he's been annihilated you'll be rewarded with the [STAR PENDANT].      *
*                                                                             *
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Once you've jumped down to the outskirts of Midgar you'll be able to engage in some optional dialogue. When you're ready, go to leave the south screen to be prompted to set up a party (Best Bromance - choose Barret & Red XIII). When you're ready, head outside to the vast and wonderful World Map!

NOTES - Very shortly we will gain the ability to swap our players around at will, so don't worry trying to decide on the best character to pick just yet.

- There are two amazing spots in this game for Leveling up our Limit Breaks, the first of which we will be arriving at pretty shortly.

- Red XIII's 1-2 Limit is a really effective method to defeating one soon-to-fight mega hard boss, as it will caste Haste and raise the defence of all allies, so try to learn it soon (8 uses of Sled Fang).

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|                                                                             |
| {D1.07} - Kalm                                                              |
|                                                                             |
| ITEMS:                                                                      |
|         |_|Megalixir          |_|Ether              |_|Peacemaker          |
|         |_|Ether              |_|Guard Source       |_|Ether               |
|                                                                             |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.07 A - Matra Magic (Yes it does deserve its own sub-section!)

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     #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
     >  ENEMIES:              ***************                                  <
     >           [  PROWLER] [ CUSTOM SWEEPER] [KALM FANG] [DEVIL RIDE] <
     >                         ***************                              <
     > ------Lv: [-------12] [-------------15] [-------10] [--------13] <
     > ------HP: [------150] [------------300] [------160] [-------240] <
     > ------MP: [---------] [------------100] [---------] [----------] <
     > -----EXP: [-------55] [-------------63] [-------53] [--------60] <
     > ------AP: [--------5] [--------------7] [--------5] [---------6] <
     > -----GIL: [------160] [------------120] [-------92] [-------100] <
     > ---STEAL: [----Ether] [Atomic Scissors] [----Ether] [-Hi-Potion] <
     > ---MORPH: [Hi-Potion] [-------X-Potion] [Hi-Potion] [-Hi-Potion] <
     > ----DROP: [---Potion] [---------Potion] [---Potion] [----Potion] <
     > --DOUBLE: [---------] [------------LHT] [------FRE] [----------] <
     > -E-SKILL: [---------] [----MATRA MAGIC] [---------] [----------] <
+----#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#----+
|                              NOTE ON ENEMIES:                                  |
|                                                                                |
| While you are engaging the Custom sweeper you are going to want to steal       |
| the Atomic Scissors from it whilst waiting for it to cast Matra Magic.         |
| This weapon for Barret will save you 1400 gil and at the same time it'll       |
| sell for 700 gil should you wish to stock up on a few. Other than that,        |
| watch out for the prowler; if it steals from you then make sure to kill it     |
| before it can run away. Ethers are a very easy steal from the Prowler.         |
+--------------------------------------------------------------------------------+
```

Now the we have access to the World Map, now we can truly feel as though we are playing a vintage Final Fantasy game. Up until now the game has been fairly linear, it's about to massively open itself up! I have designed a map of every part of the World Map, visit section F.01 for a map of the continent you're on!

3 things to point out about the World Map:

1 - You can save at any point whilst on the World Map.
2 - Press Select once to bring up the Mini Map, press Select again to bring up the Full Map.
3 - Pressing R1/L1 will rotate your camera's view of the map. Pressing R2 will change the camera back to the annoying overhead view.

Our next destination, Kalm, is east north-east from Midgar. Equip an All=Fire combo for the Kalm Fangs and an All=Lightning combo for the Custom Sweeper, also make sure to equip the Enemy Skill Materia and then battle around until you engage with the Custom Sweeper (stealing Ethers from Prowlers and Kalm fangs as they appear)!

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - ENEMY SKILL                                                     [
]                                                                             [
] Probably one of the most diverse pieces of Materia in the whole game, the   [
] Enemy Skill will allow you to learn certain moves that the enemies can      [
] cast. The player must survive the move and the battle must be won in order  [
] for the skill to be learned. There are 24 moves to obtain in total, two of  [
] which are permanently missable (Trine and Pandora's Box). There are 4       [
] Enemy Skill Materias to collect and only one needs to be filled in order    [
] to achieve the Materia Overlord Achievement, however I highly recommend     [
] that you set your sights on filling all 4 pieces up. Some of the moves      [
```

] that you can learn can be incredibly useful, like for example, Matra [
] Magic! [
] [
] Matra Magic will be our best friend for now, it does non-elemental damage [
] to all foes for 8MP! Nice! Eventually it'll become obsolete as we obtain [
] bigger and badder Enemy Skills, but for now it'll do just nicely. [
]_____[

So, you've learned the Enemy Skill Matra Magic and you've stolen the Atomic Scissors (which isn't long range btw), and now you're ready to head to Kalm. There are just 2 more points and a Side Note to mention before concluding this incredibly short mini sub-section:

1 - I feel as though now is a good time to slow the battle speed down a little bit. our characters are starting to level up nicely which means their ATB gauge will start filling up quicker. We can afford to bring the Battle Speed down to roughly 3/5's maybe slightly quicker. Reason being, we don't want the enemies to overtake us when we hesitate.

2 - You'll have picked up a Guard Source along the way whilst in the Shinra building. This is an item that will permanently increase one of your stats! Most people whack these straight onto Cloud, my suggestion however is to leave every single one of these 'sources' that you find until you get to a certain point, deep into the game (and the Ocean), The Sunken Gelnika!

_____
] [
] SIDE NOTE - UNDERSTANDING WHAT THE STATS MEAN [
] [
] Go into 'Status' in the main menu to view your stats. I've been using [
] these stats to help me decide on my battle plans so far. Here is what they [
] mean: [
] [
] Strength - The higher your Strength stat the more damage you will deliver [
] from your physical based attacks. Your Attack stat is directly [
] linked to your Strength. [
] [
] Dexterity - The higher your Dexterity Stat the quicker your ATB gauge will [
] fill up. Also, you will be more likely to evade physical [
] attacks as your Defence% stat is directly linked to your [
] Dexterity and Luck. [
] [
] Vitality - The higher your Vitality stat the less damage you will receive [
] from physical based attacks. Your Defence stat is directly [
] linked to your Vitality. [
] [
] Magic - The higher your Magic stat the more damage you will deliver from [
] you magical based attacks. Your Magic Attack stat is directly [
] linked to your Magic [
] [
] Spirit - The higher your Spirit stat the less damage you will receive from [
] magical based attacks. Your Magic Defence stat is always [
] identical to your Spirit. [
] [
] Luck - The higher your Luck stat the more likely you are to land a [
] critical hit. Also, you will be more likely to evade physical [
] attacks as your Defence% stat is directly linked to your Dexterity [
] and Luck [
] [
] The are only two stats that aren't directly linked: [

```
]                                                                            [
] Attack% - The higher your Attack% stat the less likely you are to miss     [
]           with your physical based attacks.                                [
]                                                                            [
] Magic Defence% - The higher your Magic Defence% stat the more likely you   [
]                  are to evade magical based attacks.                       [
]                                                                            [
] So, Strength - Luck, our main attributes, are our 'base' stats if you      [
] will. These stats will only increase by Leveling up (usually). Our Attack  [
] - Magic Defence stats are variable based on our weapons and armour. As     [
] your base stats increase, so will the variable stats, of which will also   [
] increase as we obtain better equipment. This doesn't apply to Magic        [
] Defence. For some reason that stat is fixed to our Spirit stat and won't   [
] budge due to a glitch, which was fixed with the Steam/PS4 release.         [
]                                                                            [
] Lastly, whilst in the Status screen you can toggle through with confirm to [
] see your Elemental and Status strengths' and weaknesses. More on these to  [
] follow.                                                                    [
]____________________________________________________________________________[
```

Head into Kalm. We can explore around a little later on, for now head into the Inn and you'll eventually be venturing inside another flashback!

¬¬

--D1.07 B - The Nibelheim Incident   (“and not once, did the light in the basement go out...”)

¬¬

--Items   - Megalixir, Ether x 3, Guard Source, Peacemaker
--Required gil - 4200

I've decided to keep this section as brief as possible, namely because I don't want you to spend too much time reading this guide. I want instead for you to immerse yourself in what's taking place; understanding the events that unfolded 5 years ago are extremely important to understanding the story as a whole. Make sure to pay attention.

After an easy battle you'll wind up in a town called Nibelheim.

Explore the town if you want, *making sure* to visit Tifa's house. Go into her bedroom and interact with the piano you see in the corner to 'jam on it'. You can play the following notes:

X, Sq, Tr, R1+Tr, R1+Sq, X, Sq, Tr, R1+X, O, X, Sq, X

Although not much happens now, you will be returning to this piano later on....
Read a letter from Tifa's desk and check her wardrobe if you want, once you've finished exploring the Town head into the Inn to rest.

NOTE - If you do not jam on Tifa's piano now then you will not be able to obtain a certain valuable item later on!

The next morning you'll venture out to search for the Mako Reactor in Mt. Nibel. Along the way you'll run into some misfortune, whilst learning something new about Materia. Eventually, you'll reach the reactor. It is here that we will first learn the name Professor Gast...

NOTE - It's worth noting that if you were to take a look through the menus you'd be able to view Sephiroth's stats and Materia, although you wouldn't be able to swap any of it around. You'll also be able to see what Materia Cloud was getting excited about earlier on - the Pre-Emptive Materia (which isn't that great to be fair).

Save the game when prompted. Then.....

You'll eventually get to a point where you are required to explore a creepy mansion. Look around, eventually you will find a passage that leads to an underground tunnel (2nd floor). Here you will find Sephiroth, and he will uncover some shocking truths regarding his mother. Then leave the basement.

Once you've awakened, visit Sephiroth in the basement once more. Once he has finished, head outside. You shouldn't need to pick up this walkthrough until the flashback has finished and you have received the APS system (Best Bromance - after the flashback, choose option 1, “Wait a sec”, followed by option 1, “Beautiful, just beautiful” when talking to Barret)!

Wow! So now we know why Cloud feels compelled to pursue his old friend and now arch-rival, Sephiroth! For us, however it's time to retrieve some items and buy some weapons in Kalm!

NOTE - Make use of the PHS! If you're looking to obtain the Best Bromance Trophy, then you're going to want to place Barret and Red XIII in your party now. Go out to the world map to make use of the PHS system.

Head back into the 2nd Floor of the Inn to find a cabinet on the west side. Search it multiple times, and eventually you will be able to obtain the [MEGALIXIR] inside.

Now make your way to the next house along on the right. Search underneath the stairs on the 1st Floor to find an [ETHER] (Best Bromance - then talk to the woman on the left and choose option 2, “You're full of it”, then head upstairs and talk to the girl choosing option 1, “Yeah, maybe” (make sure to have Barret and Red XIII in your party)).

Search the next house along on the 2nd Floor and you'll find a cabinet containing another [ETHER].

In the third house along you'll find a [GUARD SOURCE] in a cabinet on the 2nd Floor. Head back down to the 1st Floor and on the left hand side you'll find a spiral staircase. Take it to the top to find a [PEACEMAKER], a weapon that you cannot use just yet as you don't have the character recruited.

Finish of the rounds by grabbing the last [ETHER] from the south eastern house on the 1st Floor.

Now to spend some gil. Head up the main set of stairs that you see and enter the shop on the left, the Item Shop. I suggest stocking up on 15 Hypers amounting to 1500 gil. These will definitely come in handy later on.

Now head to the next shop along, the Materia Shop, and buy yourself:

1 x Earth Materia - 1500 gil
1 x Steal Materia - 1200 gil
1 x Heal Materia - 1500 gil
Total - 4200 gil

] [
] SIDE NOTE - ESUNA [
] [
] Whilst Heal at Lv 1 will only cure of the Poison Status, Lv 2 Heal, Esuna, [
] will cure you of any Status! Equip Heal straight away and don't take her [
] out until she's levelled up. Esuna is crucial to any battle strategy. [
]_____[

You should now head into the Weapon Shop just right of the Materia Shop to sell some weapons. You shouldn't need to buy the following:

1) Mythril Saber for Cloud assuming you were able to steal the Hardedge from the SOLDIER:3rd in the Shinra building.
2) Cannon Ball for Barret assuming you were able to steal the Atomic Scissors from the Custom Sweeper in Midgar Area
3) Full Metal Staff for Aeris assuming you were able to steal the Striking Staff from Eligor in the Train Graveyard, and
4) Mythril Armlet assuming you were able to steal 3 Carbon Bangles from the Moth Slasher in the Shinra building.

The only weapon you won't have is the Mythril Claw for Tifa, but don't worry, we're going to be stealing a much better weapon than that very shortly anyway.

_____
] [
] SIDE NOTE - SELLING UNWANTED WEAPONS & AMOUR [
] [
] I guess the golden rule here is to NEVER sell anything that has got either [
] a Double or Triple growth stat against it (which we currently don't have). [
] In fact, there are only three points in this game where I feel it is [
] necessary to sell my inventory, now is one of them. For peace of mind, I [
] suggest you only ever sell what is recommended in this guide to sell. And [
] make a fresh Save, aswell. Sell non listed items at your peril. [
] [
] First, go to 'Item', then 'Arrange', then arrange by 'Type'. Next, goto [
] any shop to sell your items. Sell the following (assuming you've been [
] following my guide to the letter so far): [
] [
] * = Unique item, cannot obtain again [
] [
] *Guard Stick x 1 - 70 gil [
] *Iron Bangle x All - 80 gil Each (I had 3) [
] Mythril Armlet x All - 175 gil Each (I had 4) [
] *Leather Glove x 1 - 60 gil [
] Mythril Rod x 1 - 185 gil [
] *Bronze Bangle x All - 50 gil Each (I had 4) [
] *Titan Bangle x All - 140 gil Each (I had 3) [
] Star Pendant x 2 - 2000 gil Each [
] Total - 5875 gil [
] [
] Note that you **must leave at least two pieces of armour** available for [
] your players to get changed into whilst you're swapping them around. I [
] made sure to be left with 1 x Carbon Bangle and 1 x Four Slot in my [
] inventory. Also, I left Barret's Assault Gun because it is long ranged and [
] we'll need it for later! [
] [
] If you're concerned about not having a full end-game inventory, then only [
] sell everything that you have more than one of, with the exception of the [
] Star Pendant which at this stage in the game is only good for selling for [
] gil. We'll obtain another one soon enough. [
]_____[

We're all done with Kalm now, nothing left to do but to set up our team and
to make our way over to the Chocobo Ranch!

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 _____________________________________________________________________________
/------------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                              |
| {D1.08} - Chocobo Ranch & Fort Condor                                        |
|                                                                              |
| ITEMS:                                                                       |
|         |_|Choco/Mog Materia   |_|Tent               |_|Elixir               |
|         |_|Long Range Materia  |_|Mind Source        |_|Hi Potion            |
|         |_|Ether                                                             |
|                                                                              |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.08 A - Chocobo Ranch (“It's a serpent-like creature over 30 feet tall!!”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:              **********                                           <
>          [ LEVRIKON] [        MU] [ ELFADUNK] [MANDRAGORA] [CHOCOBO Lv13] <
>                        **********                                           <
> ------Lv: [-------14] [--------12] [-------141] [--------10] [----------13] <
> ------HP: [------200] [-------210] [------220] [-------120] [---------130] <
> ------MP: [---------] [--------52] [-------34] [----------] [----------13] <
> -----EXP: [-------65] [--------54] [-------64] [--------55] [----------10] <
> ------AP: [--------7] [---------6] [--------7] [---------6] [-----------1] <
> -----GIL: [------128] [-------130] [------140] [-------135] [-----------1] <
> ---STEAL: [----Ether] [----------] [Hi-Potion] [-Lasan Nut] [------------] <
> ---MORPH: [Hi-Potion] [----------] [---------] [-----Ether] [------------] <
> ----DROP: [Hi-Potion] [-Hi-Potion] [---Potion] [-Lasan Nut] [------------] <
> -E-SKILL: [---------] [L4 SUICIDE] [---------] [----------] [------------] <
>                                                                             <
>            ************  #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [CHOCOBO Lv16] <                NOTE ON ENEMIES:                  |
>            ************  <                                                  |
> ------Lv: [----------16] <  Make sure that the person who has the Enemy     |
> ------HP: [---------160] <  Skill Materia equipped is not currently at a    |
> ------MP: [----------16] <  level that is divisible by 4 (i.e. Lv 16).      |
> -----EXP: [----------10] <  When Mu Casts L4 Suicide, any player that is    |
> ------AP: [-----------1] <  Lv 16, Lv 20 etc. will have their health        |
> -----GIL: [-----------1] <  dropped right down to critical, and can also    |
> -E-SKILL: [-CHOCOBUCKLE] <  inflict the Status Small. This can be a very    |
#~~~~~~~~~~~~~~~~~~~~~~~~~#  useful Enemy Skill to have.                      |
|                                                                              |
| The Elfadunk has a move that can inflict you with Sadness, which is the     |
| opposite of Fury. The Levrikon can inflict Fury, the opposite of Sadness.   |
+------------------------------------------------------------------------------+
```

--Items   - Choco/Mog Materia
--Required gil - 2500

--Extra   - Chocobo Lure Materia (cost 2000 gil)

Before heading out, now that we have the ability to change our characters around whenever we want using the PHS (provided we are at a save point), I'd like to make a quick note regarding the most efficient ways of swapping you party around.

SIDE NOTE - EFFICIENT WAYS OF STRIPPING DOWN A CHARACTER

Before changing a players armour and accessory you're going to want to explore the quickest way of swapping your Materia around. Some people like to us the 'Remove All' feature, others like to 'Exchange' their Materia all in one go.

For me, I've found that the quickest way is to first 'Arrange' my Materia. Then, I'll select the top-left piece of Materia of the character that I'd like to swap out, then I'll press R1 to scroll down to an empty inventory space. Then I'll press O, Right, O, Down, O, Right, O, Down etc. (or X if I'm playing the PS4 version) until all of my Materia has been removed in order. Then, pressing Square I'll jump straight over to the Equipment menu, where I'll remove any Accessory using Triangle and replace the good Armour with something less fancy.

This way I can set my new player up with everything that the old player had in less than 60 sec. I find that the 'Exchange' way of doing it can sometimes be a little tedious due to the fact that not everyone has the same amount of Materia Slots. Each to their own, I suppose. I'm sure you'll find the quickest way that works for you.

NOTE - Whilst in the PHS menu you can press confirm twice against a character to see what equipment and Materia they have on them without having to place them in your party. Also, any party member not in your team will receive 1/2 the amount of EXP that your team does.

O.K., so we're finally ready to head on. Take a quick look at my set-up, give people Hypers that need them and then make your way south-east to the Chocobo Ranch:

1) Cloud - Lv 16 (Front)

    Hardedge   - All=Restore, Sense Steal
    Carbon Bangle - All=Lightning, Heal

2) Aeris - Lv 13 (Front)

    Striking Staff - Poison, Ice, Fire, Enemy Skill
    Carbon Bangle - Elemental=Earth, Lightning
    Talisman

3) Red XIII - Lv 16 (Front)

    Mythril Clip - All=Fire, Ice
    Four Slots   - Restore, Steal, Cover, Cover
    Protect Vest

NOTE - There are only certain stages in the game that it is necessary to

have Barret in your party to earn the Best Bromance Trophy. This *isn't* one of them.

Along the way you should encounter the Mu. Don't forget to learn the Enemy Skill L4 Suicide from him, although it could take a while as it has a 1 in 14 chance of using it.

When you get near to the Chocobo ranch you may notice the huge swamp to the west; don't venture out into it or you'll be attacked by a giant snake (Midgar Zolom)! We are going to have to get across somehow, perhaps a Chocobo could get us across? Let's enquire at the Ranch.

NOTES - When I was roughly 12 years old (1999) I spent ages trying to see if it was possible to dash across the swamp on foot without the Zolom catching me. It is possible. It's incredibly difficult to do however, you have to time your run just when the Solid Snake is all the way over to the left of you. For what it's worth, just catch a Chocobo.

- The Midgar Zolom has a powerful Enemy Skill called Beta,and is perhaps the strongest magic you'll obtain for a good long while. I'll walk you through how to obtain it shortly.

GRAB THAT MATERIA! Once you have reached the Chocobo Ranch you can talk to the nearest Chocobo, select option 1 (wark) to receive the [CHOCO/MOG MATERIA]. Not only is this our first summon Materia, but it is also our first Materia that is Wind based!

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - SUMMON MATERIA                                                 [
]                                                                            [
] 18 Years ago these in-battle sequences blew me away. Today, However they   [
] just seem to go on a little bit too long for me to be bothered to cast     [
] them, ESPECIALLY given the fact that they can be incredibly detrimental to [
] our physical stats. Take a look at Choco/Mog:                              [
]                                                                            [
]   Magic  + 1                                                               [
]   Max HP - 02%                                                             [
]   Max MP + 02%                                                             [
]                                                                            [
] So we can see that whilst having a negative effect on our physical stats,  [
] we are also receiving a positive effect on our magical stats. The stronger [
] the Materia, the stronger the effect on our stats will be. Down the line,  [
] we will find that our max HP could be dropped by as much as 10%! Because   [
] of this, you should be very wary when choosing to overload someone with    [
] Materia.                                                                   [
]                                                                            [
] BUT!!!                                                                     [
]                                                                            [
] Summon Materia will sometimes have an Element property, and Choco/Mog is   [
] our first Wind based Materia, of which more enemies are weak against than  [
] any other Element in the game! Additionally, the Fledgling Summoner Trophy [
] can be obtained by casting a summon in-battle (which we're going to be     [
] doing shortly).                                                            [
]____________________________________________________________________________[
```

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - ELEMENTS AND MATERIA'S                                         [
]                                                                            [
] As you know by now many enemies will have various Elemental strengths and  [
```

] weaknesses. Here is every Element in the game, my abbreviation of that [
] Element, and all of the Materia associated with that Element (S = Summon): [
] [
] FIRE (FRE) - Fire (Fire), Contain (Flare), Ifrit (S), Phoenix (S), [
] Kjata (S), E-Skill: Flame Thrower, Beta, Magic Breath [
] [
] ICE (ICE) - Ice (Ice), Contain (Freeze), Shiva (S), [
] E-Skill: Magic Breath [
] [
] LIGHTNING (LHT) - Lightning (Bolt), Ramuh (S), Kjata (S), [
] E-Skill: Trine, Magic Breath [
] [
] EARTH (ERT) - Earth (Quake), Contain (Break), Titan (S), Kjata (S) [
] [
] POISON (PSN) - Poison (Bio) [
] [
] GRAVITY (GRV) - Gravity (Demi) [
] [
] WATER (WTR) - Leviathan (S), E-Skill: Aqualung [
] [
] WIND (WND) - Contain (Tornado), Choco/Mog (S), Typhoon (S) [
] [
] HOLY (HLY) - Alexander (S) [
] [
] O.K. so there are a few things here to point out: [
] [
] 1.) Contain has four different spells to cast that each have a different [
] Elemental property, aswell as casting Status changes. This makes it [
] one of the most useful magic Materias to have in the game. [
] [
] 2.) There are two Materias that can inflict multiple Elements in one go. [
] These are: [
] [
] Kjata - Hits with Fire, Ice, lightning & Earth. [
] E-Skill Magic Breath - Hits with Fire, Ice & Lightning. [
] [
] 3.) Once you've finished setting up your characters you can check that [
] you have set them up correctly by viewing their Elemental Strengths [
] and Weaknesses in the 'Status' menu. Press confirm once to flick to [
] the Elemental window. As your Elemental Materia levels up, so does [
] the effect of placing the combo on your Armour: [
] [
] Lv 1 - 1/2's the damage taken from the paired Element. [
] Lv 2 - Nullifies the damage taken from the paired Element. [
] Lv 3 - Absorbs the damage taken from the paired Element. [
] [
] So in theory, once you had obtained a level 3 Elemental you could [
] equip it with Fire onto your Armour and then use your Fire spell to [
] heal yourself. Nice! [
] [
] 4.) Poison is the only Element on this game that weirdly enough also [
] considered a Status. So, you could have the Elemental=Poison set up [
] on your weapon and you would be inflicting physical damage that is [
] Poison based (if a creature is weak vs Psn). Or, you could equip the [
] Added Effect=Poison combo on your weapon to have a chance of [
] inflicting your enemies with the poison Status when you attack (if [
] they are not immune to Poison). More on Statuses and the Added Effect [
] Materia once we receive it later on. [
] [
] There is still a lot more to learn about Elements, for a full rundown [

] visit section E.05. [
]_____[

Phew, side-note overload. We are now getting to a stage in the game where these side notes should start to ease up a little, now that we're getting quite adept to the game. there is one long Limit Break training note coming shortly though, you have been warned!!

So, if you wanted to rest up for 100 gil then you can do so in the smaller building on the left. Otherwise head into the barn to talk to Choco Billy to request a Chocobo. You must buy a the [CHOCOBO LURE MATERIA] at this stage for 2000 gil in order to proceed. Also, stock up on a few Gysahl greens, 5 should be enough for now. When you're ready to leave you can just exit through the NE side of the screen, no need to run all the way back round the pen.

NOTE - Chocobuckle is an Enemy Skill that will deal damage proportionate to the amount of times you have fled from battle (so in other words it's useless). And considering how much of a pain in the backside it is to obtain, I suggest leaving it for now and coming back to learn it once you have obtained all 4 Enemy Skill Materias, so you only have to learn it once (by equipping all 4 E-Skills onto one character). If you really must learn it now, however, then here's how:

First, make sure to have the ATB set to 'Wait' in Config (if you haven't already), then purchase a Mimett Green from Choco Billy. These cost 1500 gil, so they're not cheap. Then, you're going to want to equip the Chocobo Lure Materia and battle around until you come across a Lv16 Chocobo.

You'll know if it's a Lv16 or a Lv13 without having to use Sense simply by the companions it keeps; If it is accompanied by either two Levrikons or two Elfadunks then it's Lv16. If you see any other enemies with it then it's a Lv13. Throw the Mimett Green immediately, once the Chocobo is fed cast L4 Suicide. If done correctly, the Chocobo will retaliate with the move Chocobuckle. Congrats! You've just acquired the most useless Enemy Skill in the game!

Now, back to the quest, it's time to learn a much more worth-while Enemy Skill; Beta! Bear in mind that we will be returning to this area shortly on in the game, and when we do we'll have a second Enemy Skill Materia to learn Beta on, so you could just wait until then. Or grab it now. It's up to you.

NOTE - Beta is a ridiculously over-powered move, and will make an easy game even easier. I suggest refraining from Beta-spamming your way through your play-through; it'll take all of the fun out of it!

Still want to learn Beta? Here's how:

1) Make sure to have unlocked Red XIII's 1-2 Limit Break, Lunatic High.

2) Make a party consisting of Cloud, Barret and Red XIII, then fill their Limit Breaks up all the way.

3) Give everyone Tranquilizers to inflict them with Sadness. If you don't have any Tranquilizers then the Elfadunk can inflict Sadness on you.

4) Slow the battle speed right down. This is a good tip for any hard boss battle.

5) Put everyone in the back row.

6) Now set up the following:

1) Cloud - Lv 16 (Back)

    Hardedge   - All=Restore, Poison, Steal
    Carbon Bangle - Lightning, Ice, Heal
    Protect Vest

2) Red XIII - Lv 16 (Back)

    Mythril Clip   - All=Restore, Enemy Skill
    Carbon Bangle - Elemental=Fire, Sense
    Talisman

3) Barret - Lv 15 (Back)

    Atomic Scissors - All=Ice, Earth, Lightning
    Carbon Bangle   - Fire, Steal, Choco/Mog

The reason I've chosen Red XIII to be the Enemy Skill bearer is not only because he has the highest amount of HP, but also because he has one of the highest Spirit stats (2nd to Aeris, who doesn't have enough HP to withstand Beta). Accompanied by the fact that he has the Talisman, Elemental=Fire in is armour, along with Sadness (which reduces all damage taken by 30%) he should be able to withstand Beta!

Now, heal yourself using the Restore Materia (don't use the Inn at the Chocobo Ranch, or you'll clear the Sadness status), then save the game. It's time for the hardest boss battle yet!

NOTES - In order to successfully learn Beta, you must first make sure that the Enemy Skill bearer has survived the attack itself. You must also make sure to actually win the battle. The Midgar Zolom will 'flick' one of the players out of battle, and if that person happens to be the Enemy Skill bearer, then you'll have to battle it again I'm afraid (even if the character was able to learn the move).

- If there was ever a time to make use of your Hi-Potions, Elixir or Megalixir then now would be that time!

```
* have attacked it out of battle (the move       | --------GIL: | 400----- | *
* itself is called Blown Away). This player is   | ------MORPH: | X-Potion | *
* then regarded to have fled from battle, and if | ENEMY SKILL: | BETA---- | *
* the remaining two players are then KO'd, you   |_________________________| *
* would return to the world map as opposed to                                *
* meeting a game-over screen. Once the Zolom's HP reaches 1500, it'll cast   *
* Beta as a counter attack, which it can only do once per battle. At any     *
* point during the battle after it has stood up, it may flick a player out   *
* of battle (at random), however the chances of it doing so increase after   *
* Beta has been cast. It will not use Blown Away more than twice per battle, *
* and if it does use Blown Away prior to its health being knocked below 50%, *
* it'll not use the move as a Counter Attack as its HP falls below 2000.     *
*                                                                            *
*  NOTES - This can be a dangerous strategy, but if you are brave then you   *
*          could cast a Loco Weed on your characters to inflict the Status   *
*          'Confusion' upon them (provided you were able to obtain one from  *
*          the Hammer Blaster earlier on). After selecting the command, but  *
*          before the item has been used, make sure to have another          *
*          character use a Hyper. If you're lucky, when that character       *
*          becomes confused the Hyper will be cast on the Midgar Zolom,      *
*          thereby reducing its accuracy by 30%! This can be tricky because  *
*          you then need to inflict physical damage on a character to negate *
*          the effects of Confusion, and things could get messy in that      *
*          time. Thank BrutalAl for this Zolom tip!                          *
*                                                                            *
*        - If Beta is cast, and it misses the target who is wearing the      *
*          Enemy Skill Materia, then the move will still be learnt.          *
*                                                                            *
* As soon as the battle begins you're going to want to cast Lunatic High,    *
* followed by Sense. If you had obtained 2 Graviballs as previously advised, *
* then now would be the time to use them, as doing so will drop its health   *
* down to 2250. You can then have Barret use his Limit Break and/or cast     *
* Choco/Mog to bring its health down to 2000, thereby triggering Blown Away. *
* If you hadn't acquired any Graviballs earlier, then I'm sure you'll be     *
* able to chip at its health however you see fit (Poison works really well   *
* here). Just make sure that Barret is the one to bring its HP past 2000.    *
*                                                                            *
*  NOTE - Casting a Summon will unlock the Fledging Summoner Trophy for the  *
*         PS4 players (or as Sony would rather me refer to them as - 'the    *
*         players').                                                         *
*                                                                            *
* Now try to inflict the Zolom with Poison if he hasn't already been         *
* poisoned, and *make sure* that Red XIII is at full health as the Zolom's   *
* HP drops below 1500, as it'll use Beta as a counter attack. Beta isn't     *
* considered as a turn for the Zolom, so it'll usually follow on to use its  *
* Bite attack after casting Beta, which could easily kill Red if you're not  *
* careful. Now it's just a case of trying to revive Cloud whilst not being   *
* caught in a revive-die-revive-die loop (use your Megalixir if you have     *
* to), once both players have fully recovered you should be able to take     *
* care of the snake by using Lightning and Bio. The biggest concern now is   *
* Blown Away, as every three or four turns it'll have a 25% chance of        *
* casting it, and if Red happens to be the one that gets flicked, you'll     *
* have to try all over again!                                                *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%

 NOTES - If you manage to defeat the Midgar Zolom, another one will spawn in,
         making this battle repeatable.

       - Remember to set the battle speed back to normal.
```

Time to catch yourself a Chocobo. Equip the Chocobo Lure Materia and then battle around until you hear the funky music. Then, cast a Gysahl green on the Chocobo (be quick) and defeat the foes whilst the Chocobo is grazing. Once the enemies have been defeated and it's just you and the Chocobo left, you'll have captured it, meaning that you can ride around on the back of a Chocobo, battle free! Just note that when you get off your Chocobo it'll run off, and you'll have to catch another one should you want one. Note - if you're quick and strong enough you don't actually have to use a Green. Remember this for later.

Make your way across the swamp avoiding the Solid Snake (or more accurately, Midgar Zolom) to the other side. Note that once you have jumped off your Chocobo, you won't be able to return to the Chocobo Ranch or Kalm again until much later on in the disc.

NOTE - If you had decided to skip out Kalm altogether, when you go to disembark from your Chocobo, it would not run away; instead Cloud will remark that he may have forgotten something, and will ask the Chocobo to hang around. When you enter the Mythril Mines your party stops you from venturing further.

--D1.08 B - Mythril Mine ("...Elena. You don't seem to understand.")

ENEMIES:	CASTANETS	MADOUGE	CRAWLER	ARK DRAGON
Lv:	15	16	15	18
HP:	190	220	140	280
MP:	-	-	48	124
EXP:	65	70	56	84
AP:	7	8	6	10
GIL:	113	150	65	180
STEAL:	-	Grand Glove	-	Ether
MORPH:	-	Hi-Potion	-	Phoenix Down
DROP 1:	Hi-Potion	Hi-Potion	Hi-Potion	Phoenix Down
DROP 2:	-	-	-	Ether
ABSORB:	-	-	-	FRE
NULLIFY:	-	-	-	ERT
HALVE:	-	-	ICE	-
DOUBLE:	FRE	-	ERT	WND
E-SKILL:	-	-	-	FLAME THROWER

NOTE ON ENEMIES:

Have an All=Fire combo for the Castanets and an All=Earth combo for the Crawlers. Also, having an Elemental=Choco/Mog on someone's weapon is ideal for the Ark Dragons. Make sure to Steal a weapon for Tifa, the Grand Glove from the Madouge. You can cast L4 Suicide on them aswell. There are some fairly strong foes here, so watch out!

Not only can you learn the Flame Thrower E-Skill from the Ark Dragon, but they also have Ethers which can be easily stolen and sold on.

--Items - Long Range Materia, Ether, Tent, Mind Source, Elixir, Hi-Potion

After witnessing the might of Sephiroth, you'll be able to set foot inside the Mythril Mines. My load out looks a little like this:

1) Cloud - Lv 17 (Front)

    Hardedge   - All=Restore, Sense Steal
    Carbon Bangle - Ice, Poison, Heal

2) Aeris - Lv 14 (Front)

    Striking Staff - Ice, Fire, Sense, Enemy Skill
    Carbon Bangle - All=Fire, Lightning
    Talisman

3) Red XIII - Lv 16 (Front)

    Mythril Clip - Elemental=Choco/Mog, Restore
    Carbon Bangle - All=Earth, Steal
    Protect Vest

Red XIII will now do additional damage to the Ark Dragons who are weak against Wind. Head right first, and in the adjoining screen climb the vine that you see on your left and GRAB THAT MATERIA! the [LONG RANGE MATERIA]. Bear in mind that the Mythril Mines are re-visitable.

NOTE - The Long Range Materia acts as if you had equipped a long ranged weapon onto someone. This also applies against flying creatures that normally only Barret etc. would be able to hit.

Make sure to steal a Grand Glove from the Madouge and to learn the Enemy Skill Flame Thrower from the Ark Dragon (aswell as stealing Ethers) here. Head back down the vine and grab the green [ETHER] on the floor on the right and the [TENT] from the chest up the stairs.

] SIDE NOTE - OUR MATERIA LEVELS UP! [

] It is always around this point in the game where my first Materia will [
] level itself up - the All Materia. We can now use the paired spell twice [
] during battle! Leveling up Materia is crucial to advancing in the game, [
] pretty soon we're going to see what our upgraded versions of Bolt, Fire & [
] Ice look will like. When a Materia levels up all the way ('Mastered'), it [
] will spring fourth a brand new little baby Materia. [

] NOTE - The All Materia requires the least amount of AP to master compared [
]   to most other Materias, and given that it sells for a whopping [
]   1.4 Million gil, it is definitely worth considering mastering as [
]   many of these as possible! [

Head back to the previous screen and head all the way south east to find a chest containing a [MIND SOURCE]. Then head west to the next screen to bump into some people we'd really rather not bump into.

Once we've met the new recruit, head north first to an area containing a chest with an [ELIXIR] inside as you enter, and a blue [HI-POTION] to the right. Now head back, up the vines and out the exit to the World Map.

NOTE - The Mythril Mines are a great place to do some Limit Leveling, but I'd hold fire for now, as the forests just up ahead are better in my opinion, but only slightly.

--D1.08 C - Fort Condor ("It seems the Shinra doesn't like the idea of having a condor on top of the reactor.")

ENEMIES:	[NEROSUFEROTH]	[ZEMZELETT]	[HELL RIDER VR2]	[FORMULA]
		************		
------Lv:	[----------16]	[-----------17]	[------------18]	[---------16]
------HP:	[---------150]	[----------285]	[-----------350]	[--------240]
------MP:	[----------20]	[-----------36]	[------------50]	[--------100]
-----EXP:	[----------53]	[-----------70]	[------------72]	[---------65]
------AP:	[-----------5]	[------------7]	[-------------8]	[----------7]
-----GIL:	[---------146]	[----------165]	[-----------130]	[--------120]
---STEAL:	[------------]	[-------------]	[-----Hi-Potion]	[--Boomerang]
---MORPH:	[------------]	[----Hi-Potion]	[-----Hi-Potion]	[Speed Drink]
----DROP:	[---Hi-Potion]	[----Hi-Potion]	[--------Potion]	[--Hi-Potion]
-NULLIFY:	[------------]	[GRV--WTR--ERT]	[--------------]	[--------ERT]
----HALVE:	[------------]	[-------------]	[-----------GRV]	[-----------]
--DOUBLE:	[------------]	[----------WND]	[--------------]	[--------WND]
-E-SKILL:	[------------]	[---WHITE WIND]	[--------------]	[-----------]

	[CAPPARWIRE]	[CHOCOBO Lv 19]	[MYSTERY NINJA Lv 17]
------Lv:	[--------15]	[-----19]	[----------17]
------HP:	[-------210]	[----190]	[---------600]
------MP:	[--------20]	[-----30]	[---------117]
-----EXP:	[--------60]	[-----10]	[---------160]
------AP:	[---------6]	[------1]	[----------20]
-----GIL:	[-------103]	[------1]	[---------400]
---STEAL:	[-----Ether]	[-------]	[------------]
----DROP:	[----Potion]	[-------]	[------------]

NOTE ON ENEMIES:

We won't be able to learn White Wind just yet because the Zemzelett must be manipulated in order for him to cast the move on us, and we don't currently have the Manipulate Materia. Also, the Zemzelett can sometimes fly, meaning only long range weapons can harm him. This could hinder your Elemental=Choco/Mog combo.

Avoid having a quake combo, and make sure to steal a Boomerang from the Formula. These sell for 700 gil each, so stock up on a few. Elemental=Choco/Mog is one effective way of dealing with them, L4 Suicide is another.

The Capparwire can be found in groups of 5 when training in the forest area, making this a great place to stop and Limit Break train for a while. They can all be taken out with one Matra Magic Blast.

The Mystery Ninja is actually a recruit-able character, and although she doesn't have to be recruited just yet it is advisable to recruit her as soon as possible. Why? No reason. I just like to have her as early as she is available. Note that her stats are variable depending on Cloud's current level. If you are a much higher level to the level I currently am with Cloud (Lv17), then expect her stats to increase. Details on how to

| recruit her below. She has a 12.5% encounter rate chance. |
+---+

--Required gil - 4000 (Reserve)
--Extra - Carbon Bangle (recruit equipment), Throw Materia (recruit equipment)
Fort Condor Battle #1 - Magic Comb

Just west of us is Junon, our next destination. Before heading over, there are a few things to do first. Make your way your way south-west to a weird looking structure that is actually a huge bird on top of a reactor (Best Bromance - make a party of Barret and Red XIII, no need to swap equipment/Materia)!

As you enter you'll have to agree to lend a helping hand if you want to step inside. Once inside, climb the long ladder rope and talk to the guy sitting down. Once you've agreed to help him (Best Bromance - choose option 1, "I guess so", followed by option 1, "All right"), you'll now have access to the save point and the beds just below. And, you can sleep for free aswell!

Head up the ladder on the right hand side for the Item Shop and the Materia Shop. *Make sure* to save 4000 gil before deciding to spend frivolously; you won't be able to take part in the optional battle otherwise! Stock up on Hypers, Tranquilizers, and Phoenix Downs. 10 of each should be enough. If you really wanted to you could buy one more Fire, Ice, Lightning and/or Restore to complete 3 sets of 'basic' Materia, but I don't think it's necessary; I'm not bothering. Plus, as mentioned, you'll need to save 4000 gil as a reserve.

Now head back down the rope ladder and up the ladder to the left. Follow the stairs up, it's time to take part in an optional Mini-Game! If you don't fancy doing these for whatever reason then I suggest you at least consider doing 7 of them due to the prizes that are up for grabs, or at the very least 2.

SIDE NOTE - THE 'FORT CONDOR BATTLE' MINI-GAME

These Mini-Games are completely optional, and while most of the prizes are fairly boring, some of them are worth getting. After finishing one battle, you will have to wait until you have progressed to a certain trigger point in the main story before you can return to complete the next battle sequence.

NOTE - If you miss a battle then the prize you would've won will still be available on your next battle, it's the final prize that you'll be missing out on (if that makes sense). If you complete the first battle for the Magic comb and don't comeback until say, battle eight then you'll still receive the prize for the 2nd battle, the Peace Ring (which is a must have).

Here are the prizes you can win in the order that you win them:

1.) Magic Comb (Weapon for Red XIII)
2.) Peace Ring (VERY useful accessory)
3.) Ether (even though it'll say Trincture)
4.) Megalixir
5.) 5 x Potions (Glitch - you actually get 5 x Hi-Potions)
6.) 5 x Potions (Glitch - you actually get 5 x Hi-Potions)
7.) Superball (Weapon for Yuffie)

```
]  8.) 3 x Turbo Ethers                                                      [
]  9.) 3 x Turbo Ethers                                                      [
] 10.) 5 x X-Potions (although the game will indicate otherwise)             [
] 11.) 5 x X-Potions (although the game will indicate otherwise)             [
] 12.) 5 x X-Potions (although the game will indicate otherwise)             [
] 13.) 3 x Elixirs                                                           [
] 14.) 3 x Elixirs                                                           [
]                                                                            [
] There is also one final compulsory battle in which you will be rewarded    [
] with the Phoenix Materia. Apart from this last battle, you will need 4000  [
] gil in your wallet to play this game. It won't cost you 4000 however, you  [
] just need it in your pocket as reserve.                                    [
]                                                                            [
] Strategy:                                                                  [
]                                                                            [
] It's basically a Point-and-Click strategy type game, it's not too          [
] complicated to work out and you really will get the hang of it just by     [
] playing it. All I need to say for now is think of it as a rock paper       [
] scissors type strategy:                                                    [
]                                                                            [
]  440 gil - Attackers - Beats Beast                                         [
]                        Loses to Barbarian                                  [
]                                                                            [
]  440 gil - Defender  - Beats Barbarian                                     [
]                        Loses to Wyvern                                     [
]                                                                            [
]  520 gil - Shooter   - Beats Wyvern                                        [
]                        Loses to Beast                                      [
]                                                                            [
] Set up 2/3 groups of each type in clusters as far down the hill as you are [
] able to. Once the battle has started, press R1 a couple of times to speed  [
] up the battle, then move your units in to play according to which type of  [
] enemy shows. You'll get the hang of it. When the big boss appears at the   [
] end have everyone jump him, and don't let an enemy slip by you, keep the   [
] bunker covered at all times.                                               [
]                                                                            [
]  NOTE - I'll update you with strategy tips as you play it more.            [
]                                                                            [
] If there are any surviving units on the field after the battle has         [
] finished then 200 gil per unit will be refunded back to you, meaning that  [
] once you really get the hang of the strategy you'll be able to defeat the  [
] Shinra fairly cheaply.                                                     [
]                                                                            [
] If the enemies make it to the bunker then you will have to fight the boss, [
] the CMD. Grand Horn. You will not win the prize if this happens, you must  [
] be victorious if you wish to claim the goodies. If you lose any of the     [
] first four battles you'll have to fight the CMD. Grand Horn Lv19, after    [
] that it'll be the CMD. Grand Horn Lv25. The final battle would throw you   [
] the CMD. Grand Horn Lv37:                                                  [
]                                                                            [
]  #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#   [
]  >  ENEMIES: [CMD.              [CMD.              [CMD.              <   [
]  >            GRAND HORN Lv 19]  GRAND HORN Lv 25]  GRAND HORN Lv 37]  <   [
]  >                                                                    <   [
]  > ------Lv: [--------------19] [--------------25] [--------------37]  <   [
]  > ------HP: [------------2000] [------------4000] [------------8000]  <   [
]  > ------MP: [-------------100] [-------------200] [-------------300]  <   [
]  > -----EXP: [-------------200] [-------------400] [-------------800]  <   [
]  > ------AP: [--------------20] [--------------40] [--------------80]  <   [
]  > -----GIL: [------------2400] [------------4800] [------------9600]  <   [
```

] > ----DROP: [---Vagyrisk Claw] [----------------] [--Imperial Guard] < [
] #~~~~~~# [
] [
] I will make you aware of every-time a new battle is available and the [
] prize that is up for grabs. For now, the prize is the Magic Comb, a Weapon [
] for Red XIII that has DOUBLE GROWTH, meaning any Materia you put on it [
] will earn double the AP! Whack Heal on there, now! [
] [
] For a much more detailed guide see section E.06. [
]_____[

NOTE - The Vagyrisk Claw is a very elusive item to obtain, and it is very worth while considering purposely losing one of the first few battles as to fight the CMD. Grand Horn Lv 19 to obtain one from them.

Once you've finished up at Fort Condor it is now time to recruit an optional character, Yuffie! To recruit her you must first defeat her, you'll find her wandering in the forest area on your way to Junon. You may encounter her in the first battle, it may be the 10th (she has a 1/8 chance of appearing)!. You ARE going to want to work on Aeris's Limits here, the Capparwire comes in groups of 5!

_____
] [
] SIDE NOTE - LIMIT BREAK TRAINING No.4 - Junon Area and the Capparwire [
] [
] This is it folks, the first of two great training spots of the game, the [
] Junon Area forests. You'll be able to fight 5 x Capparwire here whilst at [
] the same time obtaining a new character, Yuffie. When you do engage the [
] Mystery Ninja, make sure to have read the section below to find out how to [
] recruit her. You're also going to want to steal as many Boomerangs as [
] possible from the Formulas as these sell for 700 gil each! [
] [
] Try to get Aeris's 2-2 Fury Brand up as soon as possible; the ability to [
] instantly fill up the other 2 players Limit gauge is key to flying through [
] at least the first stage of your character's Limit Levels. Be mindful of [
] her 2-1 though, as it will cure your party members of their Fury Statuses. [
] Make sure to have stocked up on Hypers, Tranquilizers & Phoenix Downs. Use [
] Cloud's All=Restore Combo outside of battle to keep yourselves healed, [
] and should you need to obtain a few Ethers you can steal them from [
] Capparwire. [
] [
] The most important thing here is to remember not to overdo it, as you [
] could be in danger of becoming too over-powered otherwise. Try not to let [
] Cloud get past Lv 20. Also, feel free to revisit the northern cavern of [
] the Mythril Mine if you like, it's almost as good as the forests, plus I [
] kinda like the music there as it reminds me of what's to come. Along the [
] way you should start to level up quite a few pieces of Materia; it's not [
] just about Limits! Lastly, don't forget to manually set the Limit's when [
] your characters level up, it's very easily forgotten. [
]_____[

TIP - Remember to try out variations of battle strategies - you can try having one attacking, one defending and one acting passively, or you could try Physical attacker, Magical attacker and defender...

_____
] [
] SIDE NOTE - OBTAINING YUFFIE [
] [
] Yuffie can be obtained at almost any area on the World Map where there is [
] forest, and the longer you wait to find her the more likely she is to [

] appear. Meaning, that at this stage in the game we may have to battle for [
] a little while before we get a chance to destroy her. Also note that when [
] Cloud reaches a certain Level Yuffie's level will increase also, so her [
] above stats might not be entirely accurate. [
] [
] Once Yuffie has been defeated you will be taken to a non-World Map screen. [
] DO NOT use the save point, Yuffie will mug you otherwise. In fact, don't [
] even open the Menus. Choose the following dialogue options to recruit [
] Yuffie (any deviation will result in having to battle her again and a loss [
] of gil): [
] [
] 1) “Not Interested.” (2) [
] 2) “.....Petrified.” (1) [
] 3) “Wait a Second!” (2) [
] 4) “....That's right” (1) [
] 5) “Let's hurry on.” (2) [
] [
] If done correctly you will be able to name [YUFFIE], then she will become [
] a member of your team! There are many other areas in which to obtain [
] Yuffie, for a full run down see section E.07. [
] [
] NOTES - When you obtain Yuffie you'll unlock the Shuriken Join Us Trophy. [
] [
] - There is an exploit that can be performed here. Search for [
] 'Yuffie Warping' for more info. [
]_____[

YUFFIE KISARAGI

1-1 GREASED LIGHTNING (default)	2-1 LANDSCAPER (64 kills)
Attacks opponent with weapon after cutting them	Attacks all opponents
1-2 CLEAR TRANQUIL (use 1-1 8 times)	2-2 BLOOD FEST (use 2-1 7 times)
Restores HP of all allies	Continuously attacks all opponents
3-1 GAUNTLET (128 kills)	4 - ALL CREATION
Attacks all opponents	Attacks all opponents
3-2 DOOM OF THE LIVING (use 3-1 6 times)	Use the item All Creation Found on Disc 1 in Wutai after completing the Pagoda Challenge.
Continuously attacks all opponents	

So, You've obtained Yuffie, you're content with your Limit Levels and now

you're ready to continue with the game. Here is what my players looked like by the time I was ready to continue:

```
    Cloud: Lv 19 Limit 2-1 Blade Beam
   Barret: Lv 17 Limit 2-2 Hammerblow
     Tifa: Lv 18 Limit 1-2 Somersault
    Aeris: Lv 17 Limit 2-2 Fury Brand
 Red XIII: Lv 18 Limit 1-2 Lunatic High
   Yuffie: Lv 18 Limit 1-2 Clear Tranquil
```

Before heading to Junon, consider the following set-up for the Boss battle. This boss is a flying creature which is why I have Barret and Yuffie, they are the only characters that can use Attacks on this beast with their long range weapons. And just in case you hadn't noticed by now, nearly all flying creatures are weak against Wind and strong against Earth.

1) Cloud - Lv 19 (Back)

```
    Hardedge      - All=Restores, Enemy Skill, Sense
    Carbon Bangle - Lightning, Poison, Long Range
    Protect Vest
```

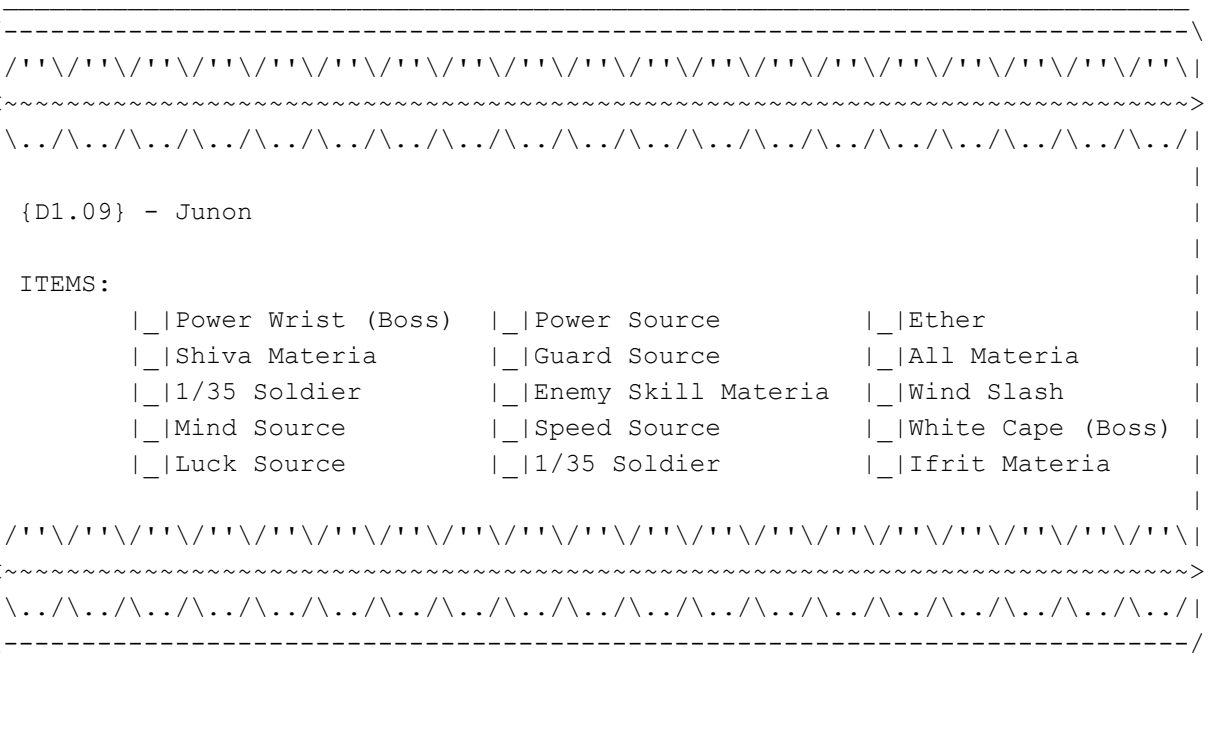
2) Yuffie - Lv 18 (Back)

```
    Boomerang     - Elemental=Choco/Mog, Heal, Ice
    Carbon Bangle - Lightning, Fire, Steal
    Talisman
```

3) Barret - Lv 17 (Back)

```
    Assault Gun   - All=Restore
    Carbon Bangle - All=Ice, Sense
```

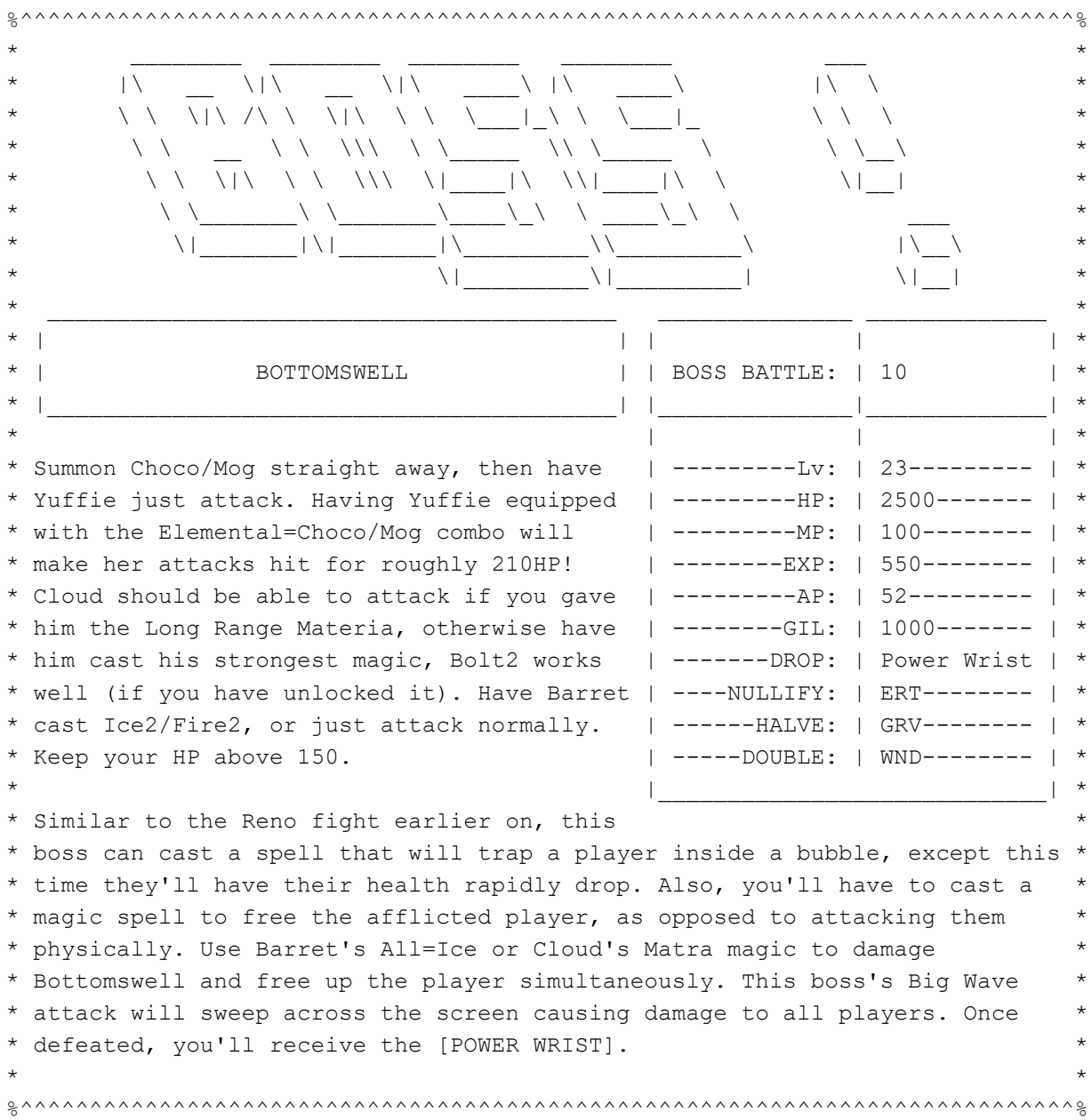
NOTE - We've now reached a stage in the game I feel where we can start putting our Long Ranged characters in the back row, if you haven't already. Also, once we have obtained the 2nd Enemy Skill Materia and the Manipulate Materia we will be heading back to this area to obtain a few things.



--D1.09 A - Junon Harbour ("Why don't you try asking Tifa?")

--Items - Power Wrist, Shiva Materia
--Boss - Bottomswell Lv 23 (Power Wrist)
--Extra - Shiva Materia
Fort Condor Battle #2 - Peace Ring
Fort Condor Battle #3 - 3x Ethers

Junon Harbour can be found on the far west of the continent. Bring up the mini-map if you're struggling to find it, or alternatively look in section F.01 for a map of the continent. Once you've arrived you can look around if you like but there's not much to see. Head west down to the beach area and talk to the girl there.



After the battle you'll have to partake a really boring and pointless mini-game that involves pressing Square.... then pressing Square again roughly 10 seconds later. Repeat about 6 times.

Once you've finished reviving Priscilla, head back to town and into the southern house after talking to the NPC outside. After choosing to rest, then hearing the (mysterious voice) once more, you'll be beckoned by Tifa to see

what's going on outside.

Head up the flight of stairs that all of your comrades are gathered by to talk to Priscilla. She will be so thankful that you rescued her that she will give you the [SHIVA MATERIA], a Summon that is best used paired with Elemental to give ourselves Ice based attacks.

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - FORT CONDOR BATTLE No.2                                         [
]                                                                             [
] Make your way back over to Fort Condor should you wish to receive a [PEACE [
] RING]. I highly suggest that you obtain this, even if you don't plan on     [
] completing anymore Fort Condor battles. You must do this before stepping    [
] into the water with Mr Dolphin. Also, make sure to equip Cloud with the     [
] Power Wrist as he'll be running back on his own.                            [
]                                                                             [
]  NOTES - The Peace Ring is slightly glitched in the PSX NTSC version. It    [
]          will read 'Protects against [Berserk/Fury/Sadness]' but it will    [
]          also protect you from Confusion, and it's the Confusion Status     [
]          that we really need protecting from later on in the game. If you   [
]          wish to confirm this for yourself then equip the Peace Ring and    [
]          go into Status to view your Status immunities.                     [
]                                                                             [
]        - If you missed this battle, then you'll still be able to get the    [
]          Peace Ring the next time you partake in a battle.                  [
]_____________________________________________________________________________[
```

After everyone has finished spurring Cloud on head back to the beach to go swimming with Mr Dolphin. This can be rather tricky if you don't know what you're doing, luckily you're reading a walkthrough so you shouldn't really struggle. Unless I decide not to tell you. Hmmmmmm.

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - FORT CONDOR BATTLE No.3                                         [
]                                                                             [
] This time your reward will be an Ether, even though the game will tell you [
] that you have received a 'Tincture'. You must complete this after getting   [
] in the water with Mr Dolphin but before jumping up onto the beam.           [
]                                                                             [
] Remember that the Vagyrisk Claw is extremely difficult to come by, and if   [
] wish to obtain one you must fight the CMD. Grand Horn before four battles   [
] have taken place.                                                           [
]                                                                             [
]  Strategy Update - You'll have to fight more Shinra troops this time, so    [
]   it may be advisable to slow down the speed gauge then speed it back up    [
]   accordingly to the situation. Go all out on the offensive, as soon as     [
]   you see an enemy appear send your troops out to them, don't wait for      [
]   them to come to you. Remember - If you see a beast send an Attacker, if   [
]   you see a Barbarian send a Defender and if you see a Wyvern send a        [
]   Shooter. Lastly, your troops will auto-attack the enemy, you don't have   [
]   to keep commanding them to attack each turn.                              [
]_____________________________________________________________________________[
```

Once you've made it onto the beam (It was the very southern part of the screen, near the centre btw), climb up the ladder to the left to see a nice FMV of the Highwind!

¬¬

--Items   - 1/35 Soldier x 2, Mind Source, Luck Source, Power Source,
                  Guard Source, Enemy Skill Materia, Speed Source
--Required gil - 6000+
--Extra   - 5000 Gil OR 6 x Ether OR 6 x Potion, OR Grenade
                  Force Stealer OR HP Plus Materia OR Silver Glasses

Head south and then over to the chest to find out that it isn't actually a chest but a switch to operate the platform. Head down into the compound and then into the changing room to the NW. After you've gotten changed make sure to save your game to the east before continuing.

The south east exit leads to a cargo lift that we could go down now but we wouldn't be allowed to exit at the other end (it leads back to Junon Harbour). Head west and follow the troops until you have to go through a back alley. The following mini-game can be rather annoying to get the hang of, a youtube vid would explain it far better than I can in writing, but I'll give it a go anyway.

 ____
]   [
] SIDE NOTE - JUNON 'TV RATING'S' MINI-GAME   [
]   [
] Where you position Cloud isn't crucial, it's the timing of your button   [
] pushing that will make the TV ratings soar. Ignore the instruction from   [
] the other troop, you don't want to run around the back. Just run in a   [
] straight line south roughly 1 second after you are told to and start   [
] *walking* left when you are roughly in position. Try to start pushing   [
] confirm as soon as you can, but don't button bash! Space them out every   [
] 3/4 of a second or so. If you time it right the points will shoot up every [
] time you press confirm.   [
]   [
] Here are the prizes up for grabs: [
]   [
]   0% - 30% = 1 x Grenade   [
]   31% - 40% = 6 x Potions   [
]   41% - 50% = 6 x Ethers   [
]   51% - 100% = 5000 gil   [
]   [
] If you're struggling with this then just settle for the Ethers. You should [
] have plenty of gil if you've been following my Limit Training advice, I   [
] had 11,000 gil at this stage, you can also sell the Ethers for 750 gil   [
] each if you're desperate.   [
]   [
] NOTE - PS4 players - use the D-Pad here. Hold down cancel to run into   [
]   position, then release cancel to begin walking. Using the analogue [
]   stick is too tricky.   [
]____[

After the parade has finished you'll watch a scene involving Rufus and Heidegger, then you'll have a multiple choice dialogue option. It doesn't matter which one you choose, the outcome will be the same.

You will now have to practise for a mini-game that we'll have to play shortly (yes, FF7 is jam packed full of mini-games).

 NOTE - Make sure to have the original controls for this bit. If you had
        messed with the controls earlier then you'll have to work out which
        command corresponds to which button according to your button

configuration.

Now it' time to do a bit of shopping! Save if you wish and head back into Upper Junon. I'll number bullet point each shop , 1 being the first shop we encounter:

1) Materia Shop. Talk to the guy outside to enter, and buy from him a Seal Materia (3000 gil) and a Revive Materia (3000 gil). You'll want to start Leveling up Revive straight away. When a player is KO'd, remember that you can use Revive outside of battle under the 'Magic' sub-menu.

2) Head into the back alley to enter the Weapon Shop. If you've been following my guide exactly then you should have obtained all but one of the weapons that are available here (Diamond Pin). Buy what you need to buy, and don't forget to sell all of your surplus Boomerangs, I had 4 to sell. There's nothing to do in the basement.

3) Item Shop. Make sure to stock up on a few Phoenix Downs, Hypers & Tranquilizers here. If you can afford it try to stock up on a few tents aswell, I left with 4.

4) First head up the stairs and look around for a [1/35 SOLDIER] (does nothing), a [MIND SOURCE] and a [LUCK SOURCE]. Then head to the top floor for a [POWER SOURCE] and a [GUARD SOURCE].

   Now head back down to the ground floor and talk to the Shinra soldier you see to descend into Beginner's Hall (Intermediate). GRAB THAT MATERIA! Pick up the [ENEMY SKILL MATERIA] on the bottom right, then if you wish to learn more about the games mechanics you can talk to the NPCs here.

    NOTE - If you hadn't obtained the free Potion from the NPC at the beginners hall in Sector 7, then you can obtain it here by talking to the south-most shimmering NPC. You must have 0 Potions in your inventory to obtain it mind, which makes it pretty pointless, but it's handy to know for those looking for a 'perfect game'.

Now head left 4 screens until you come to Lower Junon, ignoring the T fork along the way. You could talk to the guy at the end of the T fork if you wanted to find out that the Service lift to the underwater Mako Reactor is out of service. Note that you won't need to equip the second Enemy Skill until you get a bit further ahead in the story.

 NOTE - When you enter the west side of Junon for the first time, promptly head left to see all of your comrades in disguise!

 5) Nothing to do in here other than to talk to some acquaintances.

 6) On the ground floor you can rest and save if you like. The second floor is the Materia Shop but isn't as good as the one we previously visited, and the top floor is the Accessory shop. Only if you've got the cash would I suggest buying the Silver Glasses and the Headband for 3000 gil each, they will help a little bit later on.

 7) On the ground floor you'll find a [SPEED SOURCE], and on the second floor you'll find a [1/35 SOLDIER].

 8) Weapon Shop. Not even worth visiting.

Now head back to 6) and save your game, we're about to take part in the aforementioned mini-game. Head all the way to the west to the docks to give

Rufus one hell of a send-off (possible exaggeration).

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - RUFUS SEND OFF MINI GAME                                       [
]                                                                            [
] This one is much more simple to explain than the previous mini-game. This  [
] time all we must do is press certain buttons as we are instructed to press [
] them. It really couldn't be more simple. Just bear in mind that the 2nd    [
] prize is actually the best prize:                                          [
]                                                                            [
]    0-50 - Silver Glasses                                                   [
]   60-90 - HP Plus Materia                                                  [
]    100+ - Force Stealer                                                    [
]                                                                            [
]  The Force Stealer is a weapon for Cloud that has Double Growth stats and  [
]  can be purchased very shortly on in the game for 2200 gil.                [
]                                                                            [
]  The HP Plus Materia will give you 10% extra HP which will increase by 10% [
]  every time it levels up, meaning that we want to start Leveling it up     [
]  now. Also, it won't be available until later on in the game (Cosmo        [
]  Canyon) and will cost 8000 gil.                                           [
]                                                                            [
] It really is a no brainer, purposely mess up a few commands so that you    [
] keep the 'mood' below 100. Unless of course you're not bothered by the     [
] extra HP and you'd rather start getting some Double AP from the Force      [
] Stealer. Remember that if you'd completed the first Fort Condor mission    [
] then you'll already have a Double growth weapon for Red XIII, the Magic    [
] Comb.                                                                      [
]                                                                            [
]  NOTE - Once the game has finished you can make Cloud do some rather funny [
]         poses!                                                             [
]____________________________________________________________________________[
```

After the mini-game has finished Heidegger will reward you with your prize.
There's nothing left to do now other than to head into the cargo ship (notice
Red XIII hiding in the background).

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¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
--D1.09 C - Cargo Ship                          ("....the time.....is now.....")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
+------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                    >  ENEMIES:                             <
|          NOTE ON ENEMIES:          >          [     MARINE] [SCRUTIN EYE] <
|                                    >                                       <
| The Marine's Smoke Bullet move can > ------Lv: [---------16] [---------15] <
| inflict Sleep and Darkness onto    > ------HP: [--------300] [--------240] <
| your characters, so if you'd       > ------MP: [---------20] [---------60] <
| bought the Silver Glasses and      > -----EXP: [---------75] [---------80] <
| Headband earlier then you should   > ------AP: [----------8] [----------8] <
| equip them. From now on I'm going  > -----GIL: [--------150] [--------120] <
| to stop pointing which combo's     > ---STEAL: [Shinra Beta] [------Ether] <
| you should use, you can see for    > ----DROP: [--Eye Drops] [------Ether] <
| yourself that the Scrutin Eye is   > -NULLIFY: [-----------] [---ERT--WTR] <
| weak vs Wind, so the Elemental=    > --DOUBLE: [-----------] [--------WND] <
| Choco/Mog is the ideal set up to   #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
| have on your weapon. I'm sure                                              |
| you're all experienced enough now to develop your own strategies and       |
| tactics! Oh, steal a few Shinra Betas aswell, and don't forget about L4    |
```

| Suicide. Steal Ethers from the Scrutin Eye, also. |
+---+

--Items - Ether, All Materia, Wind Slash, Ifrit Materia
--Boss - Jenova-BIRTH Lv 25 (White Cape)

Open the chest you see on your left for an [ETHER]. You won't be able to grab the All Materia that you see because it is blocked by none other than Yuffie (if you'd recruited her)! You can talk to all of your comrades here to affect their feelings towards you, although they'll be in disguise (Best Bromance - When talking to Yuffie, select option 2, “Nope”, when talking to Aeris select option 2, “I dunno...”, and when talking to Tifa select option 2, “I don't know”. Make sure to engage in these optional conversations).

Head upstairs and chat to the people on board, you'll eventually find Red XIII by the save point. There will be a man on the lower left side that is blocking our way for now. After talking to Red XIII head back down to the lower deck to talk to Aeris again. When you check upstairs again you'll find that the man blocking our path has disappeared.

After a small amount of commotion you'll be able to pick your team again. First choose the same team that you had going into Junon Harbour (Barret & Yuffie) and remove their Armours and Accessories. Then speak to one of the characters that you didn't choose to re-assign your party again. I chose Tifa and Red XIII for the following Boss Battle:

1) Cloud - Lv 20 (Back)

    Hardedge   - All=Restore, Steal, Shiva
    Carbon Bangle - All=Lightning, Long Range (The All is obtained shortly)
    Headband

2) Tifa - Lv 18 (Front)

    Grand Glove   - Elemental=Choco/Mog, Restore, Enemy Skill
    Carbon Bangle - All=Ice, HP Plus
    Silver Glasses

3) Red XIII - Lv 18 (Front)

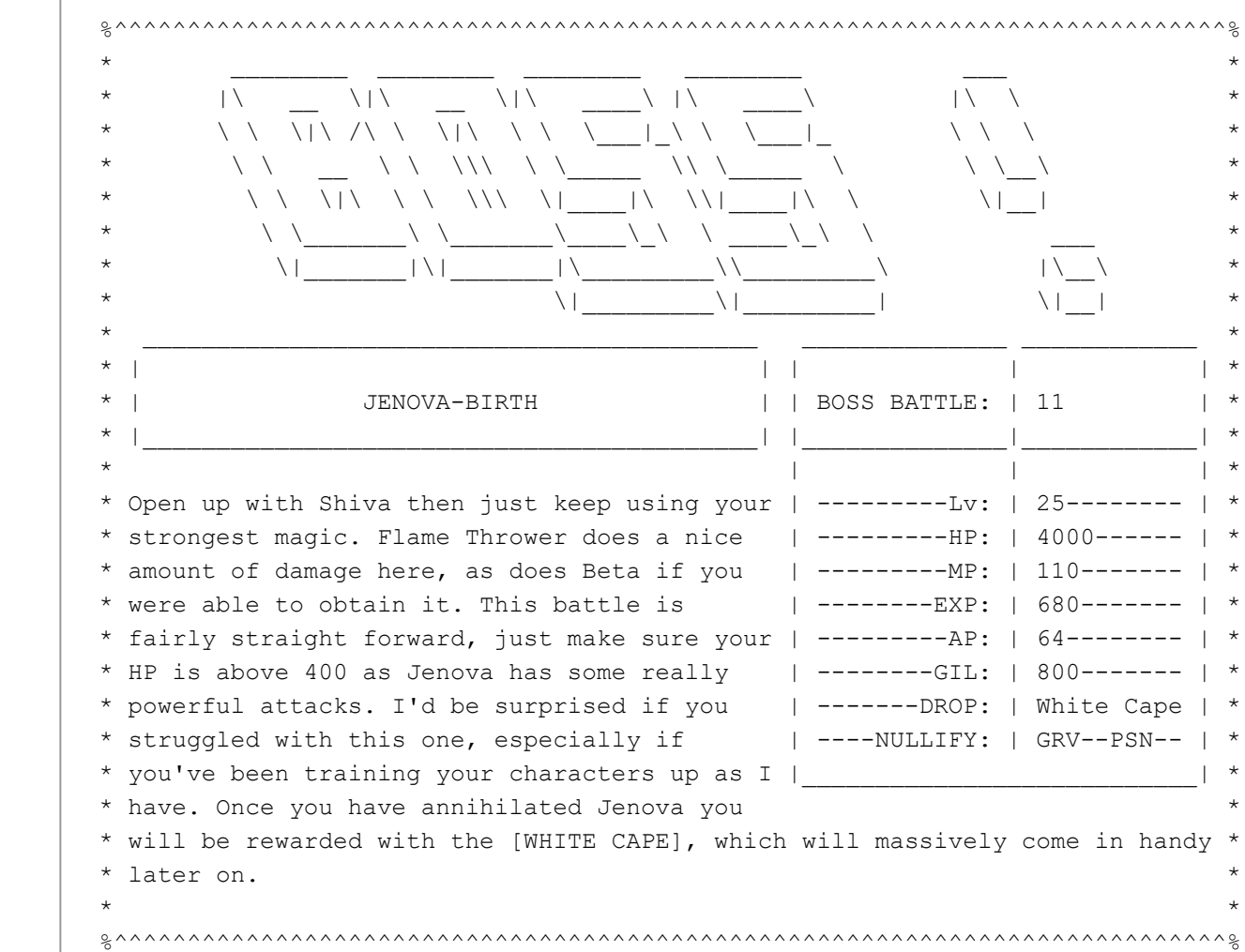
    Magic Comb   - Revive, Heal, Steal
    Carbon Bangle - All=Fire, Sense
    Power Wrist

You can talk to one of the crew on the top deck here to shop for Potions & Phoenix Downs and also to restore your HP/MP for 250 gil. When you are set up head back to the lower decks (you'll now encounter enemies) and grab the [ALL MATERIA] that was previously blocked by Yuffie (or not). Equip this to Cloud if you're going with my advised set-up, then head through the previously blocked door to the north.

Use the Seal Materia to send the Marine to sleep then steal a few Shinra Betas from them; a piece of Armour that has 4 Materia slots but weak Magic Defence. Equip them if you want and then fill up your new slots with Materia as to keep them Leveling up. You can also get some easy Ether steals from the Scrutin Eye.

Before talking to the Red Captain, head up the ladder and follow the cat walk round to a chest containing the [WIND SLASH], a weapon for Yuffie that has

Double Growth! Then make your way back around and down the ladder. Make sure you have stolen a few Shinra Betas before continuing, then heal up then talk the Captain to engage in a Boss Battle with an abnormal sound track!



After the Battle has finished you will have the option to let Cloud explain the story to date. Before leaving, GRAB THAT MATERIA! the [IFRIT MATERIA], then head out of the Control room to finally arrive at Costa Del Sol. If you missed Ifrit here then you *won't* get another opportunity to obtain it. (Did anyone else notice that Sephiroth's speech boxes had no name above them? Strange...)

{D1.10} - Costa Del Sol & Mt. Corel

ITEMS:

|_|Power Source	|_|Star Pendant	|_|Tent
|_|Fire Ring	|_|Turbo Ether	|_|Mind Source
|_|Motor Drive	|_|Transform Materia	|_|Power Source
|_|Wizard Staff	|_|Phoenix Down x 10	|_|Ether
|_|W Machine Gun		

--D1.10 A - Costa Del Sol ("Have you ever had the feeling something is calling you, or that you had to visit some place?")

ENEMIES:	GRANGALAN	GRANGALAN JR	GRANGALAN JR JR	BEACHPLUG
				**********
------Lv:	[----------16]	[----------15]	[-------------14]	[---------16]
------HP:	[----------550]	[----------330]	[------------110]	[--------200]
------MP:	[----------60]	[----------40]	[-------------20]	[--------100]
-----EXP:	[----------88]	[----------77]	[-------------66]	[---------95]
------AP:	[----------10]	[-----------8]	[--------------6]	[---------10]
-----GIL:	[----------220]	[----------110]	[-------------55]	[--------155]
---STEAL:	[-------------]	[-------------]	[---------------]	[-----------]
---MORPH:	[-------------]	[-------------]	[---------------]	[Turbo Ether]
----DROP:	[----Hi-Potion]	[----Hi-Potion]	[---------Potion]	[--Hi-Potion]
-NULLIFY:	[GRV--ERT--WTR]	[GRV--ERT--WTR]	[--GRV--ERT--WTR]	[-----------]
-E-SKILL:	[-------------]	[-------------]	[---------------]	[--BIG GUARD]

NOTE ON ENEMIES:

You won't be able to obtain the Big Guard Enemy Skill until you have obtained the Manipulate Materia. The Grangalan will spawn in the Grangalan Jr, then the Grangalan Jr will spawn in the Grangalan JR JR x 3. They can be quite annoying, try to take out the Grangalan quickly to avoid unnecessary battles. You can only engage the Beachplug on the beach.

--Items - Power Source, Fire Ring, Motor Drive
--Required gil - 1150

When you regain control of Cloud head into the Villa across the bridge. You can talk to the owner here to find out that he is selling the place and will offer to sell it to you for a whopping 300,000 gil! Obviously we can't afford it now, but when we do eventually buy it we will be able to sleep here for free (hardly seems worth it). Head downstairs to rob some items, a [POWER SOURCE], a [FIRE RING], and a [MOTOR DRIVE] which is a Double Growth weapon for Tifa!

NOTE - A few scenes here will play out slightly differently depending on who is and isn't in your party at the minute. Also, you could buy a few Platinum Bangles from the guy in the bar (to the left), or you could wait to steal them a little later on. They do have Double Growth slots, so you may wish to buy a few now to start reaping their rewards..

You can have a look around now if you want, enter the house next to Red XIII (interact with the ball for jokes) and you can talk to (Johnny) once more. Back outside you can talk to the girl behind the counter next to the Inn to buy some Softs. I recommend stocking up on a minimum of 6.

Head down to the beach when you're ready to talk to a certain somebody, then head out of Costa Del Sol to the World Map by heading underneath the bridge in the previous screen. Set yourselves up with whoever you see fit, I'm taking Aeris & Yuffie.

NOTE - We are going to be obtaining our first Lv4 Limit Break item quite soon on - the Great Gospel for Aeris, so she'll be staying in my team for now. I want to get her to Limit Level 3 asap. Here was my set-up heading out:

1) Cloud - Lv 20 (Front)

Hardedge - All=Restore, Earth, Steal
Shinra Beta - All=Lightning, Cover, Cover
Talisman

2) Aeris - Lv 18 (Back)

Striking Staff - Elemental=Choco/Mog, Seal, Enemy Skill
Shinra Beta - All=Poison, HP Plus, Long Range
Power Wrist

3) Yuffie - Lv 19 (Back)

Wind Slash - Revive, Heal, Restore
Shinra Beta - All=Ice, Sense, Steal
Protect Vest

Start making your way south west towards the river then follow the winding path right and then over a bridge until eventually you'll wind up at the entrance to Mt. Corel. Note that whilst crossing the bridge you may encounter the Needle Kiss and/or Cokatolis as noted below.

--D1.10 B - Mt. Corel/North Corel ("Don't waste your time talkin' to that Techno-freak!")

ENEMIES:	[NEEDLE KISS]	[COKATOLIS]	[SEARCH CROWN]	[BAGNADRANA]
Lv:	[17]	[17]	[16]	[16]
HP:	[180]	[420]	[150]	[450]
MP:	[40]	[]	[30]	[60]
EXP:	[75]	[97]	[80]	[110]
AP:	[8]	[10]	[8]	[11]
GIL:	[130]	[168]	[111]	[120]
STEAL:	[Soft]	[Soft]	[Turbo Ether]	[Diamond Pin]
MORPH:	[Remedy]	[Soft]	[Hi-Potion]	[Guard Source]
DROP:	[Bolt Plume]	[Soft]	[Hi-Potion]	[Hi-Potion]
NULLIFY:	[ERT--LHT]	[]	[]	[FRE--GRV]
HALVE:	[]	[]	[FRE]	[]
DOUBLE:	[WND]	[]	[]	[ICE]

	[BLOATFLOAT]	[BOMB]
Lv:	[18]	[18]
HP:	[240]	[600]
MP:	[]	[30]
EXP:	[90]	[150]
AP:	[9]	[20]

NOTE ON ENEMIES:

As you can see, Fire seems to be a common enemy strength as does Earth. Stick to Wind and Ice Elements. Watch out for the Cokatolis, they can Petrify you (that's what the

```
> -----GIL: [-------125] [------192] <  Softs will be used for). The Needle  |
> ---STEAL: [------Soft] [Right Arm] <  Kiss uses Lightning based attacks,   |
> ---MORPH: [-Hi-Potion] [-Shrapnel] <  and will Nullify your Bolt attacks.  |
> ----DROP: [-Hi-Potion] [-Shrapnel] <  The Bloatfloat has a powerful move   |
> -NULLIFY: [-------ERT] [-FRE--ERT] <  called Spiky Hell, so watch your HP. |
> --DOUBLE: [-------WND] [---------] <  Make sure to steal a weapon for Red  |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  XIII, the Diamond Pin from the       |
|                                      Bagnadrana. The Search Crown and the |
| Bagnadrana are susceptible to L4 Suicide. Be wary of the Bomb also, as    |
| they will explode causing massive damage when their health falls past 25%. |
|                                                                           |
| Make sure to steal as many Turbo Ethers from the Search Crown, and Right  |
| Arms from the Bomb.                                                       |
+---------------------------------------------------------------------------+

--Items - Wizard Staff, W Machine Gun, Star Pendant, Turbo Ether, Transform
          Materia, Phoenix Down x 10, Tent, Mind Source, Power Source
```

As you enter you'll see a man sitting by a rock. Talk to him to learn that Sephiroth has passed through this way. As you make your way forward you'll come across another Mako Reactor, it is here that you will encounter the Bagnadrana, so make sure to steal a Diamond Pin from it (steal a few, they sell for 650 gil).

In the next screen along you can make your way around and back to the open area near the reactor if you want, but there really is nothing to do there. Instead, head along the bridge to the next screen to find a save point.

As you progress you will be prompted to press confirm to jump across a gap in the tracks. *Don't jump*. Instead, allow yourself to fall and as you are falling rapidly press confirm whilst holding Left and you will land on the side containing the [WIZARD STAFF] (Double Growth weapon for Aeris). The next time you fall tap confirm and hold Right for the [STAR PENDANT]. There are three of these falls in total so if you do mess one up you will get one extra chance.

Head to the upper tracks first to find a chest containing a Double Growth weapon for Barret, the [W MACHINE GUN]. Then head back down to the lower set of tracks and as you progress you'll be able to double back to pick up the [TURBO ETHER] and the [TRANSFORM MATERIA].

Now head along the upper right path. If you were to take the lower path you could to talk to your team mates to PHS if you wanted. Head along upper the bridge and into the small shack to operate the lower bridge.

NOTE - This screen is probably the best training spot you'll encounter for a while, and offers the best qty of enemies per battle on average, which is great for Limit leveling. Be sure to steal Turbo Ethers from the Search Crowns also.

Before heading back, climb up the side wall that *isn't* indicated with a green arrow. It's just to the south and on the right from where the shack was, and you'll hear chirping when you're in the right place. Here you will have the option to leave or take some treasure. If you take the treasure you will have to fight a Cokatolis. Your companions will dislike you for it but you will receive 10 [PHOENIX DOWN'S] (note that their affection rating isn't affected by this action)!

Now head back to the previous screen and make your way to the lower side of

the tracks. Then head to the right side of the screen and take the left fork, then follow it round to find a well hidden crevice containing a [TENT], [MIND SOURCE] and a [POWER SOURCE].

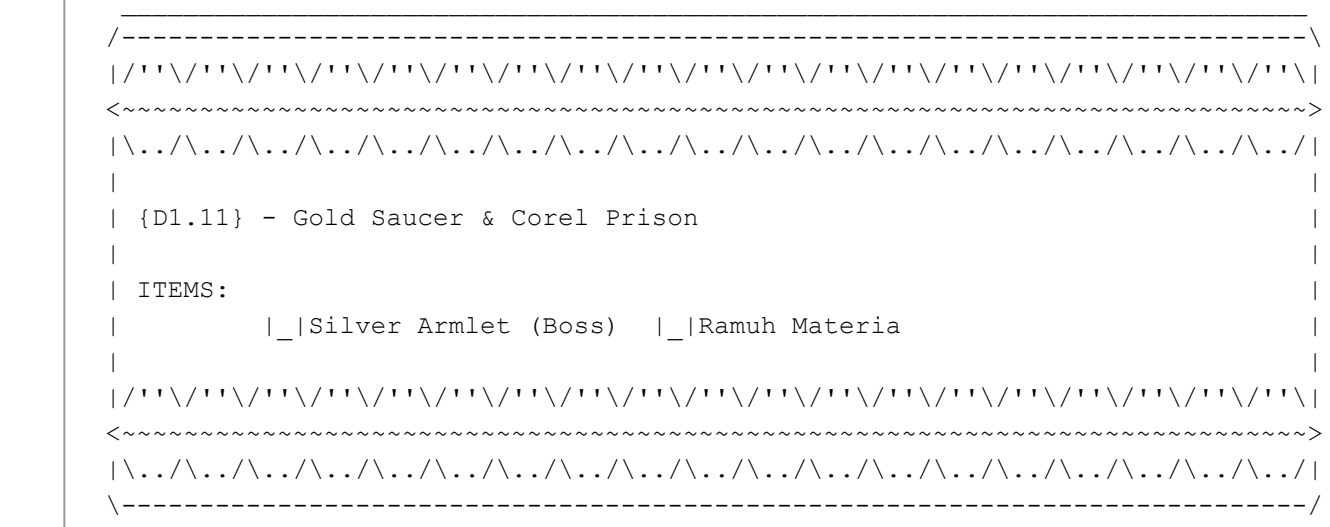
Now make your way back and take the right fork to find yourself on a long bridge. Watch out for the bomb here, he has a suicide move that can do a lot of damage. Try to steal a few Right Arms from them, they will prove invaluable later on. I left with 5. Head south to the other side of the bridge to enter into North Corel.

After a rather rude greeting, we'll be able to talk to the guys behind the counters on the lower left. Here is where we can buy the Force Stealer for Cloud if you didn't win it from Heidegger at the Rufus send-off. Stock up on a few Cornucopias and Maidens Kiss's, and if you like you can sleep for 50 gil on the top level. Feel free to sell any surplus Diamond Pins that you have.

NOTE - Thanks to Absolute Steve for this one. There is an extremely obscure item hidden here that very few know about. Enter the far right house. See the vase on the top right corner? You have to wait for the woman on the left to move, then stand next to her and when she moves again she will walk around you leaving you free to search the vase for an [ETHER].

When you're ready, head outside to the World Map by heading east, then save your game. There's nothing to do out here just yet, so after you've saved head back through North Corel to the left to arrive at the rope-way station to the Gold Saucer. Listen to Barret's story, then hop on the cart for a cool FMV!

NOTE - If you wanted to, you could make your way out to obtain the Aqualung Enemy Skill, but there wouldn't be much need (especially if you had obtained Beta). Aqualung is a powerful Water based attack, and if you were interested in learning it early then skip down to section D1.12 A to learn how (the 'Desert' can be found directly south of North Corel).



--D1.11 A - Gold Saucer ("What you pursue will be yours. But you will lose something dear.")

--Required gil - 3000

--Extra - Silver Armlet (recruit equipment), Manipulate Materia (recruit equipment), Transform Materia (recruit equipment)

Welcome to the Gold Saucer. The entrance fee is 3000 gil, or you can buy a lifetime pass for 30,000 gil. I'm expecting you to not have a spare 30,000 knocking about, so just buy the single pass for now. Note that like many things in the Gold Saucer, you have to pay for the save point using GP. GP being the currency used here and it is obtained either by playing arcade games in the Wonder Square or by winning at the Chocobo Races.

SIDE NOTE - CONVERTING GIL INTO GP EASILY

Very uncommonly you'll see a man standing beside the save point who will convert 100 gil into 1 GP, with a maximum of 100 GP for 10,000 gil. To save any confusion, this man will NOT appear until you are at a certain point on Disc 2. A lot of people tend to waste time here running back and forth from screen to screen trying to make him appear on Disc 1, all in vein.

As you enter into the foyer you'll have some dialogue to read, then Barret'll storm off through the Wonder Square portal. Pick one character that you'd like to accompany you then follow Barret through the giant hole to the Wonder Square (Best Bromance - Speak to Tifa first then choose not to go with her. it doesn't matter who you choose after that, so long as you have declined Tifa first. Only speak to Tifa first if you've been following my guide to the very letter, if you've made a few mistakes then talk to Aeris first and tell her not to go with you).

NOTE - There is a lot to do in the Gold Saucer, and when the time is right I will guide you through to all of the places of interest. For now however this is going to be a relatively short visit.

When we get to the Wonder Square We'll meet a new character [CAIT SITH]. Once he has joined your party you can look at his Materia to see that you have now obtained the Manipulate Materia! Yesss. Feel free to head further into the Wonder Square, there are a number of mini-games to play here. Again, we will be visiting this area more in depth a little later on.

NOTE - If you can master the Super Dunk game now you can save a bit of time later on. Try to save up as much GP as possible, you'll need it for the Battle Square (If you happen to be using an emulator you can quite easily rack up loads of GP very quickly here due to the fact that you'd be able save and load your state. You could also then buy the Golden Ticket from the clerk by the Arm Wrestling machine).

You can (optionally) head over to the Speed Square to speak to the owner of the Gold Saucer to learn a few things about our adversary. Then head over to the Battle Square and after a few scenes have played out you will get thrown down the Gateway To Heaven (why couldn't Cloud have just used Bolt?).

CAIT SITH

1-1 DICE (default)	2-1 SLOTS (40 kills)

Every 10 levels Cait Sith gains, an extra die is added with a maximum of six. The sum of the dice times by the quantity of 'repeat' numbers times by 100 will be the resulting damage total. So, 1,2,2,2,4,6 would be: 17 x 3 x 100 = 5100 damage	Similar to Tifa's Limit only this time it's more like a fruit machine. If all 3 slots are different then Cait Sith will use Toy Box which will cast one of 7 different basic attacks. If all three should match, however:

3 x STARS - The party's HP/MP & Status is fully restored.

3 x CROWNS - Attacks all enemies for heavy damage.

3 x BARS - A random Summon will be used.

3 x MOG - Cait Sith turns into a giant!

3 x HEARTS - Lucky Girl. Every player will have 100% critical hits.

3 x CAIT SITH - All enemies are instantly killed

2 x CAIT SITH 1 x BAR - All allies are instantly killed, Game Over.

--D1.11 B - Corel Prison ("...Don't ever make her....cry....")

ENEMIES:

	[BANDIT]	[2-FACED]	[LAND WORM]	[CACTUAR]
------Lv:	[------17]	[----------18]	[----------22]	[---------20]
------HP:	[-----360]	[---------330]	[---------1500]	[--------200]
------MP:	[--------]	[----------80]	[----------80]	[---------20]
-----EXP:	[------99]	[---------110]	[----------400]	[----------1]
------AP:	[------10]	[----------10]	[----------40]	[----------1]
-----GIL:	[-----220]	[---------156]	[----------256]	[------10000]
---STEAL:	[X-Potion]	[Phoenix Down]	[--Turbo Ether]	[----------]
---MORPH:	[--------]	[------------]	[----Fire Fang]	[--Hi-Potion]
----DROP:	[----Tent]	[---Hi-Potion]	[--------Ether]	[----------]
--ABSORB:	[--------]	[------------]	[----------ERT]	[----------]
-NULLIFY:	[--------]	[---------ERT]	[-------------]	[ALL BUT PSN]
---HALVE:	[--------]	[------------]	[-----FRE--GRV]	[----------]
--DOUBLE:	[--------]	[------------]	[----------ICE]	[----------]

	[BULLMOTOR]	[DEATH CLAW]
	**********	**********
------Lv:	[---------19]	[-------------19]
------HP:	[--------420]	[------------400]
------MP:	[---------96]	[------------120]
-----EXP:	[---------92]	[-------------96]
------AP:	[----------9]	[-------------10]
-----GIL:	[--------140]	[------------168]
---STEAL:	[---X-Potion]	[Platinum Bangle]

NOTE ON ENEMIES:

You'll find Bandits and 2-Faced in the Town area, Land Worms & Cactuars in the main Desert and Bullmotors & Death Claws on your way to the scrapyard. Bandits can Mug you so, disperse of them

> ----DROP: [------Ether] [------Hi-Potion] < quickly. Cactuars have
> -E-SKILL: [MATRA MAGIC] [----------LASER] < enormous amounts of gil but
#~~~~~~# make a very rare appearance
| and can be quite hard to
| kill, L4 Suicide does the trick. Try to manipulate the Land Worm to steal
| a Turbo Ether or two. Make Sure to steal a few Platinum Bangles from the
| Death Claw as it is a piece of armour that has Double Growth! Make sure to
| have both Enemy Skills equipped so you can learn Laser - a move that will
| lessen an opponent's HP by half. You can also learn Matra Magic for your
| second E-Skill. Lastly, try to steal a few X-Potions from the Bullmotor,
| they'll come in handy for later (and are an easy steal).
|
| NOTE - Various sources suggest that one can encounter a Griffon here, not
| to be confused with the Griffin that can be fought it the Cosmo
| area. This is false; there is no Griffon in FF VII.
+---+

--Boss - Dyne Lv 23 (Silver Armlet)

What a terrible judicial system the Gold Saucer has! No trial or nothing!?! Now that we have seen what Barret may be capable of, it's time to find out what his side of the story is. Head south to have a quick moment with the troubled fella, then follow him south to the next screen.

Unless you're planning to use Cait Sith, I suggest removing his Silver Armlet. If you wanted to you could head into the lorry to the south to have a quick chat with Mr Coates about possibly leaving the prison, and you can also rest up in the cab of the truck for free. Head into the south eastern house to buy a few items, and when you're ready to continue head into the larger house just north of the previous one (this happens to be the same house from the flashback).

Now you'll see another flashback that will uncover certain truths to the whole story. Select your 3rd party member then set yourselves up something like this: (Note that you can talk to your other team mates to re-select your party) (Best Bromance - choose Red XIII to accompany you and Barret. *DO NOT* choose Aeris, as she gains a huge boost if you do, and you'll have completely ruined your progress so far)

1) Cloud - Lv 21 (Front)

    Hardedge   - All= Fire, Revive, Heal
    Shinra Beta - All=Restore, Earth, Steal
    Talisman

2) Red XIII - Lv 20 (Back)

    Diamond Pin   - Elemental=Shiva, Seal, Enemy Skill
    Silver Armlet - All=Lightning, Manipulate, Long Range
    Power Wrist

3) Barret - Lv 19 (Front)

    Atomic Scissors - Poison, Restore, HP Plus, Steal
    Shinra Beta   - All=Ice, Enemy Skill, Sense
    Protect Vest

NOTES - Make sure that Barret doesn't have the empty Enemy Skill equipped.

- The southern house has a bar where you can buy a few worthless items. It's not really worth visiting.

Once you're all set make your way north. Here you'll see a well, you can take a look inside if you wish but there's not much to see other than an empty chest. The skeleton that you see here is actually the remains of a the 'Test 0' enemy. This well was basically a testing ground for the Developers, and in the original Japanese version you could still fight these test enemies here; they had extremely high amounts of HP and would not attack. There is also a very weird looking hidden 'Red Man' hiding in the background layers of the graphics. Trivia over.

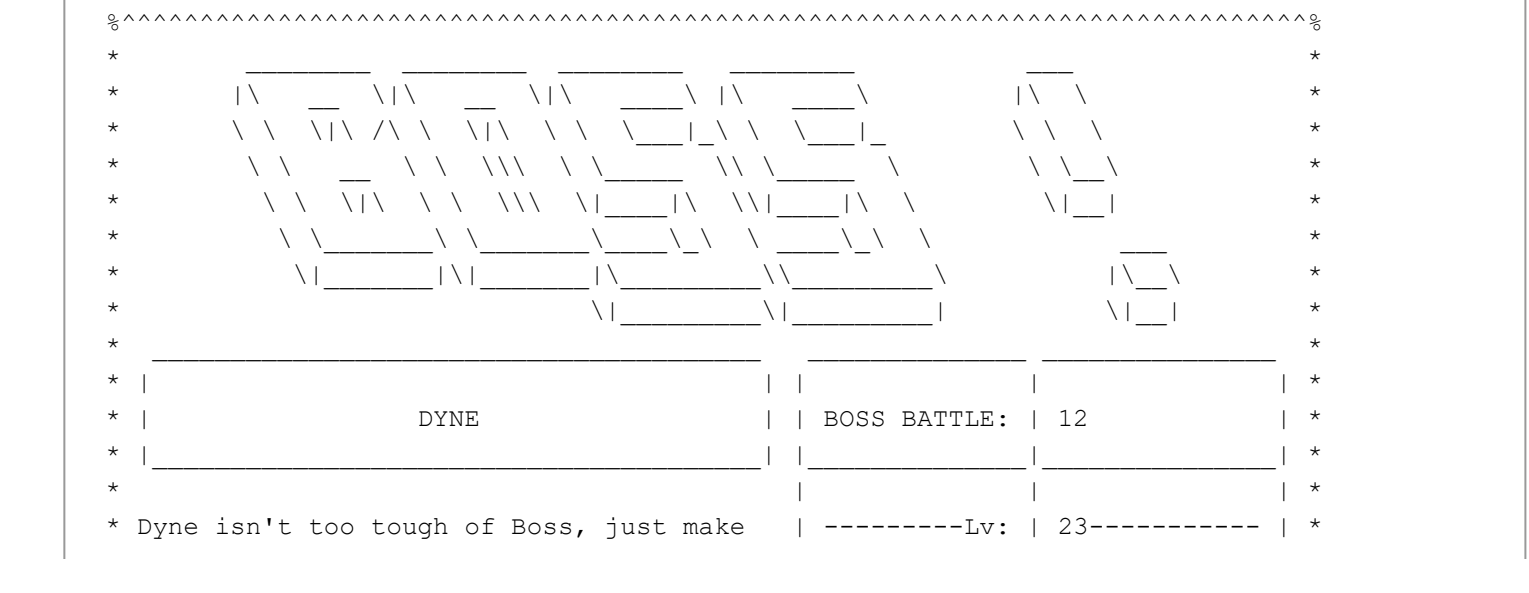
You'll have a choice in which way to go next; take the left path to continue on with the story (scrapyard), or take the right path to engage in some optional battles with the Land Worm to try and steal some Turbo Ethers, and the Cactuar to try and earn some gil (10,000 per battle). Note that after a dozen screens or so a Chocobo carriage will appear to take you back to the central prison. Also, you may end up randomly appearing at the scrapyard (left path).

NOTE - Once you have finished up with Corel Prison you will never be able to return to it. You will however be able to return to the desert to fight the Land Worm and Cactuar again, so if you don't want to battle them now then that's fine. You can come back once you have obtained the Enemy Skills Big Guard and White Wind. The scrapyard cannot be revisited),

Take the left path and then follow the fence through the opening to the north of the fissure to wind up in the scrapyard. Do not go into the next screen until you have obtained all of the Steals and Enemy Skills that you plan to obtain (Platinum Bangle, Laser and Matra Magic). Remember you can manipulate your foes to make them cast the spell of your choice, on the party member of your choice. If you don't get the Laser E-Skill here then you won't be able to obtain it until you reach disc 3, and you really are going to want to learn it here as it depletes an enemies HP by 50%.

NOTE - As with the Steal Materia, the Manipulate has a higher chance of success the higher the users Lv is.

If you'd set up Barret as I'd advised earlier then you shouldn't need to swap anything around, otherwise bear in mind that the following Boss battle is a Barret only battle, so make sure Barret has the 'better' Enemy Skill equipped, and that he has full HP. Head north and you'll engage with one of Barret's old friends. Unfortunately, things don't quite turn out for the best.



```
* sure to keep your HP above 300 and you    | ---------HP: | 1200--------- | *
* should be O.K. Start the fight by          | ---------MP: | 20----------- | *
* Poisoning him and then just blast him      | --------EXP: | 600---------- | *
* with your best magic. Ice2 works well      | ---------AP: | 55----------- | *
* here, Laser doesn't. Make sure to          | --------GIL: | 750---------- | *
* prioritise your health, Dyne has a few     | -------DROP: | Silver Armlet | *
* moves that he can pull off in rapid        | ----NULLIFY: | GRV---------- | *
* succession and if you're not careful he    |_____________________________| *
* could get the better of you. Keep Barret                                   *
* in the back row, and with not a lot of HP Dyne shouldn't pose too much of  *
* a threat. After the battle you'll be rewarded with the [SILVER ARMLET].    *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

--D1.11 C - Chocobo Racing to Freedom! (“Why don't you get his autograph?”)

--Items - Ramuh Materia

Once the battle has finished you'll have a few touching scenes followed by an amount of dialogue including a lesson on how to ride Chocobos. When you finally regain control of Cloud in the Jockey's room, GRAB THAT MATERIA! You'll be able to make out the shining [RAMUH MATERIA] at the top right of the screen (grab it). We now have a Lightning based Summon, hoo-rah(muh)! If you missed it here then it is lost forever and you'll have to reload your save.

After all the Jockeys have left Ester will come and grab you to enter you into the race. You can listen again on how to ride a Chocobo, or you can listen to my expert advice:

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - CHOCOBO RACING                                                  [
]                                                                             [
] The main thing to remember is to keep R1+R2 held down at all times, this   [
] will gradually refill your Stamina bar. As soon as the race begins press   [
] Select to gain manual control of the Chocobo, then press Square a number   [
] of times until he is running as fast as he can go. With R1+R2 held down he [
] should still be regaining Stamina, so every now and then hold down O in    [
] short bursts to sprint, making sure to save enough for the final dash.     [
] Once you and Number 2 have crossed the finish line you can press Start to  [
] end the race. It really isn't too hard, but if you do lose you will be     [
] able to try again until you win.                                           [
]_____________________________________________________________________________[
```

After the race you'll be told that there is a gift waiting for us... A buggy (along with the Chocochampion Trophy)! We can now cross Deserts and Rivers! That, accompanied by the fact that we now have the Manipulate Materia means that there is a world of side-quests for us to now do! Bear in mind that you can still engage in random battles whilst driving around in your buggy.

```
 _____________________________________________________________________________
/-----------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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| {D1.12} - Optional Sidequests No.1 |

QUESTS:

A - E-Skill Aqualung	E - Fort Condor Battle 4	I - Stealing Turbo Ethers
B - E-Skill Big Guard	F - E-Skill Flame Thrower	J - Gold Saucer Stuff
C - Mythril	G - E-Skill Beta	K - E-Skill Frog Song
D - E-Skill White Wind	H - Junon Power Battles	

ITEMS:

|_|Mythril	|_|Umbrella	|_|Enemy Lure
|_|Bolt Ring	|_|Champion Belt	|_|Sprint Shoes

--D1.12 A - Obtaining The Enemy Skill Aqualung

ENEMIES:	[FLAPBEAT]	[JOKER]	[SPENCER]	[HARPY]	[CHOCOBO Lv 22]
********				**********	
------Lv:	[------18]	[-------18]	[--------17]	[------------18]	[-------22]
------HP:	[-----330]	[------370]	[-------250]	[-----------800]	[------220]
------MP:	[------60]	[---------]	[----------]	[-----------200]	[------100]
-----EXP:	[-----140]	[------150]	[-------110]	[-----------148]	[-------10]
------AP:	[------15]	[-------30]	[--------11]	[------------14]	[--------1]
-----GIL:	[-----186]	[------260]	[-------175]	[-----------210]	[--------1]
---STEAL:	[T/S Bomb]	[---------]	[Saraha Nut]	[Striking Staff]	[---------]
---MORPH:	[T/S Bomb]	[---------]	[----------]	[--------Elixir]	[---------]
----DROP:	[T/S Bomb]	[Hi-Potion]	[Saraha Nut]	[-----Hi-Potion]	[---------]
-NULLIFY:	[-----ERT]	[------ERT]	[----------]	[--------------]	[---------]
---HALVE:	[--------]	[---------]	[----------]	[-----------GRV]	[---------]
--DOUBLE:	[-----WND]	[------WND]	[----------]	[--------------]	[---------]
-E-SKILL:	[--------]	[---------]	[----------]	[------AQUALUNG]	[---------]

NOTE ON ENEMIES:

The Harpy can be found if you have the Chocobo Lure Materia equipped and you are on Chocobo tracks. It can also be found by driving in your buggy around the desert. The joker has a move that can kill you in one, so watch out. If you were to explore the beaches you would find Beachplugs & Grangalans.

From leaving the Desert, head east towards the peninsula that contains Chocobo tracks. Make sure to have the Chocobo Lure Materia equipped and battle around until you meet the Harpy (or alternatively you could just drive around in the desert on the World Map). They are reasonably powerful, you can Manipulate it if you like, or just wait for it to cast Aqualung. Make sure to have both Enemy Skills equipped, and make sure to have full HP as Aqualung could take you out in one hit.

NOTE - There are only two magic spells that we can cast that are water based, Aqualung being one of them and the other being the Leviathan (Summon) Materia.

--D1.12 B - Obtaining The Enemy Skill Big Guard

--Enemies - Beachplug

Now head to the Beach Area either near the Desert or near Costa Del Sol to fight with the Beachplugs. Manipulate one and then have it cast Big Guard on you.

This is probably one of the best Enemy Skills in the game. It will cast Haste, Barrier & MBarrier on all of your players! Although at 56MP it may seem a little pricey, eventually you'll get to a point where the cost won't seem so steep. When your players have levelled up you'll find yourself using this move more and more often.

--D1.12 C - Obtaining The Mythril

--Items - Mythril, Bolt Ring

Head north over the river to head back to Costa Del Sol. Drive your buggy straight into Costa from the World Map, then head back to the harbour. Talk to the guy you see in front of the ship and he'll charge you 100 gil to stow you (and your buggy) back to Junon.

Once at Junon head right one screen to talk to the air conductor flapping his arms about. He'll call in a helicopter that'll take you all the way to the World Map for free!. Now make your way back to the forest area we were training in before, then cross the river that you see. Keep heading north east to come to a cave.

Inside this cave is the Sleeping Man. Talk to him for a random game stat. The stat we're after is our battle count. If he tells you something else then run out then back in again to hear him give us a different stat. When I came here he told me that I'd fought 193 times.

If the last two digits are the same he'll give you one of two prizes, the prize depends on whether the last two digits are odd or even. If they are even then he will give you the [BOLT RING] which is an accessory that nullifies Lightning attacks and can be bought again later on disc 2. You will not receive the Bolt Ring if the last two digits are 00, and he will not give you more than one.

If the last two digits are odd then he'll give you the Mythril, which is what we came here for. If you got lucky and you are nearer to your kills being odd as opposed to even then you don't have to battle around for the Bolt Ring unless you really want to, it's not that great of an accessory. The Mythril will be used a little later on to obtain an incredibly valuable item.

NOTE - If you want to complete your inventory list, but don't want to battle around for ages then know that you'll be able to buy one from Mideel on Disc 2.

Whilst battling around to get your kill count up you're going to want to do some Limit Training in the nearby forests. If your kill count is way out, then read below to obtain the Enemy Skills White Wind & Flame Thrower, just make sure not to forget about your kill count.

--D1.12 D - Obtaining The Enemy Skill White Wind

--Enemies - Zemzelett

Whilst battling around you're going to want to learn White Wind from the Zemzelett right outside the Sleeping Man's cave. Manipulate it then have it cast White wind, a move that'll heal all of your party members and clear them of any Statuses all for 34MP, a very valuable Enemy Skill indeed!

NOTE - The amount of HP healed is equal to the casters current HP. So in other words, always have the person with the highest HP cast White Wind. Also, casting White Wind on Undead creatures will not only harm them but will also Petrify them, which is nice to know.

--D1.12 E - Fort Condor Battle No. 4

This time your reward will be 1 Megalixir. Be warned, the battles are starting to get a little bit tougher now. Make sure to stock up on an few Tents, Hypers and Tranquilizers before heading out. This will become unavailable once you set foot in Cosmo Canyon.

--D1.12 F - Obtaining The Enemy Skill Flame Thrower

--Enemies - Ark Dragon

You should have already obtained this once so you'll know where to get it from. Note that the Ark Dragon only appears in the northern rooms of the Mythril Mines.

--D1.12 G - Obtaining The Enemy Skill Beta

--Boss - Midgar Zolom Lv 26

If you've already beaten the Zolom before then you should find it much, much easier now, especially seeing as you have Laser which will drop its HP

by 50%. You're still going to want to take the following precautionary measures:

1) Make sure to have filled everyone's Limit gauge up all the way. Manipulating an Ark Dragon and using Flame Thrower is the best way to do this.

2) Make sure to have given everyone Tranquilizers to inflict them with Sadness. This will make them take 30% less damage, which is crucial.

3) Make sure to have the Fire Ring equipped and Elemental=Fire on someone's armour. It's the only way to survive Beta unless you have Aeris's 3-1.

4) Make sure *not* to have both Enemy Skill Materias attached to one person if one of the Enemy Skills has already learned Beta.

5) Make sure to have everyone in the back row.

This is the set-up I had:

1) Cloud - Lv 23 (Back)

Force Stealer - Revive, Heal, Ice
Shinra Beta - All=Restore, Poison, Enemy Skill
Fire Ring

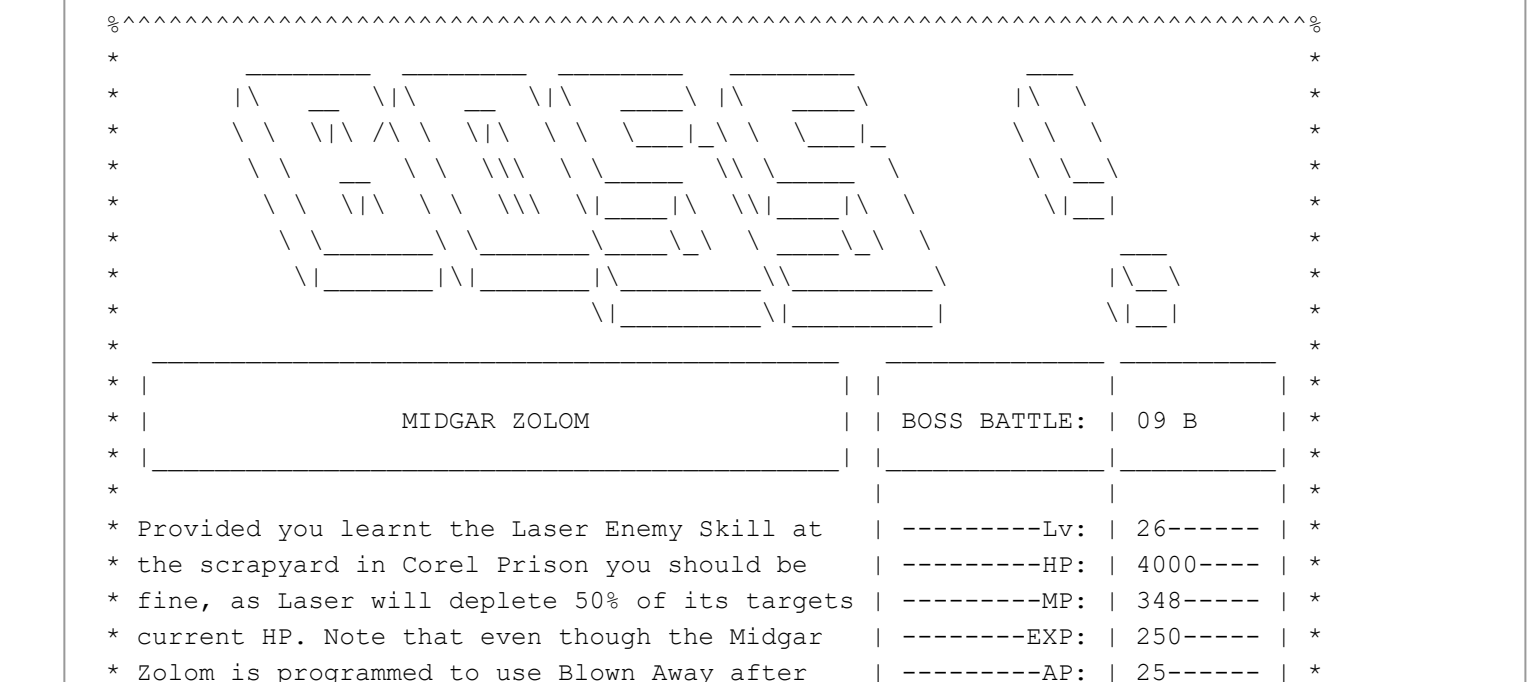
2) Red XIII - Lv 21 (Back)

Diamond Pin - All=Restore, Sense, Lightning
Silver Armlet - Elemental=Fire, HP Plus, Long Range
Talisman

3) Barret - Lv 20 (Back)

W Machine Gun - Seal, Transform, Earth
Silver Armlet - All=Lightning, Ice, Sense
Power Wrist

Some of the Materia are equipped just for the sake of equipping them. Use a Tent and then save!



```
* its HP has fallen below 2000, it *cannot* use  | --------GIL: | 400----- | *
* the move as a counter attack on the first or   | ------MORPH: | X-Potion | *
* second uses of Laser, however it will use      | ENEMY SKILL: | BETA---- | *
* Blown Away the third time Laser is used. Beta  |_________________________| *
* will be used as a counter attack the fourth                                *
* time Laser is used. So long as the Enemy Skill bearer isn't the third      *
* player to attack the Zolom, he/she/ won't get flicked away. Once you have  *
* used Laser 4 times, feel free to cast Beta to finish off the Midgar Zolom! *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

Once the battle is done remember to relieve you players of their Sadness. The reason that they're sad is because we can't cross the marsh to learn L4 Suicide from Mu, unless of course you're prepared to defeat the Zolom multiple times, which isn't too difficult in all honesty, I was able to make it across within three battles.

Just as a reference, here is the Materia set-up that I had after battling the Midgar Zolom:

```
 1) Cloud - Lv 24 (Front)

     Force Stealer - Earth, Revive, Heal
     Shinra Beta   - All=Restore, Fire, Steal
     Talisman

 2) Tifa - Lv 21 (Back)

     Grand Glove   - Elemental=Shiva, Long Range, Transform
     Silver Armlet - All=Lightning, Enemy Skill, Manipulate
     Power Wrist

 3) Red XIII - Lv 21 (Front)

     Magic Comb    - Poison, Steal, HP Plus
     Silver Armlet - All=Restore, Enemy Skill, Sense
     Protect Vest
```

```
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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--D1.12 H - Experience & AP Grinding in Junon

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+---------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                 >  ENEMIES:  *************                  <
|         NOTE ON ENEMIES:        >           [DEATH MACHINE] [      SLALOM] <
|                                 >            *************                  <
| Keep your HP topped up and      > ------Lv: [-----------35] [----------37] <
| heal after every battle,        > ------HP: [---------2500] [--------1600] <
| that's my main advice. This is  > ------MP: [----------150] [----------30] <
| a brilliant place to level up   > -----EXP: [----------900] [---------700] <
| people's X-2 Limit Break,       > ------AP: [-----------80] [----------70] <
| aswell as their Materia and     > -----GIL: [---------1200] [--------1500] <
| Experience. Smoke Bombs are     > ---STEAL: [W Machine Gun] [--Smoke Bomb] <
| great item to stock up on too.  > ---MORPH: [-------------] [---Hi-Potion] <
|                                 > ----DROP: [-------------] [Deadly Waste] <
|                                 > --ABSORB: [-------------] [---------PSN] <
|                                 > -E-SKILL: [--MATRA MAGIC] [------------] <
+---------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

Make your way back to Junon in your buggy and drive into the Town. You can rest for free in the house on the left as you enter, you could also ride on the back Mr Dolphin all the way to the Cargo Ship. If you did that then you would be missing out on an amazing training spot!

Head to the main elevator shaft and pay the guy there 100 gil to ride it to the top. SAVE YOUR GAME! We're about to fight some of the hardest enemies available at this point in the game. Keep heading west until you come to the T Fork. Head west to see a bunch of Shinra being drilled. To the left of them is a red panel, activate it to set off the alarm. You can now fight the Death Machine and the Slalom.

The important thing here is not to over-kill it, I only stayed for 3-4 battles or so. If you experience grind too much now then you'll just end up becoming over powered, subsequently making the game way too easy. This is an excellent way to level up your Materia though, the Slaloms comes in 3's which will give you 210AP per battle, that's 420 if you've equipped a Double Growth weapon! That's Crazy AP for where we are in the game. Make sure to try to steal as many Smoke Bombs as you can, they'll massively help for the Battle Square at the Gold Saucer. I left with 4.

If you like you can also take the tram that Rufus and Heidegger rode up on earlier, but there really is nothing much to see up there. When you're ready to continue, head over to the Cargo Ship to ride to Costa Del Sol Once more.

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--D1.12 I - Stealing a Turbo Ether or Two

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--Enemies - Land Worm, Cactuar

Now that we have the Enemy Skills Big Guard and White wind it would be advisable to consider heading back into Corel Desert on your buggy to try to steal some more Turbo Ethers from the Land Worms. You don't have to steal bucket loads, it's just good to stock up on a few of these now seeing as they cannot be bought from any shop. I left with 7. Have someone Manipulate it while someone else casts Big Guard and you should be able to steal these with ease.

You can always return here once you've been to the Gold Saucer and acquired the Champion Belt, an accessory which will give us +30 Strength and +30 Vitality! Remember to equip the Elemental=Shiva combo and you'll be destroying these Land Worms with ease!

NOTES - I'm using Shiva as opposed to Ice due to the fact that Ice will give you a -1 Strength penalty whereas Shiva will not.

- If you come across a Cactuar, smile, they drop 10,000 gil, which will massively help a little later on. Cast L4 Suicide on them.

- If you preferred, you could try to steal Turbo Ethers from the Search Crown on Mt. Corel's waterside tracks, as they which will appear in larger groups, although you won't have the added bonus of the Cactuar and its 10,000 gil reward.

Once you've had enough simply run for 12 screens or so and eventually a Chocobo Cart will escort you back to your buggy on the World Map.

(Thanks to PMMCL for this Turbo Ether trick, I wouldn't have known about it otherwise.)

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--D1.12 J - Gold Saucer Stuff

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--Items - Umbrella, Champion Belt, Enemy Lure Materia, Sprint Shoes
--Extra - Turtle Paradise Poster #3

For now, I'll only go into a short amount of detail regarding each section of the Gold Saucer. I'll make sure to include everything you need to know for know, but if you want a complete rundown then visit section E.08. As a reminder, head north from Corel Desert to find North Corel, then head through the ropeway to get to the Gold Saucer (remember about the map section F.02).

Before heading into the Gold Saucer strip everyone down of their Materia and Armour, then set Cloud up like this:

Cloud - Lv 25 (Back)

Force Stealer - Heal, Restore, Enemy Skill
Silver Armlet - All=Lightning, HP Plus, Long Range
White Cape

The White Cape and Poisona will come in handy for the Battle Square, and I'm only using the Force Stealer because it has the best stats; the Double Growth matters not.

Now rest up at North Corel so that you enter into the Gold Saucer with full HP/MP. Head up the rope-way and pay the 3000 gil to get inside (unless you obtained a Gold Ticket earlier, highly doubtful. If you do have over 30,000 gil, I suggest holding onto it for the shops at Cosmo Canyon).

The thing to point out is that the main reason we are here is to claim the prizes that are available at the Battle Square. The only problem is that we have to pay GP to fight as opposed to gil (10GP a fight). The other problem is that once we leave the Battle Square our BP (Battle Points) become invalid. Meaning, we'll have to make sure to have saved up enough GP prior to entering the Battle Square, and making sure that we have enough time to acquire what we're after in one sitting (roughly 1 & a half hours).

Before we get to the Battle Square, I'd like to give you a quick description of the other areas there are to visit:

Chocobo Square - Pop in, have a look, pop right back out again. If you like you can put a quick bet on but you'll soon realise why it's pointless coming here now. The Chocobo races only become worthwhile once you've obtained your own Chocobos, which won't be until Disc 2. Note that there are certain Materia's that can only be obtained within the Chocobo Square, the only one that is available to us now being the Enemy Away Materia. And the chances of us getting this now are sooo slim...

Also note that the Chocobo Races are the only way to gain GP at the moment other than the Wonder Square, so if you get tired of the Super Dunk game then you could always try your luck here!

UPDATE - I have worked out a formula that has a 40% chance of winning a bet at the Chocobo races. Use QSI Link [Chocobo Square] for more details.

Ghost Square - This is basically the scariest hotel you'll ever spend the night in. Here you can rest for 5 GP, you can stock up on a few items and you can also read the [Turtle Paradise Poster #3]. Make sure to read this.

Round Square - Nothing much to do here other than to waste 3GP on a ride that will show you the sights of The Gold Saucer. Don't bother, it's a waste of time.

Speed Square - This is where you'll want to go if you've got any left over GP. for 10GP you can play a roller coaster shoot-em-up game where you have to shoot flying targets for points. If you score over 3000 points then you'll receive either a Super Sweeper, 1/35 Soldier or a Masamune Blade. All of which are completely useless and do absolutely nothing.

If you are just that good enough however, and you can score 5000+ then you will receive the [UMBRELLA], a weapon for Aeris that has very high attack power, but no Materia slots. You have to be insatiably skilled (or using an emulator) to pull that off though, you have to hit almost every single target. Tip for the space ship at the end - just keep tapping confirm without letting your bar run down more than an eighth (or less) and he should pop right at the last second for 1000 points. There are a few targets remaining after him aswell. A youtube would help here more than I could, nevertheless, see section E.08 G for more details.

NOTES - PS4/PC users - you can shoot something called the Zeppelin propeller to gain a crazy amount of points! It appears to the right just after the giant red 'frog' type thing, and can be quite hard to hit.

- Thanks to MidianGTX for pointing this out. The Zeppelin Propellor will appear twice, the second time much briefer than the first. If you aim your crosshairs in the very bottom-right hand corner of the screen, then you will hit the propellor on it's second pass every time.

- There is a glitch that occurs on the PS4 version that involves you getting stuck at the giant UFO part. If this happens, you must change the PS4's system clock to a date *after* 5th Dec 2015, but before 1st Jan 2016. This should fix the glitch (it did with me). Thank you Elatreus for finding the fix!
Additionally, you don't have to quit the game first, you can change the system's clock whilst 'stuck', and when you re-open the application you'll become un-stuck (not 100% confirmed; works for some).
UPDATE - Fixed with patch 1.01.

Event Square - This is where shows and concerts are held, and right now there's a phat lot of nothing going on.

Wonder Square - This is where the GP will be coming from for now. The most efficient way of gaining GP is with the Super Dunk game, but I think I'll give you a very quick rundown of the games that are on offer:

Arm Wrestling - You earn 1 GP for beating the Sumo Wrestler and 2GP for beating the Wrester. Complete waste of time.

NOTE - Talk to the woman standing next to the Arm Wrestling machine to exchange your GP for prizes (if you wanted to). There will be more prizes available later on in the game, for now the only item of interest is the Golden Ticket (300GP), but to be honest you'd be better of saving your GP for the Battle Square and buying the Golden Ticket for 30,000 gil later on. the '??????' prize is a Carob Nut which is very easily obtained elsewhere.

Super Dunk -

This is where the real grind wants to come from. You'll very quickly get the hang of what to do here, just hold down O for roughly half a second and then release. I find it easier to maintain the zone by not concentrating on the game at all, I'll be reading my E-Mails on my phone in one hand while pressing O with the other. I've managed to chain the maximum of 44 a few times this way, netting a nice 300GP each time. This takes quite a bit of practise though..

NOTE - Thank xPsychoMantis a huge amount for this!
Go to https://www.metronomeonline.com/ and set it to 120 BPM. It will take a while to get used to but eventually you will start to find a rhythm where you'll be scoring every time. It also helps greatly if you mute the Gold Saucer backing music. Simply push O for one beat. Try not to over think it; in fact try to think about something else while you are playing. Look away from the screen and nod your head slightly to the beep, but don't close your eyes.

Another way to master the Super Dunk is to look at the ball in relation to Cloud's front hair-spike.

Wonder catcher -

Again, complete waste of time (almost).

G-Bike -

(You guessed it) This is basically the same game as the one we played whilst escaping from Midgar, only now when we take out the other bikers we gain points. The first time you play this you will always receive a Speed Source, so it is highly recommended that you play at least once. You'll receive 2GP for scoring 5000+ and 10GP for scoring 10,000+.

PS4 players - score 10,500 or more to unlock the Corel's Angel Trophy.

Crystal Fortune -

This will tell you something that is relevant to your current progression in the story, and will change every time you hit a certain trigger point in the game.

Mog's House -

Complete this game and you'll receive 30GP, but only once. You'll get no reward for completing it a second time. It's fairly simple really, you just have to keep feeding Mog until his belly stops rumbling (5 nuts). Then do it again (3 nuts). Viola! Make sure to talk to the girl standing by the machine to claim your prize.

3D Battler -

Rock, Paper, Scissors type game that can be incredibly difficult to beat. Defeating the 2nd guy nets you 3GP, the 3rd guy 30GP and the 4th guy 300GP, but he's that notoriously difficult to beat that the

5th guy is more of a joke than an opponent, he's completely invisible and cannot be beaten.

Battle Square - As previously mentioned, your BP will remain valid until you leave the Battle Square. So, before heading into the Battle Square, make sure to have saved up a decent whack of GP, I'd say 150-200 should be plenty, and make sure to have saved your game aswell (using the save point at the entrance to the Gold Saucer that costs 5GP). If you mess up and run out of GP whilst falling a few thousand BP short of the required amount (46,080), then the last thing you want is to have to accumulate all of that hard earned GP again.

NOTE - Use QSI Link [Battle Square] to view an in-depth explanation to everything the Battle Square has to offer.

MAKE SURE to talk to the woman standing at the bottom of the stairs leading up to the Battle Square, she'll say 'I like fighters, but not ones that are all talk'. Make sure that she has said this.

To fight at the Battle Square you must first pay 10GP, then you'll be placed into 8 consecutive battles receiving random handicaps after each battle. The higher the handicap, the higher the BP reward, but only the final two really make an impact on your overall BP. The enemies here are all ones we've faced before, and none of them pose much of a threat. For a full listings of which enemies are likely to appear look in section E.08 D. Just note that the enemies will increase in difficulty eventually, so it's worth taking advantage now of the weaker enemies now.

The main thing to point out is that for the first 6 fights you're going to want to try to get the easiest handicaps, but for the final two you are going to want to try to get the more extreme handicaps. if you see 'All Materia Broken' pop up then try to get it, you'll get 10,000BP if you do so on the final battle. 'Magic Materia Broken' will also net you decent amount. Avoid 'Cure' or 'Lucky Seven' on your final 2 fights. Also, a handicap can appear more than once, so don't try to save the 'best' handicaps for later as the h/cap that you get will have no affect whatsoever on the following reel; it's all scripted in from the beginning.

NOTE - You can slow the reels down by tapping square.

If you were able to steal some Smoke Bombs earlier from the Slaloms then you could use them to escape from the Battle Arena whilst retaining all of you BP. This is particularly useful if you're on the final battle, you've received the 'All Materia Broken', you're up against a Harpy and you think you may lose. Try to have beaten all 8 battles at least once, however.

NOTE - Using a Smoke Bomb will constitute as an escape, so if you're looking for that 'perfect game', then don't use them (the sleeping man that gives us the Mythril will tell you your escape count).

When in battle cast Big guard straight away. Even though the Barrier and MBarrier will run out quite quickly, the Haste effect will last for the whole 8 fights. The enemies will have more HP than before and will deliver more damage, so watch your HP. If you'd equipped the White Cape earlier as advised then you don't have to worry about the Frog/Small Status ruining your day. If you find that all of your attacks are missing for some reason then it's probably because you've been Fury'd by the Sword Dance and you need to use a Tranquilizer (or cast White Wind).

If you get the 'All Materia Broken' or 'Independent (Purple) Materia Broken' handicap then remember to change Cloud into the front row (if you had placed him in the back previously). Then, Unless you're planning on healing I suggest just holding down confirm, you'll auto-attack that way without wasting any time. Make sure to have full health when fighting the Harpy aswell, his Aqualung can take you out in one hit of you're not careful. If you were able to accumulate any Right Arms earlier from the Bombs then they will prove useful here as they will hit all enemies for very high damage. Lastly, any Enemy Skills that you learned within the Battle Square will not keep.

NOTE - If you encounter the Grangalan in the final battle, you only need to kill the right-most Grangalan Jr.Jr. "A" to make the Grangalan Jr. targetable again. Kill the Grangalan Jr. and you can then target the Grangalan; kill the Grangalan and the battle will end even if two of the Grangalan Jr.Jr. are still left alive.

You need to save up a total of 46,080BP, 40,960BP for the Champion Belt, an Accessory that will really turn the tide in your favour, and 5120BP for the Enemy Lure Materia which will make grinding A LOT quicker down the line as 2 mastered versions of these will stack with each other. I suggest using any leftover BP on buying a few Shrapnels which will really help out when certain handicaps have removed our ability to damage all opponents. We shall return later on to get the Pre-Emptive Materia and the Speed Plus Materia. The Fury Ring can be bought a little later on. The items used whilst battling within the Battle Square are perishable btw, but your HP and MP will reset back to whatever they were before you went into the battle. Also, if you were to steal an item whilst in the Battle Square then it would keep once the battle has finished.

If you were able to win all 8 battles then on your way out make sure to talk to the woman at the bottom of the stairs again and she will be so impressed that you were able to beat the Battle Arena that she will reward you with the [SPRINT SHOES], an EXTREMELY useful accessory that will automatically put a character into Haste!

There will be a new set of prizes up for grabs quite soon in the game, for now though just try to obtain the Champion Belt (if you're feeling really ambitious try to get two!) and the Enemy Lure Materia, then you're good to go. You would be wise to spend any surplus BP on Ethers (640 BP), which you can then sell for 750 gil each!

If you have got some left over GP then you don't have to worry about using it now, it will still be there when you next return to the Gold Saucer (unlike BP). You may however wish to try your skills at the Speed Square, if you are super-hot at it then maybe you could score 5000 and win the Umbrella for Aeris? Otherwise, time to pack up and move onto the next side quest.

Oh, and one last thing, now that you can give +30 Strength to someone equip them with Elemental=Shiva and fight a few Land Worms to steal a few Turbo Ethers. Equip Cloud (or whoever you have stealing) with the Sprint Shoes and you'll absolutely obliterate these things. Here is the Materia set up I have for my characters upon leaving the Gold Saucer:

1) Cloud - Lv 25 (Front)

Force Stealer - Revive, Heal, Steal
Silver Armlet - All=Restore, Poison, Steal

Sprint Shoes

2) Tifa - Lv 23 (Back)

Grand Glove - Elemental=Earth, Enemy Skill, Manipulate
Silver Armlet - All=Fire, Long Range, HP Plus
Champion Belt

3) Aeris - Lv 23 (Front)

Striking Staff - All=Restore, Lightning, Steal
Shinra Beta - All=Ice, Enemy Skill, Sense
White Cape

NOTE - These set-ups are purely here as a reference only, you do not have to set your characters up as I have. In fact, I encourage you to experiment with what you can do. When we are about to face a Boss, however, the set-ups that I give then will be more of a suggestion than a reference, but again you can fiddle with it as you see fit.

--D1.12 K - Obtaining The Enemy Skill Frog Song

ENEMIES:	[GAGIGHANDI]	[GRAND HORN]	[TOUCH ME]	[MYSTERY NINJA Lv 22]
------Lv:	[--------19]	[--------19]	[----------18]	[----------22]
------HP:	[-------480]	[-------460]	[----------300]	[---------800]
------MP:	[--------55]	[--------43]	[----------74]	[---------150]
-----EXP:	[-------173]	[-------180]	[----------170]	[---------240]
------AP:	[--------18]	[--------15]	[----------23]	[----------40]
-----GIL:	[-------220]	[-------240]	[----------180]	[---------800]
---STEAL:	[------Soft]	[----------]	[------Impaler]	[----------]
---MORPH:	[----Remedy]	[-Hi-Potion]	[-------Remedy]	[----------]
--DROP 1:	[------Soft]	[-Hi-Potion]	[Maiden's Kiss]	[----------]
--DROP 2:	[----------]	[--War Gong]	[----------]	[----------]
-E-SKILL:	[----------]	[----------]	[----FROG SONG]	[----------]

NOTE ON ENEMIES:

The Touch Me will only be found in the Forests, the Beachplug and the Grangalan can be found at the beaches. The Gagighandi can cause Slow-Petrify so be sure to have some Softs with you. MAKE SURE to save before fighting in the Forests as the Touch Mes have a 6x formation that can really ruin your day, especially if you'd forgotten to equip the White Cape. This is the second point in the game where Yuffie can be recruited, and her stats may vary depending on Cloud's Level. She has a 25% encounter rate chance.

As mentioned, the 6x Frog formation can be incredibly annoying, so make sure to save your game and also to have the White Cape on before venturing into the forests. Frog song will send your character to sleep and also cast frog on them. Not the best of E-Skills to have but certainly not the worst.

If you look to the east you'll be able to see a lone house. There's no-one

home at the minute so it looks like we'll have to return later! And that just about wraps up my optional sidequest section! Even though technically speaking Gongaga *is* considered a sidequest and can be skipped, it is considered a 'Major' sidequest and as such it gets its own section (as will Yuffie's sidequest later on).

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|                                                                            |
| {D1.13} - Gongaga                                                          |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Fairy Tale (Boss)   |_|X-Potion          |_|Deathblow Materia  |
|         |_|Titan Materia       |_|White M-Phone                           |
|                                                                            |
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--D1.13 A - The Reactor  ("What I'm looking for is big, large, Huge Materia.
                                                              You seen any?")
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>  ENEMIES: [FLOWER      [FLOWER      [FLOWER                                <
>               PRONG S]     PRONG M]     PRONG L] [KIMARA BUG]              <
>                                                                            <
> ------Lv: [--------19] [--------19] [--------19] [--------19]              <
> ------HP: [-------550] [-------550] [-------550] [-------700]              <
> ------MP: [--------68] [--------68] [--------68] [--------25]              <
> -----EXP: [-------240] [-------220] [-------200] [-------190]              <
> ------AP: [--------24] [--------22] [--------20] [--------19]              <
> -----GIL: [-------400] [-------350] [-------300] [-------278]              <
> ---STEAL: [----------] [----------] [----------] [Spider Web]              <
> ---MORPH: [----------] [----------] [----------] [-Hourglass]              <
> ----DROP: [Earth Drum] [Earth Drum] [Earth Drum] [-Hi-Potion]              <
> --ABSORB: [-------PSN] [-------PSN] [-------PSN] [----------]              <
> -NULLIFY: [----------] [----------] [----------] [-------GRV]              <
> --DOUBLE: [--ERT--FRE] [--ERT--FRE] [--ERT--FRE] [----------]              <
>                                                                            <
>                          #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [  HEAVY TANK] <                 NOTE ON ENEMIES:                |
>                          <                                                 |
> ------Lv: [----------21] <  Stocking up on Earth Drums and Spider Webs can |
> ------HP: [--------1600] <  be useful for the Battle Arena. We don't have  |
> ------MP: [----------25] <  the Morph Materia just yet but when we do we   |
> -----EXP: [---------340] <  can return here to gain some Power Sources     |
> ------AP: [----------45] <  from the Heavy Tank. You could also wait until |
> -----GIL: [--------1300] <  Disc 2 when you have retrieved Yuffie's        |
> ---STEAL: [Phoenix Down] <  Conformer... More on that later on. We'll also |
> ---MORPH: [Power Source] <  find the Touch Me here also, so keep the White |
> ----DROP: [---Hi-Potion] <  Cape equipped.                                 |
> -NULLIFY: [---------GRV] <                                                 |
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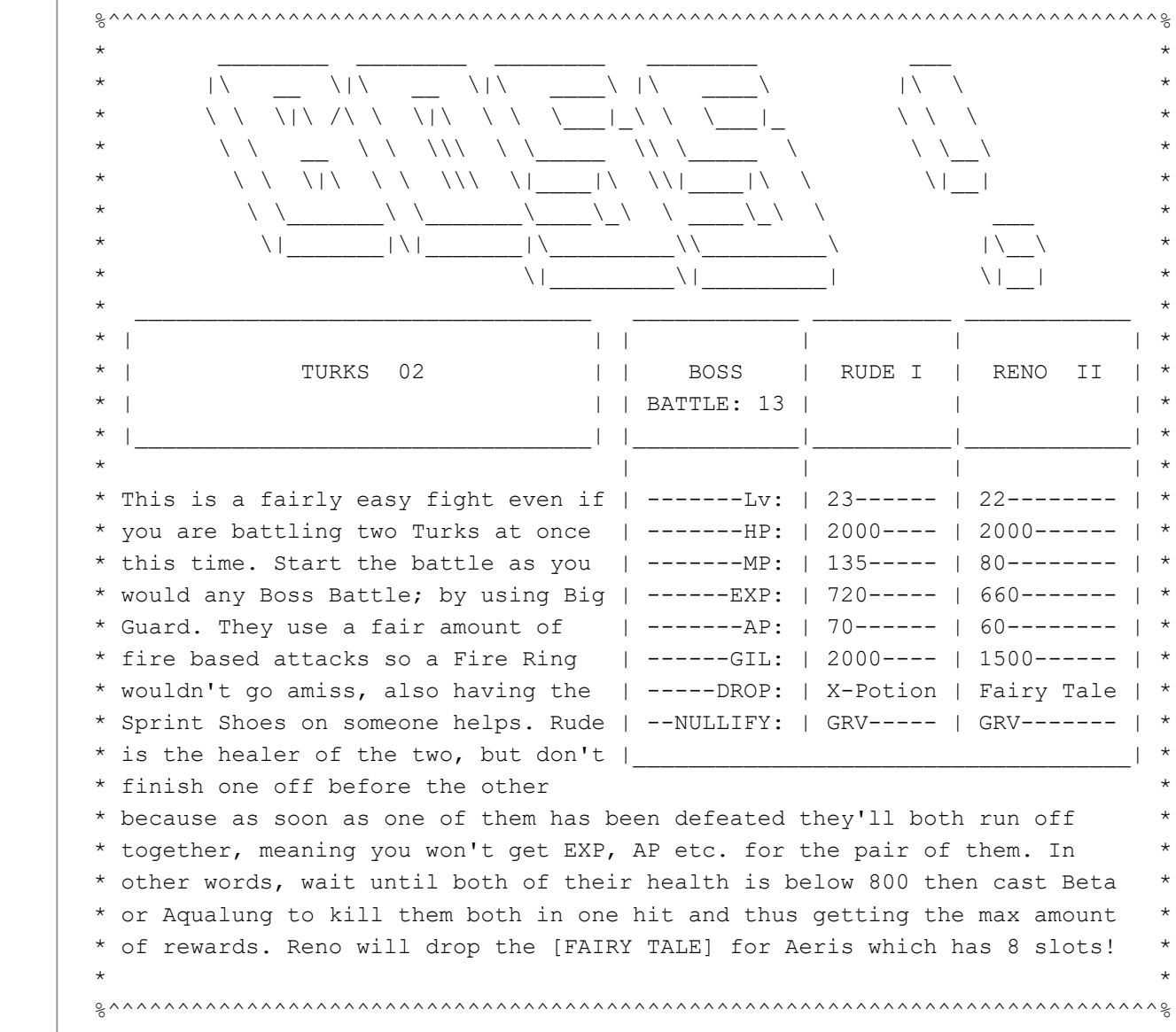
--Items - Titan Materia
--Boss - Turks:Reno II Lv 22 (Fairy Tale) + Turks:Rude I Lv 23

You will see Gongaga directly in front of you as you cross the southern river from the Gold Saucer Desert. It is a round village surrounded by forest (2nd chance to recruit Yuffie). Save and set up your Materia and accessories to defend against Fire, as soon as you enter you'll have to fight:



When the battle has finished make sure to set up your Materia for Fire based attacks, then head to the right. As you make your way down into the ruined reactor you'll have to hide from the Shinra whilst listening in on their plans.

After Scarlett and Tseng have departed, search the spot where Scarlett was standing to GRAB THAT MATERIA! - the [TITAN MATERIA]! We now have an Earth based Summon! Too bad that a heap of enemies are strong vs Earth, oh well! Now make your way back to the crossroads where you met the Turks.

--D1.13 B - Gongaga Village ("You ever hear of a Zack in SOLDIER?")

--Items   - X-Potion, White M-Phone, Deathblow Materia
--Required gil - 17,000

NOTE - (Best Bromance) Make a party of Aeris and Tifa and save your game.

Make your way left at the first fork and then Right on the second fork. Welcome to Gongaga, a broken rundown town, and it's all thanks to the Shinra.

Head into the first hut on the left to buy two new pieces of Materia - Mystify - 6000 gil and Time - 6000 gil. You can buy a Fury Ring for 5000 gil which save us having to win it at the Battle Square. You can also buy another White Cape here for 5000 gil if you wish (I'm not bothering).

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]                                                                             [
] SIDE NOTE - TIME MATERIA                                                    [
]                                                                             [
] You can now cast Haste for 18MP instead of having to use Big Guard, so      [
] whack an All=Time combo on someone and never take it out of your battle     [
] strategy! Also, if you're trying to learn an Enemy Skill from an enemy      [
] that can't be manipulated, you can cast Haste on them to make them attack   [
] you more frequently.                                                        [
]_____________________________________________________________________________[
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You could climb up the pole here for the Weapon Shop, but it doesn't stock anything new. Head to the western most hut to rest for 80 gil, and also to loot a chest containing an [X-POTION].

Now head into the hut just north of the inn to find another chest containing a weapon for Cait Sith, the [WHITE M-PHONE].

Now head to the south eastern huts and enter into the northern hut first to stock up on a few items. I suggest leaving with a minimum of 10 Tents, Maiden's Kiss's, Cornucopias, Softs & Phoenix Downs. Remember you can sell a few Ethers for 750 gil if you must.

Now head into the last hut to find out a little bit about a character named (Zack). Again, this scene will play out differently depending on who is in your party, and you may need to talk to you friends first before they'll re-join you.

NOTE - (Best Bromance) Leave Gongaga now without talking to Aeris or Tifa. Although their affection value will drop, you'll be missing out on a small amount of dialogue, so If you're keen on hearing what they have to say then you can talk to them now, but then you'll have to re-load your save so that you can completely ignore them (you do have a small margin for error with this trophy by the way).

We're all done with Gongaga now, well almost. Head out of the village and this time take the left (and last) fork picking up the [DEATHBLOW MATERIA] along the way.

Head out of Gongaga and travel west through the forest to eventually be able to cross a river.

NOTE - Although Deathblow is a handy Materia to have, it doesn't get its own side note box or anything, just a few line breaks & spaces as it isn't really all that game-changing. You will hit with a critical blow IF you hit; your accuracy drops by 33% (only while you are using Deathblow, selecting your normal attack will still retain its normal accuracy). The best use for Deathblow is when you have your Limit Break up and you're saving it for a Boss, you can use Deathblow as an

alternative to attacking.

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|                                                                            |
| {D1.14} - Cosmo Canyon                                                     |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Elixir                |_|Ether        |_|Turbo Ether            |
|         |_|Added Effect Materia  |_|X-Potion     |_|Wizer Staff (Boss)     |
|         |_|Black M-Phone         |_|Fairy Ring   |_|Gravity Materia        |
|                                                                            |
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--D1.14 A - Welcome Home Nanaki ("When it's time for the Planet to die,
                                        you'll understand that you know
                                                absolutely nothing.")

#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                                  <
>           [    SKEESKEE] [     GRIFFIN] [DESERT SAHAGIN] [      GOLEM]     <
>                                                                            <
> ------Lv: [----------20] [----------21] [------------20] [---------24]     <
> ------HP: [---------540] [---------760] [-----------580] [-------1000]     <
> ------MP: [------------] [----------40] [--------------] [-----------]     <
> -----EXP: [---------222] [---------260] [-----------230] [--------300]     <
> ------AP: [----------22] [----------25] [------------21] [---------22]     <
> -----GIL: [---------222] [---------350] [-----------300] [--------500]     <
> ---STEAL: [Tranquilizer] [Phoenix Down] [--------Potion] [Turbo Ether]     <
> ---MORPH: [-------Hyper] [Phoenix Down] [-----Fire Veil] [-----------]     <
> ----DROP: [-------Hyper] [Phoenix Down] [--------Potion] [--Hi-Potion]     <
> --ABSORB: [------------] [------------] [-----------WTR] [-----------]     <
> ---HALVE: [------------] [------------] [-----------FRE] [-----------]     <
> --DOUBLE: [------------] [------------] [-----------ICE] [-----------]     <
>                                                                            <
>                                          #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [      BAGRISK] [ CROWN LANCE] <         NOTE ON ENEMIES:        |
>                                          <                                 |
> ------Lv: [-----------19] [----------20] <  The Silver Glasses will help   |
> ------HP: [----------400] [---------440] <  protect you from Darkness from |
> ------MP: [-----------50] [----------70] <  the Desert Sahagin. They can   |
> -----EXP: [----------240] [---------225] <  be hit with L4 Suicide along   |
> ------AP: [-----------30] [----------23] <  with Skeeskee and Crown Lance. |
> -----GIL: [----------275] [---------400] <  You will only find the Crown   |
> -STEAL 1: [---------Soft] [------------] <  lance at the beaches, and the  |
> -STEAL 2: [Vagyrisk Claw] [------------] <  Bagrisk in the rocky area just |
> ---MORPH: [-------Remedy] [Dream Powder] <  west of the Cosmo 'twilight'.  |
> ----DROP: [---------Soft] [---Hi-Potion] <  The Vagyrisk Claw is a rare    |
> --ABSORB: [-------------] [---------LHT] <  item stolen from the Bagrisk,  |
> -NULLIFY: [-------------] [---------ERT] <  and you won't be able steal    |
> --DOUBLE: [-------------] [---------FRE] <  them once you reach level 78.  |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#                                  |
```

```
|                                                                           |
| NOTE - If you were to sense the Desert Sahagin then you would discover    |
|        that they are weak against 'Punch'. This is likely to be a mistake |
|        left in the game accidentally by the developers, as the 5 physical |
|        Elements - 'Cut / Punch / Hit / Shoot / Shout' were supposed to    |
|        have been phased out of the final edit of the game. See section    |
|        E.05 C for more info.                                              |
+---------------------------------------------------------------------------+

--Items        - Elixir
--Required gil - 19,400+
--Extra        - Turtle Paradise Poster #4, Turtle Paradise Poster #5
                 Fort Condor Battle #5 - 5x Hi potions
```

Make your way round the mountain side until you eventually come to a huge observatory. **DO NOT drive past it**. If you do the buggy will breakdown and you will not be able to complete one of the Fort Condor Battles. Park up just outside and then enter the Cosmo Canyon, the place that Barret has always dreamed of visiting (Best Bromance - make sure that he is in your party as you enter)!

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?       _______________        _______________        _______________       ?
?       !!TROPHY NOTE!!        !!TROPHY NOTE!!        !!TROPHY NOTE!!       ?
?       ```````````````        ```````````````        ```````````````       ?
?                                                                           ?
?   TROPHY NOTE - MAKE A FRESH SAVE!                                        ?
?                                                                           ?
?   Make a fresh save before entering Cosmo Canyon and don't save over it.  ?
?   If you've mess up your choices for the Best Bromance Trophy then you can ?
?   come back to this point to exploit a glitch that raises Barret's        ?
?   affection each time you use it, just be warned - excessive use if this  ?
?   glitch will make Barret's affection exceed it's cap. If this happens    ?
?   then the trophy will be prevented from popping! See section E.01 B for  ?
?   more details.                                                           ?
?                                                                           ?
?       _______________        _______________        _______________       ?
?       !!TROPHY NOTE!!        !!TROPHY NOTE!!        !!TROPHY NOTE!!       ?
?       ```````````````        ```````````````        ```````````````       ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

As you enter you'll find out that the Cosmo Canyon is actually a home-town of one of your companions. If (Nanaki) was in your party when you had entered then you'd have to choose another party member temporarily. Once inside you could head up the far right ladder to stock up on a few items, but there is nothing new here.

NOTE - The Green Indicator within the item shop signifies that there is another part to the shop. We won't be able to access this however until Disc 2.

In the next house down in-between the two sets of ladders you'll find the inn where you can rest for 100 gil. More importantly, you can examine the [Turtle Paradise Poster #5] just to the left of the counter. Head to the back room on the 2nd floor and examine the left hand side of the couch at the bottom for an [ELIXIR].

Now head up the stairs on the left and talk to Red XIII. He'll explain a little bit about himself, then your other two Party members will disperse.

Follow them up the stairs to a save point and the [Turtle Paradise Poster #4] just left of the counter. Don't bother with Tiger Lily's Weapon Shop for now, we'll return here very shortly.

Head to the back of Tiger Lily's Shop to talk to Barret if you like (Best Bromance - choose option 1, "Go on", then option 1, "And then"), then head to the left of her shop and up two flights of stairs.

NOTE - To exploit the aforementioned glitch to boost Barret's affection rating indefinitely, you would have to pick option 1 followed by option 2, then run out of the room and re-enter. Rinse and repeat. Again, don't exploit it too heavily as doing so would cause Barret's affection to exceed its limit, preventing the Best Bromance Trophy from popping.

The first shop on the right is the Materia Shop, again we'll return here very soon (trust me). The second shop is a kitchen, nothing to do here just yet. Then large door is sealed and the left exit leads to a viewpoint.

So, head up the ladder and into the observatory to talk to Red XIII and Bugenhagen. After a short amount of conversing, you'll have to choose two companions to accompany you. Head back down the ladders and run into the kitchen (right of the big sealed door). Here you can talk to Cait Sith to arrange your party (you could talk to any one of your teammates, Cait Sith just happens to be the closest one to talk to).

Once you've selected your party (I chose Barret & Aeris) you can head back up to the observatory to view Bugenhagen's machinery.

Once the lesson has finished make your way back down to the entrance to Cosmo Canyon to find all of your comrades sat around a giant flame. Before heading over to the flame yourself, head into the inn to talk to one of the elders to learn a bit about the Ancients. This is the only time in the game you can hear this dialogue.

Talk to all of everybody saving Red XIII till last. When you do talk to Red, Bugenhagen will turn up wanting to show you something. Form a party and follow him up to the big sealed door. When he asks you if you're ready, tell him that you are. Once you have gone through the door **TURN AROUND!!!*** There's a few thing you'll want to do first:

NOTE - If you only wanted to do 7 of the Fort Condor battles to obtain all of the unique items available, then it would be absolutely fine for you to sit out the next 3 battles, as the travelling time can be a little bit arduous.

SIDE NOTE - FORT CONDOR BATTLE No.5

The prize will read 5 x Potions even though you actually receive 5 x Hi-Potions. Note that there is an extremely tight window in which this battle can be completed, and if your buggy has broken down (because you drove past the Cosmo Canyon) then this battle is lost forever (forfeiting the final 'optional' prize; the actual final battle/prize is mandatory). Make sure that Bugenhagen has unsealed the giant door before heading out.

Remember also that on your return through Junon you can hitch a ride to the World Map using the helicopter, and using Mr Dolphin you can jump straight to the Cargo Ship (using 'Square' to blow the whistle).

Once you've finished the (optional) Fort Condor battle, make a dash over to Tiger Lily's Weapon Shop and make a fresh save. Also make sure to have a minimum of 19,400 gil on you. Buy the following:

NOTE - If you're reluctant to sell any of your weapons (which is completely understandable), then you're going to want to save 16,000 gil for the materia shop. It may be that you just buy the weapons for the characters in your party, then buy the remaining equipment after the forthcoming dungeon.

```
1 x Butterfly Edge   O=O O=O  - Cloud      - 2800 gil
1 x Tiger Fang       O=O O=O  - Tifa       - 2500 gil
1 x Heavy Vulcan     O=O O=O  - Barret     - 2700 gil
1 x Prism Staff      O=O O=O  - Aeris      - 2600 gil
1 x Silver Barrette  O=O O=O  - Red XIII   - 2500 gil
1 x Pinwheel         O=O O=O  - Yuffie     - 2600 gil
1 x Green M-Phone    O=O O=O  - Cait Sith  - 2400 gil
1 x Silver Armlet    O=O O O  - Armour     - 1300 gil
                                   Total - 19,400 gil
```

If you're selling your weapons head back to the Cosmo Flame and talk to you team to change your Party and equip every single one of your characters with their new weapons. Equip your selected team with Silver Armlets and everyone else with Carbon Bangles. Now arrange your items by 'Type' and get ready to sell the following:

NOTES - This is the second and last time that I plan to sell my weapons, we shouldn't need to worry about gil too much pretty soon. So far we have been collecting Double Growth weapons with 3 Materia slots. We are about to collect Double Growth 4-slotted weapons for everyone, so I'm selling all of my current Double Growth weapons. Also, MAKE SURE to leave a few pieces of armour (Platinum Bangles) to get changed into. Don't sell any of you accessories. Sell anything that isn't on this list at your peril.

* = Unique Item

```
 Cloud    - Hardedge        -  750 gil | Aeris   - Striking Staff   -  650 gil
            Force Stealer   - 1100 gil |           Wizard Staff     -  900 gil
                                       |
 Tifa     - Metal Knuckle   -  160 gil | Yuffie  -*4 Point Shuriken -  300 gil
            Mythril Claw    -  375 gil |           Boomerang        -  700 gil
            Grand Glove     -  600 gil |           Wind Slash       - 1000 gil
           *Motor Drive     -  900 gil |
                                       | Cait Sith - Yellow M-Phone -  250 gil
 Barret   - Assault Gun     -  175 gil |             White M-Phone  - 1150 gil
            Atomic Scissors -  700 gil |
            W Machine Gun   - 1000 gil | Other - Mythril Armlet - 175 gil (x2)
                                       |         Carbon Bangle -  400 gil (x1)
 Red XIII -*Mythril Clip    -  400 gil |        *Shinra Beta   -  475 gil (x4)
            Diamond Pin     -  650 gil |         Four Slots    -  650 gil (x1)
            Magic Comb      - 1000 gil |
                                       |                   Total = 16,060 gil
```

I appreciate that some may have a hard time parting with one of a kind weapons that can never be obtained again. If that's you then don't fret, there are other ways of earning gil....

Make your way up to the Materia Shop near the unsealed door and to buy two HP

Plus Materias for 8000 gil each. These things really want Leveling up straight away, and although it's setting me back 16,000 gil, it's completely justifiable. I'll be returning to purchase the MP Plus's a little later on (If you can afford 1 x MP Plus then go right ahead. Equip it on Red XIII). Here is my set-up going into the cave:

1) Cloud - Lv 26 (Front)

Butterfly Edge - All=Fire, All=Time
Silver Armlet - All=Restore, Lightning, HP Plus
Sprint Shoes

2) Red XIII - Lv 23 (Back)

Silver Barrette - Elemental=Ifrit, Enemy Skill, Deathblow
Silver Armlet - All=Ice, HP Plus, Long Range
Champion Belt

3) Barret - Lv 22 (Back)

Heavy Vulcan - Revive, Heal, Transform, Enemy Skill
Silver Armlet - Steal, Manipulate, Sense, HP Plus
Star Pendant

Before entering I suggest sleeping at the Inn (or just use a tent), and then saving by Tiger Lily's before heading into the Cave of the Gi!

NOTE - We're not far off getting our first Level 4 Limit manual, the Cosmo Memory for Red XIII! For now, Red and Red alone shall be getting all of the kills.

--D1.14 B - The Cave of The Gi ("The vengeful spirits of the Gi didn't disappear, and couldn't return to the Lifestream...")

ENEMIES:	HEG	SNEAKY STEP	GI SPECTOR	STINGER
Lv:	22	21	23	25
HP:	400	600	450	2200
MP:		65	88	60
EXP:	250	270	260	290
AP:	20	24	20	25
GIL:	240	330	150	358
STEAL:				Ether
DROP:	Hi-Potion	M-Tentacles	Smoke Bomb	-Hi-Potion
ABSORB:	PSN		RES	
DOUBLE:	ICE		HLY--FRE	
E-SKILL:		DEATH SENTENCE	DEATH SENTENCE	

NOTE ON ENEMIES:

Death Sentence will basically be a countdown timer above your head counting down till you are dead (uh). Manipulate your foe to learn it quicker. I recommend one person being Ice based and one person being Fire based to deal with the creatures here. Equipping a Star Pendant will help

| against the enemies Poison attacks, just bear in mind that the Fairy Ring |
| we obtain will also protect against Poison (and Darkness). Lastly, the |
| Stinger can be 'Transformed', so cast Small on it when you encounter one |
| (thank MGSB for that), and watch out for its Sting Bomb attack. |
| |
| NOTE - Smoke Bombs and M-Tentacles are amazingly good for the Battle |
| Arena. |
| |
+---+

--Items - Added Effect Materia, Black M-Phone, Ether, X-Potion, Fairy Ring,
Turbo Ether, Gravity Materia
--Boss - Gi Nattak Lv 29 (Wizer Staff) + Soul Fire Lv 21 x 2
--Extra - Seraph Comb

Make you war down the rope and into the depths of the cave. As you enter you will notice a few rocks with cracks in them, along with a blue Support Materia.

There are four rocks in total, exploring the correct one will result in the secret passageway opening, while the other three will result in a battle. Figure it out for yourselves; you probably need the gil (I know I do), besides, battling is fun!

Once you've opened the way to the next area you can explore the remaining cracks if any, then head through. Make your way left at the fork and WALK across the oil slick, then head south. If you run through it you'll be flung into a Spike Trap swiping out roughly a third of everyone's HP. Follow the path to the previous screen to GRAB THAT MATERIA! the [ADDED EFFECT MATERIA]! The game just got more advanced. Adhere to the fact that should you miss Added Effect here then you'll have missed it forever.

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - STATUSES & THE ADDED EFFECT MATERIA                             [
]                                                                             [
] Just like with the Elemental Materia, the Added Effect Materia will have a [
] different effect when adding it onto your weapon as opposed to your        [
] armour. The main difference being that we can now inflict Status changes   [
] to our opponents just by attacking them and defend against their Status    [
] changing attacks! As the game progresses, the possibilities become         [
] seemingly endless.                                                         [
]                                                                             [
] For now though you would do well to equip Added Effect=Poison onto         [
] someone's armour, making sure that it isn't the same person who has the    [
] Star Pendant. Poison isn't exactly the worst Status in the world, so it's  [
] not that crucial to equip it, just bear in mind (again) that Poison is the [
] only Materia in the game that is both an Element and a Status, and is the  [
] only Materia that will work when paired with both Elemental and Added      [
] Effect.                                                                    [
]                                                                             [
]  NOTE - A Lv 2 Elemental linked with Poison in your armour will also       [
]         protect you from the Poison Status, whereas a Lv 3 Elemental would [
]         make you absorb the poison damage (when poisoned)!                 [
]                                                                             [
] For what it's worth, here is a list of all of the *main* negative Statuses [
] in the game, their affect and the associated Materia:                      [
]                                                                             [
]-----------------------------------------------------------------------------[
]  DEATH       | The Character is instantly K.O'd | Destruct, Flash, Odin (S)[
```

		E-Skills L5 Death, Roulette
SLEEP	The player cannot attack until the Sleep has worn off or they are attacked by a physical attack	Seal, Hades (S), E-Skills Bad Breath, Frog Song
POISON	The character will periodically lose 1/32 of their health	Poison, Hades (S), E-Skill Bad Breath
SADNESS	Your Limit gauge will fill up at half its normal rate but you will also receive 30% less damage	
FURY	Your Limit gauge will fill at twice its normal rate but you accuracy will drop by 30%	
CONFUSION	You will lose control of the afflicted player and they will spin around in circles. When the player's ATB gauge fills up whoever they are looking at will then get attacked by the player. If they attack themselves then they will be cured of the Status	Mystify, Contain, Hades (S), E-Skill Bad Breath
SILENCE	You will not be able to cast magic spells	Seal, Hades (S)
SLOW	The player's ATB gauge will fill up at a slower rate	Time, Hades (S)
STOP	The Player's ATB gauge will stop filling up all-together	Time, Contain, Choco/Mog (S)
FROG	All Materia is broken and attack power is greatly reduced	Transform, Hades (S), E-Skills Bad Breath, Frog Song
SMALL	Attack damage reduced to 1	Transform, Hades (S) E-Skills Bad Breath, L4 Suicide
PETRIFY	Basically the same as being K.O'd only you won't lose your Limit gauge progress, and it can be cured by other means i.e. Soft instead of Phoenix Down. If all three characters are Petrified then it's game over	Contain
SLOW-NUMB	The same as Petrify only a countdown timer will appear above your head	
DEATH - SENTENCE	The same as Death only a countdown timer will appear	E-Skill Death Sentence

] | above your head | [
]--------------+----------------------------------+---------------------------[
] BERSERK | You will lose control of the | Mystify   [
] | player and they will attack | [
] | automatically when their ATB | [
] | gauge fills up for 1.5x their | [
] | normal damage | [
]--------------+----------------------------------+---------------------------[
] PARALYZED | Virtually the same as Stop, just | Hades (S)   [
] | doesn't last as long and your | [
] | Limit gauge won't fill up | [
]--------------+----------------------------------+---------------------------[
] DARKNESS | Halves the accuracy of your | [
] | physical attacks. Enemies are | [
] | not affected by Darkness | [
]---[
]   [
] The Contain Materia really is one of the best Materias in the game as it   [
] also inflicts Status changes as well as having Elemental properties. Hades   [
] is a Summon that can also be linked to our weapon or armour with Added   [
] Effect to attack/protect with/from some nasty Statuses. Don't forget White   [
] Wind and Esuna can cure you from most Statuses.   [
]   [
] 91% of all enemies are vulnerable to Slow, 73% are vulnerable to Silence,   [
] 67% are vulnerable to Sleep and 62% are vulnerable to Stop, making the   [
] Time Materia or the Seal Materia the best pieces to attach onto your   [
] weapon for now, at least until you obtain Contain and Hades on Disc 2.   [
]   [
] Adding Choco/Mog to your weapon with Added Effect will add the 'Stop'   [
] Status to your attacks, which is pointless seeing as you could just   [
] combine Time to your weapon to have a chance of inflicting Stop & Slow.   [
] The level of the Time Materia doesn't matter btw; a level 1 Materia will   [
] still pair all the Statuses attributed to that Materia. You can check the   [
] 'Status' tab in the menus to see for yourself.   [
]   [
] Lastly, there is an incredibly useful accessory out there called a Ribbon.   [
] This little beauty can protect you from virtually any harmful Status, and   [
] there are a total of 2 to collect. Additionally, they can be morphed from   [
] two different creatures.   [
]   [
] A comprehensive guide to Statuses can be found in section E.09.   [
]____[

Wow that was a long side note. I feel it's more important to learn the game bit by bit instead of having all the information crammed into one large section either at the front or the back of a guide which probably won't get read until one has finished the game and by that point it was too late, one has already missed out on some crucial information yadayada.....

Love me or hate me, I acknowledge that my explanations can be slightly long-winded. And with that in mind, let's crack on with the game shall we!

Set up the Added Effect Materia (or don't), then walk back over the oil slick and to the right. Follow the path north, then down the visible flight of steps to the south to come to a chest containing the [BLACK M-PHONE], which is the first 4 slotted double growth weapon.

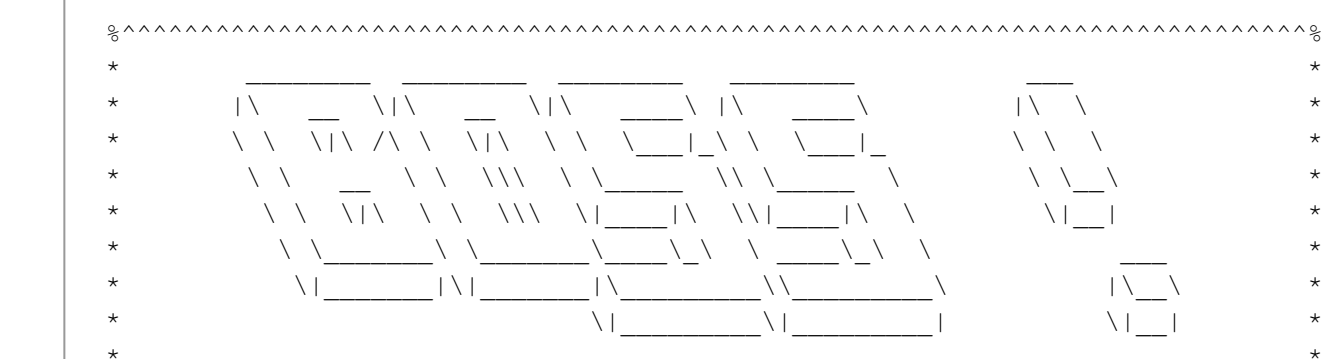
Then head north, past the flight of steps to the visible chest that contains an [ETHER]. Now make your way back up the flight of steps and head north to the next screen.

Here you will see a 'knuckle duster' like branching in the caves. Number them 1 to 5, left to right. 1 basically leads back round to 5, and 3 is a dead end. Head through 4 first and fight the Stinger that lays waiting for you. Don't forget to cast Mini on it (Frog Song also works well), and head up the path to grab an [X-POTION] from the chest.

Now head back down to the knuckle duster, this time going through 2 to fight the second Stinger. Then head west, then south through the rocks, then bear right to find a fork in the path leading to the chest that contains a [FAIRY RING], which is basically an upgraded version of the Star Pendant.

Now make your way north to the third and final Stinger's web, then head through a hidden split in the rocks to the left to grab a [TURBO ETHER] from the visible chest.

Time to heal-up and Ether-up, we're about to fight a boss. Change to Elemental=Choco/Mog on someone's weapon, equip someone with the Fire ring and replace Transform with Shiva. If anyone has the All=Fire set up then change it for All=Ice. In fact stay away from Fire altogether. Head to the north screen and eventually you'll be face to face with:



As you can see, Beta and Aqualung are off the table. Stick to mainly Ice attacks and you should be fine. Cast Haste and then open with Shiva. You only have to destroy the main guy at the back but killing his pets will net you extra EXP etc. That's what the Elemental=Choco/Mog is for. The fact that this boss can drain your MP, aswell as the fact that Soul Fire can 'posses' you means that you may want to consider finishing him off as quickly as poss. He is weak against Holy which means casting cure or White Wind on him will damage him, you could even kill him in one hit with an X-Potion, but where's the fun in that? Once he is finito you will be rewarded with your second 4-slot Double Growth weapon, the [WIZER STAFF].

BOSS	GI	SOUL
BATTLE: 14	NATTAK	FIRE X 2
-------Lv:	29---------	21------
-------HP:	5500-------	1300----
-------MP:	200--------	220-----
------EXP:	1400-------	200-----
-------AP:	150--------	10------
------GIL:	3000-------	100-----
-----DROP:	Wizer Staff	--------
---ABSORB:	RES--------	FRE-----
NULLIFY 1:	GRV--ERT---	PSN--GRV
NULLIFY 2:	WTR--------	ERT--WTR
---DOUBLE:	HLY--------	HLY--WND

GRAB THAT MATERIA! After the Boss you will be able to pick up the [GRAVITY MATERIA]. Note that if you missed it here you *will* have another chance of obtaining one. A few scenes will play out and eventually you will have to select your party.

Once you're ready you can now purchase any weapons that you didn't buy earlier, and make sure to leave with at least 1 MP Plus Materia (you should already have 3 HP Plus's).

Now make your way out of Cosmo Canyon to have Red XIII re-join the group. You'll now have the Seraph Comb in your equipment, which is a weapon for Red XIII.

NOTE - If you encounter the Bagrisk, try to steal a Vagyrisk Claw from it. This can be much easier said than done, as your steal attempt is broken into three steals - the first two are for a Soft, the third for the Vagyrisk Claw, and the higher the level of the thief, the higher the chance of obtaining a Soft on the first two attempts.

```
 ____________________________________________________________________________
/----------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D1.15} - Nibelheim                                                        |
|                                                                            |
| ITEMS:                                                                     |
|       |_|Luck Source      |_|Silver M-Phone      |_|Plus Barrette         |
|       |_|Turbo Ether      |_|Twin Viper          |_|Powersoul             |
|       |_|Platinum Fist    |_|Magic Source        |_|Elixir                |
|       |_|Elixir           |_|Enemy Launcher      |_|Elemental Materia     |
|       |_|Luck Source      |_|Cosmo Memory (Boss) |_|Sniper CR             |
|       |_|Mind Source      |_|Odin Materia        |_|All Materia           |
|                           |_|Destruct Materia    |_|Jem Ring (Boss)       |
|                           |_|Rune Blade          |_|Counter Attack Materia |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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\----------------------------------------------------------------------------/
```

¬¬

--D1.15 A - A Not So Welcome Home (“As previously reported, the 'CLONES' seem to be sensing something.”)

¬¬

```
+--------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                      >  ENEMIES:                           <
|           NOTE ON ENEMIES:           >          [ NIBEL WOLF] [   VALRON] <
|                                      >                                     <
| The Valron's Demi3 move can be quite > ------Lv: [---------23] [-------24] <
| deadly, so set up Elemental=Gravity  > ------HP: [--------700] [------950] <
| in someone's armour. He can also     > ------MP: [-----------] [-------80] <
| deliver a powerful move called Dive  > -----EXP: [--------265] [------300] <
| Kick, so if you were working towards > ------AP: [---------24] [-------30] <
| someone's Limits then he is great    > -----GIL: [--------260] [------300] <
| for filling up the gauge as it will  > ---STEAL: [Luchile Nut] [---------] <
| drain 25% of your max HP. The Crown  > ---MORPH: [--Hi-Potion] [Hi-Potion] <
| Lance can be found at the beach.     > ----DROP: [Luchile Nut] [Hi-Potion] <
+--------------------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Items - Luck Source x 2, Turbo Ether, Platinum Fist, Elixir, Mind Source
--Extra - Fort Condor Battle #6 - 5x Hi potions

Before doing anything else, it's time for another...

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - FORT CONDOR BATTLE No.6                                        [
]                                                                            [
] Like before, your prize will be will be 5 x Hi-Potions although it'll tell [
] you that you've received 5 x Potions. This must be completed before        [
] talking to Shera in Rocket Town.                                           [
]____________________________________________________________________________[
```

Now make your way north to head towards Nibelheim, the home-town of Cloud and Tifa. As you enter you will notice something isn't quite right...

Go into the house on the right and head up the stairs. In the attic you'll find two weird looking things, one of them will give you a [LUCK SOURCE] if you talk to it.

Now head into the next house along, Tifa's house and go into the kitchen. Another, larger black blob at the back here will give you a [TURBO ETHER]. He has the number 11 tattooed on him. (Hang on a minute, didn't a guy in Midgar Sector 7 have a tattoo on him? hmmm...)

Now head up the stairs and in the northern bedroom to grab the [PLATINUM FIST] from number '4'. You can head into Tifa's bedroom if you like and play her piano again, aswell as reading an incredibly interesting note left on her writing desk.

The next house along is Cloud's old house, there's nothing much here other than a bit of weird banter, so head into the next house on the other side of the street to grab an [ELIXIR] from number '12'. You can also buy a few items from here.

Now head into the inn and grab a [LUCK SOURCE] from number '6'. Note that if you opt to take the Luck Source then you will not be able to grab the Mind Source in a sec (due to a bug). You can rest here for 100 gil if you like, I suggest doing so as the next area can get rather tricky.

Make your way north to the Shinra Mansion. If you were to talk to one of the blobs outside you'll learn that Sephiroth is inside. The left side "blob" will give you a [MIND SOURCE], provided that you didn't obtain the Luck Source just (you cannot grab both). The Mind Source will be misspelt as "Mind Plus".

I suppose we'd better take a look inside then. Save first.

¬¬

--D1.15 B - Shinra Mansion ("This mansion is the beginning of your nightmare")

¬¬

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                   ***********                    <
>            [  DORKY FACE] [  GHIROFELGO] [     JERSEY] [   BLACK BAT]      <
>                                             ***********                    <
> ------Lv: [----------23] [----------26] [---------25] [----------25]      <
> ------HP: [---------520] [--------1600] [--------500] [---------550]      <
> ------MP: [----------80] [------------] [--------100] [------------]      <
> -----EXP: [---------300] [---------380] [--------320] [---------270]      <
```

```
> ------AP: [----------35] [----------44] [---------30] [----------24]       <
> -----GIL: [---------202] [---------300] [--------384] [----------80]       <
> ---STEAL: [-Echo Screen] [------------] [Turbo Ether] [------------]       <
> ---MORPH: [---Mute Mask] [------------] [-----------] [Vampire Fang]       <
> ----DROP: [Phoenix Down] [Phoenix Down] [Turbo Ether] [Vampire Fang]       <
> --ABSORB: [------------] [------------] [-----------] [---------RES]       <
> -NULLIFY: [------------] [---------ERT] [-----------] [---------ERT]       <
> --DOUBLE: [------------] [---------GRV] [-----------] [----HLY--WND]       <
> -E-SKILL: [------------] [------------] [-------????] [------------]       <
>                                                                             <
>                                      #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [ MIRAGE] [  YING] [  YANG] <          NOTE ON ENEMIES:           |
>                                      <                                     |
> ------Lv: [-----24] [----24] [----24] <  These are the enemies nightmares  |
> ------HP: [----570] [--1200] [--1200] <  are made of. The Dorky Face and   |
> ------MP: [-------] [------] [---220] <  the Ghirofelgo can first be found |
> -----EXP: [----290] [---400] [---300] <  downstairs, the Jersey and the    |
> ------AP: [-----22] [----30] [----40] <  Mirage can be found on the 2nd    |
> -----GIL: [----280] [---400] [---400] <  floor and the Black Bat and Ying  |
> ----DROP: [-Mirror] [------] [------] <  + Yang can be found in the        |
> ---HALVE: [-------] [---GRV] [---GRV] <  basement.                         |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#                                     |
|                                                                           |
| The Jersey will only use ???? if their left counter is down, which will be |
| as soon as the battle begins. When their left counter is down they will    |
| only use and be hurt by physical attacks. When their right counter is down |
| they will only use and be hurt by Magic attacks. ???? will deal damage     |
| equal to your Max HP - Current HP. Turbo Ethers are an easy steal from     |
| them.                                                                     |
|                                                                           |
| The Dorky Face can really ruin you if you're not prepared. MAKE SURE to    |
| equip the Peace Ring on someone and to have the Added Effect=Mystify combo |
| on someone else's armour. For the Ghirofelgo have Gravity on you weapon,   |
| you can also cast the E-Skill Laser to damage it critically. Oh, and for   |
| the Mirage, DON'T cast L4 Suicide on them, it'll just mirror back to you.  |
|                                                                           |
| The Ying Yangs are the most annoying enemy in the game. Yang gains a boost |
| to Magic when hit with a Magic attack ("Yang's excited"), and gains        |
| Strength when hit with a Physical attack ("Yang's happy"). Yang also has   |
| very high Magic Defence, while Ying has very high Physical Defence.        |
+---------------------------------------------------------------------------+

--Items - Silver M-Phone, Twin Viper, Magic Source, Enemy Launcher,
          Odin Materia, Destruct Materia
--Boss  - Lost Number Lv 35 (Cosmo Memory)
--Extra - Basement Key, Silver Armlet (recruit equipment)


  Make note of my set-up before going inside, particularly the fact that I
have set-up defence from Confusion:

 1) Cloud - Lv 28 (Front)

     Butterfly Edge - All=Time, Sense, Steal
     Silver Armlet  - All=Restore, HP Plus, MP Plus
     Sprint Shoes

 2) Tifa - Lv 25 (Front)

     Tiger Fang    - Elemental=Gravity, Deathblow, Enemy Skill
```

Silver Armlet - Added Effect=Mystify, HP Plus, MP Plus
Champion Belt

3) Red XIII - Lv 26 (Front)

Seraph Comb - Revive, Heal, Manipulate, Enemy Skill
Silver Armlet - All=Lightning, HP Plus, MP Plus
Peace Ring

NOTE - If you have a Lv 2 Elemental at this stage (it's unlikely) then you could equip it with any other non-Element Materia (such as HP Plus) to protect yourselves from attacks which use the "Hidden" Element. 2 of the Dorky Face's attacks us Hidden, and as such you would be able to protect yourself from Confusion for all 3 characters that way! Use QSI Link [Hidden] for more info!

First things first, let's scoop up all of the items. Head through the right door on the 1st floor to come to a chest containing a [SILVER M-PHONE].

Now make your way back round to the northern hallway on the 1st floor to obtain the chest to the east that you saw just containing the [TWIN VIPER].

Now make your way to the eastern wing on the 2nd floor and enter the northern room for a chest containing a [MAGIC SOURCE]. If you encounter the Jersey, you can learn ???? from them, which they will use if they haven't yet been attacked. Steal from each one for easy Turbo Ether steals.

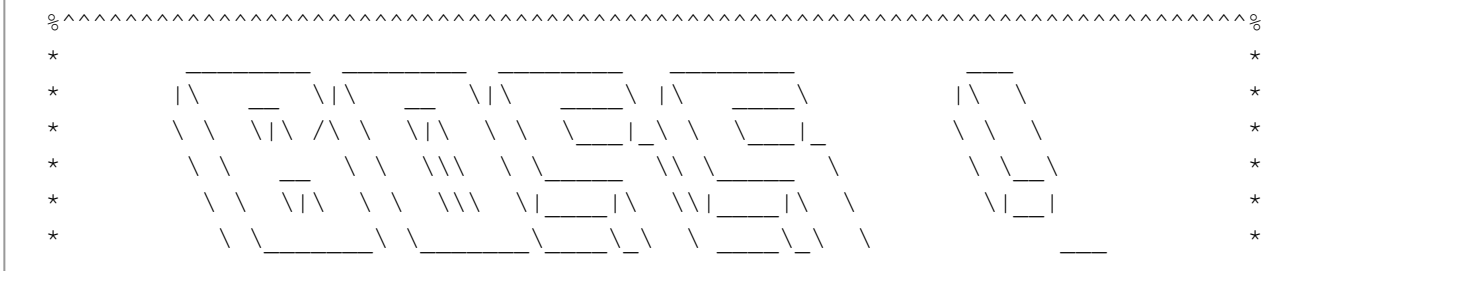
Lastly, head to the western wing on the 2nd floor for a chest containing the [ENEMY LAUNCHER].

SIDE NOTE - OBTAINING VINCENT

We are now about to recruit our 2nd optional character in the game, Vincent Valentine. In order to do this we have to embark on a mini-game. First head to the bottom left of the screen of the entrance to find a note. Contained within the note are some clues that will lead to the combination of a safe found on the 2nd floor western wing.

For what it's worth I'm not going to help you out..... just yet. See if you can figure it out yourself. If you think you've cracked it then try to open the safe to fight the Boss, Lost Number. Otherwise skip down to just below the Boss section where I shall reveal the combination and how you were to have figured it out. Just remember that whilst inputting the numbers you cannot go past the correct digit, otherwise you'll have to start over.

NOTE - Equip Added Effect=Choco/Mog on to someone's weapon, this Boss is vulnerable to Stop. Elemental=Lightning in you armour would be good too.



```
*           \|_______|\|_______|\_________\\_________\          |\__\        *
*                              \|_________\|_________|          \|__|        *
*  ___________________________________________   _____________ _____________  *
* |                                          | |              |              | *
* |              LOST NUMBER                 | | BOSS BATTLE: | 15           | *
* |__________________________________________| |______________|______________| *
*                                            |              |              | *
* Cast Choco/Mog to try to cast Stop on him. | ---------Lv: | 35---------- | *
* Usual deal, crack out some Big Guard and   | ---------HP: | 7000-------- | *
* just focus on using magic attacks to begin | ---------MP: | 300--------- | *
* with. When his HP has ran below 50% one    | --------EXP: | 2000-------- | *
* half of him will die. If you last attacked | ---------AP: | 80---------- | *
* him with magic (Beta) then the Purple side | --------GIL: | 2000-------- | *
* of him will die leaving just the Red side  | -------DROP: | Cosmo Memory | *
* of him which is weak against physical      | ----NULLIFY: | GRV--------- | *
* attacks and strong against Magic attacks.  |_______________________________| *
* This is the side we want to be left with.                                   *
* If our last blow was a physical attack then the Red side will die leaving  *
* the Purple side which is weak against Magic attacks but strong against     *
* Physical attacks. This is the side we don't want to be left with (phew).   *
* Upon defeat he'll leave you with your first Level 4 Limit manual, [COSMO   *
* MEMORY] (have a guess who it's for)!                                        *
*                                                                             *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

O.K., so you've either figured out the puzzle on your own in which case you can skip out the next paragraph, or you've given up (or you're just lazy) and you want to know the combination the easy way. Here's how to solve it:

Dial 1 - Right 36 - 'The lid of the box with the most oxygen.' This was the treasure chest we opened on the western side of the 2nd Floor.

Dial 2 - Left 10 - 'Behind the ivory's short of tea and ray.' This was written on the floor behind the piano on the 1st Floor on the western side.

NOTE - This is left to the number 10 (so left 26 clicks).

Dial 3 - Right 59 - 'The creek in the floor board near the chair on the second floor... Then to the left five steps, up nine steps, left two steps and up six steps.' This is the one I remember struggling with. In the eastern room on the 2nd floor, search the hallway in line with the chest.

Dial 4 - Right 97 - 'The fourth has been written in invisible ink....' When selecting which clue you'd like to read you can bring the finger cursor down to the fourth line which will give the answer away in invisible ink.

```
+-----------------------------------------------------------------------------+
|/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\|
|\/\/\/\/\/\/\|''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''|\/\/\/\/\/\/\|
|/\/\/\/\/\/\/| RIGHT 36     LEFT 10     RIGHT 59     RIGHT 97 |/\/\/\/\/\/\/|
|\/\/\/\/\/\/\|,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,|\/\/\/\/\/\/\|
|/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\|
+-----------------------------------------------------------------------------+
```

Now that you have opened the safe and defeated Lost Number, set your Materia back to the way it was and GRAB THAT MATERIA! the [ODIN MATERIA], and also

the 'Key to the Basement' from the safe itself. If you've unlocked all of Red XIII's Limit Breaks then you can go ahead and teach him Cosmo Memory (by selecting it from the item menu), unlocking the 'A Universe Of Pain' Trophy.

NOTE - Odin can be paired with Added Effect for the 'Death' Status.

Now head down the spiral staircase on the eastern 2nd floor wing, and into the basement. Before reaching the lab, go through the now open door leading to a coffin. inspect the coffin to talk to the man residing inside about Sephiroth.

After he has finished, inspect the coffin one more to name [VINCENT]. When you get the dialogue box “let me sleep” it's time to leave. Congratulations, you've now acquired Vincent! He'll join your party as you leave the basement (unlocking the Won't You be My Valentine? Trophy). Before doing that however, head into the laboratory to the east for an encounter with someone..... (There's that name again, Professor Gast..)

After he has finished confusing Cloud talking about Jenova and Reunion, he'll leave behind the [DESTRUCT MATERIA]. Before making your way out you can examine various reports in the main office, and you can also examine the two test tubes in the lower right corner of the lab.

That's just about all there is to do here for now. Head out of the Shinra Mansion (grabbing ???? from the Jersey on the 2nd floor if you haven't already), rest up at the inn and head out of Nibelheim through the northern exit to the World Map. Follow the mountain path north until you reach Mt. Nibel.

VINCENT VALENTINE

1 - GALIAN BEAST (default)	2 - DEATH GIGAS (40 kills)
Turns into a Galian Beast	Turns into a Death Gigas
3 - HELLMASKER (96 kills)	**4 - CHAOS**
Turns into a Hellmasker	Turns into Chaos Use the item Chaos Found on Disc 2 in Lucrecia's Cave after obtaining the Submarine

---

--D1.15 C - Mt. Nibel (“I will go North past Mt. Nibel. If you wish to know... then follow...”)

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                ************                        <
>           [KYUVILDUNS] [SONIC SPEED] [       DRAGON] [    SCREAMER]        <
>                                        ************                        <
> ------Lv: [--------24] [---------26] [-----------32] [----------26]        <
> ------HP: [-------800] [--------750] [---------3500] [---------800]        <
> ------MP: [----------] [---------50] [----------250] [----------40]        <
> -----EXP: [-------340] [--------370] [----------900] [---------400]        <
> ------AP: [--------34] [---------28] [----------110] [----------33]        <
> -----GIL: [-------368] [--------330] [---------1400] [---------400]        <
> ---STEAL: [----------] [------Ether] [--Gold Armlet] [------------]        <
> ---MORPH: [-Hi-Potion] [Speed Drink] [-------------] [Power Source]        <
> ----DROP: [-Hi-Potion] [--Hi-Potion] [----Fire Fang] [--Earth Drum]        <
> --ABSORB: [----------] [----------] [----------FRE] [------------]        <
> -NULLIFY: [----------] [--------ERT] [----------GRV] [---------GRV]        <
> --DOUBLE: [-------FRE] [--------WND] [-------------] [------------]        <
> -E-SKILL: [----------] [----------] [FLAME THROWER] [------------]        <
>                                                                           <
>                                     #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [ TWIN BRAIN] [      ZUU] <           NOTE ON ENEMIES:           |
>                                     <                                      |
> ------Lv: [---------25] [-------27] <  Now is yet another chance to grab   |
> ------HP: [--------400] [-----1200] <  the Flame Thrower E-Skill if you    |
> ------MP: [---------20] [-------40] <  haven't already. The dragons are    |
> -----EXP: [--------340] [------450] <  extremely powerful, but so is L4    |
> ------AP: [---------32] [-------38] <  Suicide against them. Make sure to  |
> -----GIL: [--------320] [------430] <  steal 3 x Gold Armlets from the     |
> ---STEAL: [------Ether] [Bird Wing] <  Dragons, this is where Manipulate   |
> ---MORPH: [Turbo Ether] [Bird Wing] <  comes in handy. Also, equipping a   |
> ----DROP: [------Ether] [Bird Wing] <  Fire Ring would be advisable.       |
> -NULLIFY: [-----------] [-ERT--GRV] <                                      |
> --DOUBLE: [-----------] [------WND] <  Try to go with Long Range players   |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  as the Zuu is a flying creature.    |
|                                        Consider revisiting this place once |
| you've obtained the Morph Materia as you can gain quite a few Power        |
| Sources from the Screamer's! The Zuu is found on the bridge, the paths to  |
| the reactor, and at the reactor (it is only "flying" at the bridge); the   |
| Screamer is found at the reactor and the paths leading to the reactor; and |
| the Dragon is found in the mountain caves and on the path to the reactor.  |
|                                                                            |
|  NOTE - The Dragon will drop a Fire Fang if you haven't stolen from it, so |
|         don't steal more Gold Armlets than you actually need as the Fire   |
|         Fangs can help in the Battle Square.                               |
+----------------------------------------------------------------------------+

--Items - Rune Blade, Plus Barrette, Powersoul, Elixir, Elemental Materia,
          Sniper CR, All Materia, Counter Attack Materia
--Boss  - Materia Keeper Lv 38 (Jem Ring)


  This is my set up going into Mt. Nibel:

 1) Cloud - Lv 30 (Back)

     Butterfly Edge - All=Fire, Heal, Steal
     Silver Armlet  - All=Restore, Long Range, HP Plus
     Sprint Shoes

 2) Vincent - Lv 29 (Back)
```

Peacemaker - Elemental=Choco/Mog, Enemy Skill, Sense
Silver Armlet - Manipulate, Deathblow, HP Plus, MP Plus
Champion Belt

3) Yuffie - Lv 25 (Back)

Pinwheel - Added Effect=Time, Revive, Enemy Skill
Silver Armlet - All=Ice, Steal, HP Plus
Fire Ring

Traverse through the winding paths of Mt. Nibel until you come to a path leading up the mountain. Having the Finger Indicator enabled with SELECT helps here. At the top of the mountain you'll find a chest containing the [RUNE BLADE].

Make you way back round the mountain side and back down onto the main path. Head towards the bridge on the left and just before you reach it you'll notice a path that bears off to the north. Make your way up the second mountain to obtain the [PLUS BARRETTE]. These paths can be slightly tricky to navigate, so once you do finally make your way back down to the main path head up and over the bridge.

NOTE - The soundtrack here, 'Under The Rotting Pizza' is one of my fav in the game. For a midi soundtrack that was made in the 90's, you can't help but appreciate the suspense and the tension that the track holds, not to mention the reverb of the bass and the crisp-ness of the drums (I have made music in the past so I can appreciate good production value. In fact, making this walkthrough isn't too dis-similar from making a track).

You'll eventually come to a large cavern with 5 pipes. Only number 2 and number 4 lead to treasure, the other three lead to nowhere special. Head down number 2 first to land on a rock containing the [POWERSOUL]. We'll circle back round for the remaining treasure a little later on.

NOTE - The Powersoul is a weapon for Tifa that doubles in power if she is either in critical HP, and quadruples if she is inflicted with Death Sentence (effects stack for 8x power). It is also double growth.

I never fight the Boss here straight away for some reason, although feel free to do so if you wish. Save the game regardless and then head through the southern screen. Drop down to the path below and head though the opening on the right. Had you ventured to see what was on the left you would have found the place where Sephiroth & co. had landed after the bridge had collapsed during the flashback.

In this screen you can make your way round to the top of the screen, and then double back through the not-so-obvious path to the opening on the left. Follow the path south to emerge at a chest containing an [ELIXIR].

Make your way back through to progress into the next screen. It seems that the 'knowledge of the Ancients that is contained within the Materia' (quote) has taken form. Just to the left of the life stream fountain is (breath in) GRAB THAT MATERIA! the [ELEMENTAL MATERIA]! (If you missed it at the Shinra HQ and you didn't 'jam on the piano' during the flashback then this will be the only place to obtain the Elemental Materia. This area is revisit-able.)

The next screen along takes you to a mini maze of sorts, follow your instincts to the chest containing the [SNIPER CR], a weapon for Vincent that has the max stat (255) for his attack%. Meaning, he'll never miss a shot with

this weapon equipped! Try pairing it with Deathblow for the ultimate combo (at this stage). Note that Vincent *may* miss a shot with Deathblow (although it's rare), it's only his normal attacks that are impossible to miss.

The next screen leads to another winding path. There's nothing to find on the right, so head west to eventually arrive at the reactor. You can take a look around inside if you like, but there's nothing to obtain. When you're ready, head past the reactor to return to the cavern with 5 shoots, a save point and the Materia Keeper!

 NOTE - If you haven't managed to steal 3 Gold Armlets yet then don't worry,
        you'll be able to buy them for 2000 gil each in the next town along.

If you're planning on doing the Fort Condor battles then I suggest that you *make sure* to interact with the lower ladder to release its latch (do it anyway even if you aren't doing the FC battles). Now head up the other ladder to return to the shoots, this time sliding down No. 4. After picking up the [ALL MATERIA], head over to the save point and take a leak. No I mean, errr, save your game, obviously. It's time to come face to face with............

An Achievement Note?

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?   ____________________     ____________________     ____________________   ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
?   ````````````````````     ````````````````````     ````````````````````   ?
?                                                                            ?
?   ACHIEVEMENT NOTE - ENEMY SKILL TRINE                                     ?
?                                                                            ?
?   There are two Enemy Skills that are permanently missable, and Trine is   ?
?   one of them. Make sure to have at least one Enemy Skill Materia equipped ?
?   going into the upcoming Boss. You ARE going to want Trine on all of your ?
?   Enemy Skills mind, seeing as it is the Lightning version of Beta. There  ?
?   will be 2 more opportunities in which to obtain Trine.                   ?
?                                                                            ?
?    NOTE - You could learn Trine later on in the Battle Arena at the Gold   ?
?           Saucer. Unfortunately though, the E-Skills learnt in the Battle  ?
?           Arena (like BP) will stay in the Battle Arena.                   ?
?                                                                            ?
?   ____________________     ____________________     ____________________   ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
?   ````````````````````     ````````````````````     ````````````````````   ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
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Make sure to have Sense and both Enemy Skills equipped, use a tent and then take a deep breath as you run into the jaws of the Materia Keeper!

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*       |\   __  \|\   __  \|\   ____\ |\   ____\        |\  \               *
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*                               \|_________\|_________|        \|__|         *
*  ____________________________________________   ______________ __________  *
* |                                            | |              |          | *
* |               MATERIA KEEPER               | | BOSS BATTLE: | 16       | *
* |____________________________________________| |______________|__________| *
```

```
*                                                 |              |          | *
* This boss has some fairly powerful moves, so    | ---------Lv: | 38------ | *
* keep your players in the back row and keep      | ---------HP: | 8400---- | *
* your Big Guard topped up. Weaken him but DON'T  | ---------MP: | 300----- | *
* kill him accidentally before he has used        | --------EXP: | 3000---- | *
* Trine, sense him to know what his current HP    | ---------AP: | 200----- | *
* is. When his HP starts to run low he'll use     | --------GIL: | 2400---- | *
* cure on himself so make sure to do the same     | -------DROP: | Jem Ring | *
* (cure yourselves, not the Materia Keeper,       | -----ABSORB: | FRE----- | *
* obviously) and stay away from Fire attacks.     | ----NULLIFY: | GRV----- | *
* Deathblow works nicely here with your           | ENEMY SKILL: | TRINE--- | *
* character that has the Champion Belt, and you   |_________________________| *
* can also Poison him once you've learned Trine.                              *
* He'll drop the [JEM RING] once it's over.                                   *
*                                                                             *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%

Before continuing make sure to GRAB THAT MATERIA! the [COUNTER ATTACK
MATERIA] that the Materia Loser drops behind. Now follow the new path to
eventually emerge out onto the World Map. Counter Attack can also be won at
the Chocobo Races.

 NOTE - (sigh) The Counter Attack Materia. It may sound pleasing at first,
        the idea of having a 30% chance to Counter each time the bearer is
        hit. That is unless of course your trying to steal an item from your
        enemy. Or you are trying to fill your Limits up, or if you are
        trying to learn an Enemy Skill and you keep accidentally killing your
        opponent. only equip it if you are 100% sure that you actually want
        it.
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - COUNTER ATTACK COMBO                                            [
]                                                                             [
]  A mastered Counter Attack Materia will have a 100% success rate of         [
]  countering, and the more you equip on one character the more times they    [
]  will counter. if you were to equip 8 mastered Counter Attacks onto one     [
]  person along with HP Plus and Cover, then they would retaliate to being    [
]  hit once with 8 attacks! 8 is the maximum you can equip by the way; any    [
]  more and they will not take effect.                                        [
]_____________________________________________________________________________[



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|                                                                             |
| {D1.16} - Rocket Town                                                       |
|                                                                             |
| ITEMS:                                                                      |
|         |_|Yoshiyuki          |_|Drill Arm           |_|Edincoat (Boss)     |
|         |_|Power Source                                                      |
|                                                                             |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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```

--D1.16 A - Meet the Captain, Cid! ("The Moon... Outer Space... My Dreams...")

ENEMIES:	[BATTERY CAP]	[BAHBA VELAMYU]	[VELCHER TASK]	[MYSTERY NINJA Lv 27]
------Lv:	[----------24]	[------------23]	[-----------26]	[------------27]
------HP:	[---------640]	[-----------640]	[----------900]	[----------1120]
------MP:	[----------58]	[------------40]	[-----------28]	[-----------190]
-----EXP:	[---------270]	[-----------285]	[----------320]	[-----------320]
------AP:	[----------32]	[------------20]	[-----------31]	[------------60]
-----GIL:	[---------386]	[-----------280]	[----------350]	[----------1200]
---STEAL:	[------Dazers]	[--------------]	[-------Remedy]	[--------------]
---MORPH:	[------------]	[-----Mute Mask]	[-------Remedy]	[--------------]
--DROP 1:	[----Eye Drop]	[-----Mute Mask]	[----Hi-Potion]	[--------------]
--DROP 2:	[------Dazers]	[--------------]	[-------------]	[--------------]
--ABSORB:	[------------]	[--------------]	[----------PSN]	[--------------]

	[CROWN LANCE]	[NIBEL WOLF]	[VALRON]	[KYUVILDUNS]	[CHOCOBO Lv 22]
------Lv:	[----------20]	[---------23]	[-------24]	[--------24]	[------22]
------HP:	[---------440]	[--------700]	[------950]	[-------800]	[-----220]
------MP:	[----------70]	[-----------]	[-------80]	[----------]	[-----100]
-----EXP:	[---------225]	[--------265]	[------300]	[-------340]	[------10]
------AP:	[----------23]	[---------24]	[-------30]	[--------34]	[-------1]
-----GIL:	[---------400]	[--------260]	[------300]	[-------368]	[-------1]
---STEAL:	[------------]	[Luchile Nut]	[---------]	[----------]	[--------]
---MORPH:	[Dream Powder]	[--Hi-Potion]	[Hi-Potion]	[-Hi-Potion]	[--------]
----DROP:	[---Hi-Potion]	[Luchile Nut]	[Hi-Potion]	[-Hi-Potion]	[--------]
--ABSORB:	[---------LHT]	[-----------]	[---------]	[----------]	[--------]
-NULLIFY:	[---------ERT]	[-----------]	[---------]	[----------]	[--------]
--DOUBLE:	[---------FRE]	[-----------]	[---------]	[-------FRE]	[--------]

NOTE ON ENEMIES:

There are a number of new enemies here as aswell as old ones. Remember that the Mystery Ninja's Lv will vary depending on Cloud's current Lv (unless of course you've already obtained Yuffie).

- Large Forest - Bahba Velamyu, Battery Cap, Valron, Mystery Ninja (25%)
- Small Forest - Velcher Task, Kyuvilduns, Valron, Mystery Ninja (100%)
- Beaches - Crown Lance
- Grass - Velcher Task, Nibel Wolf, Chocobo Level 22

The larger forest is probably the best Limit Break training ground in the entire game! You will encounter the Battery Caps that have a 6x formation and can be hit with L4 Suicide. Also, the Valron here will take out 1/4 of your max HP with his Dive Kick move. Steal a few remedies from the Velcher Task as they can cure you of any Status. The Chocobo tracks west of Rocket Town holds the exact same Chocobo we encountered at the Gold Saucer Area. Lastly, equip items/Materia that protect you from Darkness (Battery Cap), Slow (Bahba Velamyu) and Poison (Velcher Task). Oh, and don't forget the Kyuvilduns are weak against Fire.

--Items - Yoshiyuki, Power Source, Drill Arm
--Boss - Palmer Lv 38 (Edincoat)
--Required gil - 36,600 (or less)

--Extra   - Gold Armlet (recruit equipment)
                 Fort Condor Battle #7 - Superball

As mentioned, the forest area is the absolute number 1 spot in the game for Limit Break Leveling. Don't spend any time in there now, however, there's still a few things to do and collect before we're ready to blast it here properly. For now, head clock-wise around the mountains in a reverse 'C' shape to eventually arrive at Rocket Town.

Head into the first house on the right to rest up for 100 gil. Then leave the Inn and head into the Weapon Shop on the left. Buy the following, deducting any Gold Armlets that you stole from the Dragons in Mt. Nibel (you're about to recruit someone that has a Gold Armlet equipped, also) :

1 x Shotgun   O=O O=O - Vincent   - 3100 gil
2 x Gold Armlet O=O O=O - Armour   - 2000 gil each
1 x Earring   - Accessory - 7500 gil
                               Total - 16,600 gil

NOTE - You can also buy a few Power Wrists here if you want, just bear in mind that the Champion Belt from the Gold Saucer will go down in price very shortly, and I do intend to take you to get a second one. Also, equip the healer of the group with the Earring as so they can heal more HP per Cure.

Equip your characters with their new wears, then head a little to the north to see a man standing outside of a house. Talk to him twice to look up at the rocket with him, and he'll willingly give you the [YOSHIYUKI], a weapon for Cloud that will double in power when one of Cloud's companions are KO'd, and will triple in power when both are KO'd.

Now head inside the house he old man was standing on front of, which turns out to be the Item Shop. Here we can buy a few new pieces of Materia, Barrier (10,000 gil) and Exit (10.000 gil). Exit will make you can escape from battles without having to hold down L1+R1 (so basically it's useless), and Barrier will do the same as Big Guard but without the Haste effect. You only really need to buy these to complete your Materia collection, although a levelled up Barrier can be quite useful.

NOTE - The Exit Materia can be used during the Battle Square to escape whilst still retaining all of your current BP, so it probably is worth getting. Just remember that if you escape the normal way (L1+R1) then you shall lose all of the BP earned in that battle.

There is absolutely nothing to do in the western house, so head over to the eastern most house and search the chest on the right for a [POWER SOURCE].

Now head into the final house on the north to find a chest containing the [DRILL ARM]. That's it for the miscellaneous things to do in Rocket Town so head out of the house you're in via the back door to talk to Shera.

After learning that the Shinra are expected to pay a visit to Rocket Town, you are advised to speak to Cid who is up in his Rocket. Not before.....

] SIDE NOTE - FORT CONDOR BATTLE No.7 [

] Aside from being the longest trek back to the Junon area, this will also [
] be your last. If you had forgotten to flip the ladder down in Mt. Nibel [

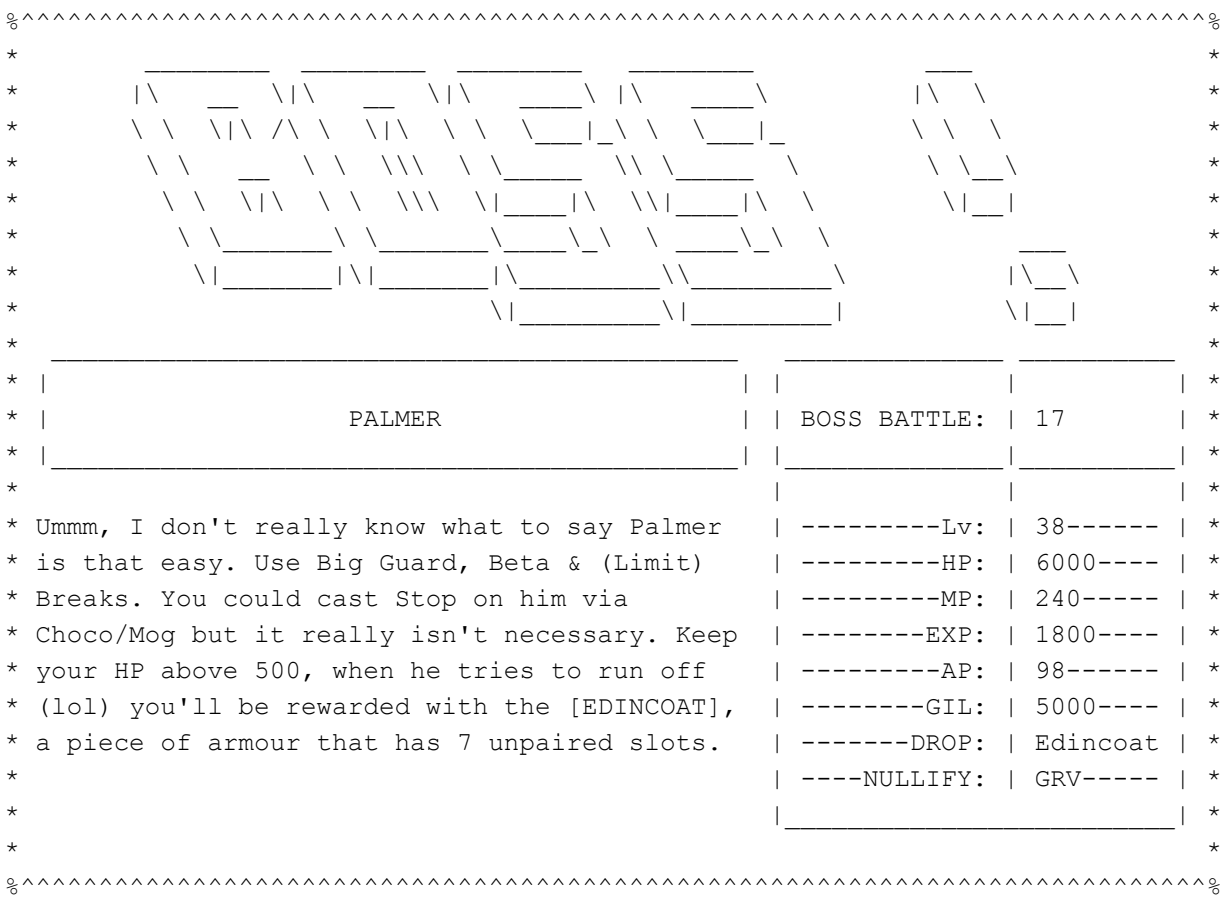
] then you'll have to go the long way round (at least you'd get to hear the [
] beat a little more). Your prize for this battle will be the Superball, a [
] weapon for Yuffie. This has to be fought after talking to Shera but before [
] talking to Cid. [
] [
] NOTE - In case you hadn't noticed by now, most of the weapons we obtain [
] come in batches. By that I mean the previous batch was 4 slotted [
] Double Growth weapons for everyone. The next batch will be the [
] same as the Superball - zero Materia slots but very high attack [
] power (just like the Umbrella for Aeris). These will help for a [
] certain quest. [
]_____[

When you return to Rocket Town make sure to rest at the Inn as there is a (very easy) Boss coming up. Enjoying the reggae attempt once more, head north towards the leaning Shin-Ra Type 26 to speak to The Captain. After naming him [CID], you will have a dialogue option come up. To continue with the story, choose option 1.

Head back into the northern house and make your way to the back to trigger a sequence involving yet another flashback. One of the things that I truly love about this game is how deep the side-characters stories are, Cid's is no different. Once you've regained control of Cloud head out to the front of the house.

Once Shera has beckoned you back into the house you will have time to set up for a particularly easy Boss battle, then head out through the back door and talk to Palmer.

NOTE - Palmer will take double damage from Sleep based attacks. Equip Added Effect with Seal on your weapon to see for yourself!



After watching a short FMV you will finally be able to fly the Tiny Bronco! Well, maybe not fly, more like swim about in shallow water, but it still

beats the buggy. Disembark on the nearby land mass to save, but DO NOT head north up the hill, otherwise you will trigger the start of a sidequest that must be completed before anything else can be done, and there's still a few things I wish for you to do before we embark on that adventure. Time to head anti-clockwise around the World Map for a load more optional sidequests!

NOTE - If you wanted to, you could battle around on the beaches where you landed (Wutai Area) to fight the Adamantaimai. Manipulate it, then have it cast Death Force on your characters to learn the Enemy Skill Death Force. Steal an Adaman Bangle from it aswell. We'll be returning here shortly anyway, so you can learn it then if you like, but it will help at the Battle Square if you plan to return there (which I advise to).

UPDATE - I have now created a map section! For a detailed ASCII map of the world broken into 5 segments, visit section F, or use QSI Link [Maps]. Here you will be able to plot your course accordingly, as you'll be able to clearly see the routes of shallow water that are available.

One last thing to mention before moving on, we have now recruited every character in the game! Assuming of course that you have recruited the two optional characters, Yuffie & Vincent. This shall be the last Limit Break rundown of the walkthrough:

CID HIGHWIND

1-1 BOOST JUMP (default) Attacks an opponent	2-1 HYPER JUMP (60 kills) Attacks all opponents, sometimes dealing [Death]
1-2 DYNAMITE (use 1-1 7 times) Attacks all opponents	2-2 DRAGON (use 2-1 6 times) Attacks and drains the HP/MP from one opponent
3-1 DRAGON DIVE (136 kills) Continuously attacks, sometimes dealing [Death]	4 - HIGHWIND Causes big damage to all opponents Use the item Highwind Found on Disc 2 in the Sunken Gelnika
3-2 BIG BRAWL (use 3-1 5 times) Attacks all opponents	

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|                                                                              |
| {D1.17} - Optional Sidequests No.2                                           |
|                                                                              |
|                                                                              |
| QUESTS:                                                                      |
|                                                                              |
|        A - Great Gospel            D - Bone Village                          |
|        B - Fort Condor Battle 8    E - Limit Break Training No. 5            |
|        C - Gil Farming in Mideel   F - Battle Square                         |
|                                                                              |
| ITEMS:                                                                       |
|         |_|Great Gospel     |_|Champion Belt       |_|Pre-emptive Materia  |
|         |_|Kjata Materia    |_|Speed Plus Materia                          |
|                                                                              |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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NOTE - If you decide to venture into the Gold Saucer then *make sure* not to head into Dio's Showroom in the Battle Square, as that will further the main story and you won't be able to remove Aeris from your party for quite some time after.

¬¬

--D1.17 A - Obtaining The Great Gospel

¬¬

--Items - Great Gospel

From the shores that you crashed near, make your way east and you should start to recognise the Cosmo Canyon Area. Now head towards Nibelheim and cut through the river near to where your buggy will be parked to emerge near Gongaga and the Gold Saucer area (make note of the lagoon to the left along the way). Straight in front of you should be a lone house.

Now that the weapon seller is home, we can enquire about the 'Keystone'. Choose options 1 then 2 to learn a few interesting things (namely the 'Ultimate Destruction Magic'), then choose 3 to trade in the Mythril that you acquired earlier from the sleeping man near Junon (read below if you haven't done that yet). You will then be permitted to open either the smaller box on the 2nd floor or the larger box on the ground floor.

The larger box merely contains a Gold Armlet, so go for the smaller box to obtain Aeris's Lv4 Limit Break manual, the Great Gospel. If you have learned all 6 of her previous Limits then you can go ahead and have her learn this straight away! Remember that you can make use of the bed here aswell.

NOTES - You can actually go back to the sleeping man for an infinite amount of Mythril, although you can only carry one at a time. If you wanted to you could go back to Junon in your buggy (you can't access it via plane), talk to the sleeping man in the cave found across the river by the forests to hear your battle count stat. Then battle around until the final two digits of your battle count are odd to obtain another Mythril.

- Every time you learn a Lv 4 Limit Break, you'll unlock a trophy.
  When you learn Great Gospel you'll obtain the See The Light Trophy.

--D1.17 B - Fort Condor Battle No. 8

From the lone house head south first and then east. You'll eventually come to a pyramid surrounded by forest. Remember its location and keep heading around it to navigate the tight gulley. Disembark at the beaches near to Fort Condor, your prize this time will be 3 x Turbo Ethers. If you've missed out a few battles, then I suggest completing the next few battles until you at least obtain the Superball.

NOTE- If you have less than 4000 Gil, read the next section to learn how to raise some in the shortest amount of time possible!

Strategy Update - You should really be getting the hang of this now. What I'm doing is creating 3 x Attackers scattered across the map, and as soon as the battle begins I'm slowing the speed down to one (with L1). I'll then command each troop to make their way down the hill as far is they can go. As enemies appear I will create a new soldier as far downhill as I can that is suited to the enemy that awaits.

If you haven't realised by now, you can end the battle prematurely by wiping out every single opponent in play. This is what you want to be aiming for, there's no need to hang around for the Boss. Just go all out on the offensive, and keep instructing your troops to head south. Speed the battle bar up to 4 once all commands have been given, then slow it back down when you need to give more commands. With this strategy you should never need to buy anything other than the three 'elemental' types (or 'rock-paper-scissors' types, you know what I mean), although feel free to experiment if you'd like to spice things up a little bit.

--D1.17 C - Gil Farming in Mideel

ENEMIES:	[SEA WORM]	[SPIRAL]	[HIPPOGRIFF]	[HEAD HUNTER]
------Lv:	[22]	[39]	[37]	[30]
------HP:	[9000]	[2800]	[3000]	[2000]
------MP:	[200]	[100]	[280]	[100]
-----EXP:	[1300]	[700]	[800]	[650]
------AP:	[200]	[80]	[80]	[80]
-----GIL:	[5000]	[1300]	[1500]	[1000]
---STEAL:	[Dragon Scales]	[X-Potion]	[]	[Tranquilizer]
---MORPH:	[Dragon Scales]	[Guard Source]	[]	[]
----DROP:	[Turbo Ether]	[Hi-Potion]	[Echo Screen]	[Ether]
--ABSORB:	[ERT]	[]	[]	[]
-NULLIFY:	[GRV]	[]	[]	[]
---HALVE:	[FRE]	[]	[]	[]
--DOUBLE:	[ICE]	[]	[]	[]

NOTE ON ENEMIES:

| |
| Make sure to have either the Peace Ring or Added Effect=Mystify equipped |
| to protect you from the Hippogriff's L2 Confuse. That person also ideally |
| wants to have an Enemy Skill equipped (for White Wind) or All=Heal (Esuna) |
| to be able to cure your characters from Confusion. You may want to equip a |
| Fairy Ring to protect you from the Sea Worm's Sandstorm move, which by the |
| way can only be fought at the beaches. Equip Elemental=Shiva on your |
| strongest character, as well as Counter Attack. The Head Hunter can only |
| be found in grassy areas. |
+---+

Follow the coastline around Fort Condor whilst heading for the land mass in the south eastern corner of the map. If you pass the Chocobo Ranch then you've gone too far. You should be able to disembark on the beaches of a dirt area with a small bit of grass. You'll know if you're in the correct area because it'll read 'Mideel Area' in the Menus.

You won't be able to access Mideel just yet, but you can fight the Sea Worm on the beaches for 5000 gil a pop! Not to mention 200AP! The Dragon Scales will help for the Battle Square, but they won't drop Turbo Ethers if you steal from them. With a whopping 9000HP, you may want to equip Ice on the character/s that don't have the Elemental=Shiva combo. The Sea Worms will be our main source of gil for the time being. Don't forget about the Enemy Lure Materia.

The Spirals give out tremendous amounts of EXP, but we really, really don't want that just yet. The only reason you'd want to battle them is for their X-Potions. They come in formations of 2 and 3, so two battles with them will net you 4 - 6 X-Potions, which will help for later.

I CAN'T STRESS THIS ENOUGH DO NOT spend a lot of time here. I battled the Sea Worms until I had 30,000 gil and I'd stolen 4 X-Potions then I left. The higher the level we become the easier (and subsequently more boring) the game will become. Make sure to leave with a minimum of 20,600 gil. It may be worth killing off one or two of your players so that they don't earn any Exp (remember that everyone who isn't in your party receives 0.5x the Exp earned in-battle).

NOTES - If you *haven't* been following this guide to the letter, and you're a low levelled wuss that plans to train here for a bit, then make sure to swing by Bone Village once you have 20,600 gil. You can buy some great Double Growth Armour there!

- We're going to be spending a little bit of time Limit Leveling shortly on, so don't worry too much if you don't raise a shed load of gil now. You'll need 20K for Bone Village, 30K for a Golden Ticket, 5K to play with in the Gold Saucer and 12K for the remaining 2 MP Plus's (unless you've already obtained them). The Golden Ticket is optional at this stage, and you could just spend 3K for the entrance fee.

- BIG THANKS to trueOgre_Killer for pointing this out - an incredibly easy way to earn gil without Leveling up is to battle around near Bone Village until you encounter 2 x Trickplay (Steal from the Vlakorados if you encounter it). The trickplay have a 17.4% chance of using Gold Mountain, which will add 800 to their value. In one battle I was able to walk away with roughly 40,000 gil, and less than 1000 EXP! Nice! Just watch out for L4 Suicide. Gold Mountain costs them 0MP to cast, so they can keep using it indefinitely.

- If an enemy has more than 30,000 HP, which the Vlakorados has, then you will not be able to cast Sense on that enemy.

--D1.17 D - Bone Village

--Items - Kjata Materia
--Required gil - 20,600

From Mideel head north along the eastern side of the continent. If you wanted to you could stop off by the Chocobo Ranch to learn L4 Suicide and/or Chocobuckle for your 2nd Enemy Skill if you haven't already, but it isn't necessary just yet. You could also learn Matra Magic near Midgar if for some weird reason you haven't obtained it already.

If you wanted to, you could stop by at Kalm to buy another Steal Materia (to make 3) for 1200 gil each. Not only will this help us when we need to steal rare items, but also...

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - MUG                                                            [
]                                                                            [
] Just like with the Counter Attack Materia, we kind of do and don't want    [
] Mug, which is what Steal will become once it's levelled up. Yes it's nice  [
] being able to weaken our opponent whilst also attempting to steal from     [
] them, but it can be rather frustrating when you end up killing them with a [
] critical blow. My advice is that when you level Steal up, keep it equipped [
] but also equip another Lv 1 Steal onto someone else.                       [
]                                                                            [
]  NOTE - There is a glitch involving Vincent using Mug to skip out          [
]         animations. Use QSI Link [Vincent Mug Glitch] for more details.    [
]____________________________________________________________________________[
```

From Kalm head north then west passing Midgar to your left. If you haven't already, enable the mini-map in the lower right corner and head for the marked area on the Northern Continent. You'll know if you're in the right area because you'll see some giant dinosaur bones surrounded by a peculiar forest.

NOTES - I don't plan on battling here, so I won't give an enemy description until we revisit this place during the story. Just note that if you encounter the Vlakorados (a red dragon) here then you may wish to consider escaping from these things as they have an insatiable 33,333 HP! Do steal a Carob Nut from them however....

- As mentioned, the Trickplay a great source of Gil at this stage in the game.

Once inside Bone Village you can talk to the guy on the right to enquire about Sephiroth, otherwise talk to the guy sitting down on the left to buy 3 x Diamond Bangles (3200 each) and 3 x Rune Armlet (3700 each) coming to 20,600 gil. We now have 4-slotted Double Growth Armour for everyone, yippee!

Now climb up the ladders to the right and head through the exit on the left. After heading through one screen, you'll arrive in the sleeping forest. You won't be able to progress just yet, but you can obtain the Kjata Materia

here. Stand at the base of the first tree you see on the left and after about 4 seconds a red Materia orb will start floating upwards. GRAB THAT MATERIA! the [KJATA MATERIA]. If you don't get it now then you can get it later on.

NOTES - If you're Materia inventory is full then the game would normally disallow you from picking up any more pieces. Kjata unfortunately is glitched, and if you were to pick it up with a full Materia inventory then you would remove Kjata from the screen without adding it to your inventory, thereby losing it forever.

- Kjata will hit for Fire, Ice, Lightning & Earth. This isn't always a good thing as the enemies strengths could end up softening the blow. Equipping Kjata with the Elemental Materia has absolutely no affect whatsoever.

- Kjata has been re-translated as 'Kujata' in the Steam/PS4 release. I'll be referring to the summon as its original, mis-spelt name - Kjata.

--D1.17 E - Limit Break Training No. 5

This will be the last time this guide will focus on Limit Break training as the large forest near Rocket Town/Mt. Nibel is the ultimate spot that you can keep coming back to (head west from Bone village). Do not spend more time here now than is necessary, in fact I'm only getting a few kills with Vincent and a few uses of Cid's 1-1 then I'm moving on. Once Cloud hits 35, stop training (even that may be a little too high). This is a very long game, and right now we're roughly a third of the way through it, so there's no need to Limit level everyone to the max straight away.

If you are planning to level up here then I suggest you make use of the Rune Armlets, and don't forget about the Enemy Lure Materia. Trine will take out the 6 x Battery caps in one hit, and Manipulating the Valrons is the best way to fill up your Limits. Here is my set up:

1) Cloud - Lv 33 (Back)

Rune Blade - Gravity, Heal, Restore, Manipulate
Rune Armlet - Steal, Long Range, Enemy Lure, HP Plus
Earring

2) Vincent - Lv 32 (Back)

Sniper CR - All=Restore, Enemy Skill, MP Plus
Rune Armlet - Revive, Deathblow, Counter Attack, HP Plus
Champion Belt

3) Cid - Lv 32 (Front)

Spear - All=Time, Enemy Skill, Cover
Rune Armlet - Poison, Earth, Elemental, HP Plus
Sprint Shoes

Just to re-cap, here is a table listing the requirements of each Limit Level. The same table can be found in section E.02.

	Lv 1-1	Lv 1-2	Lv 2-1	Lv 2-2	Lv 3-1	Lv 3-2
Cloud	Default	8 Uses	120 Kills	7 Uses	320 Kills	6 Uses
Barret	Default	9 Uses	80 Kills	8 Uses	160 Kills	6 Uses
Tifa	Default	9 Uses	96 Kills	7 Uses	192 Kills	6 Uses
Aeris	Default	8 Uses	80 Kills	6 Uses	160 Kills	5 Uses
Red XIII	Default	8 Uses	72 Kills	7 Uses	144 Kills	6 Uses
Yuffie	Default	8 Uses	64 Kills	7 Uses	128 Kills	6 Uses
Cait Sith	Default	N/A	40 Kills	N/A	N/A	N/A
Vincent	Default	N/A	40 Kills	N/A	96 Kills	N/A
Cid	Default	7 Uses	60 Kills	6 Uses	136 Kills	5 Uses

Here are my Limit levels once I was done:

```
    Cloud: Lv 35 Limit 2-2 Climhazzard
   Barret: Lv 30 Limit 2-2 Hammerblow
     Tifa: Lv 31 Limit 2-2 Meteodrive
    Aeris: Lv 30 Limit 4-1 Great Gospel
 Red XIII: Lv 32 Limit 2-2 Stardust Ray
   Yuffie: Lv 31 Limit 1-2 Clear Tranquil
Cait Sith: Lv 29 Limit 1   Dice
  Vincent: Lv 34 Limit 2   Death Gigas
      Cid: Lv 33 Limit 1-2 Dynamite
```

Once you're happy with your Levels and you're ready to move on you'll have a few options available to you. If you weren't too keen on grinding the Super Dunk machine at the Gold Saucer and you don't fancy bashing it out some more to obtain some prizes at the Battle Square, then you can skip out the next section and jump straight to Yuffie's Sidequest. Just bear in mind that the Champion Belt has now gone down in price and can be obtained for 25,600 BP, and having two of these will massively help for Yuffie's Sidequest.

NOTE - If you're passing through Cosmo Canyon, you should stop by to grab some MP Plus Materias so that you own 3.

- (Best Bromance) If you have been following my guide to the letter, then you should have done everything necessary to secure Barret as the winner of the affection game, however completing Yuffie's sidequest will boost her affection towards you. This shouldn't matter, but If you wish to play it safe, then I suggest (after you've finished up with the optional Gold Saucer stuff) skipping down to section D1.19 - Gold Saucer Re-visited before doing Yuffie's sidequest.

--D1.17 F - Battling it Out at The Battle Square (again)

--Items - Champion Belt (25,600 BP), Speed Plus Materia (12,800 BP),
Pre-Emptive Materia (6400 BP)

Now that all of the prizes have gone down in price I recommend heading back to the Gold Saucer. Before heading to the rope-way, first equip all three characters with the Steal Materia and head to the rope bridge just past North Corel. Battle around to steal some Right Arms from the Bombs here, they really do tremendous amounts of damage to all enemies.

Once you're ready to head up the rope-way, set Cloud up with the following and rest in North Corel so that you enter the Gold Saucer with max HP/MP.

Cloud - Lv 35 (Back)

Butterfly Edge - Heal, Restore, Enemy Skill, Deathblow
Diamond Bangle - Added Effect=Time, Counter Attack, Long Range, HP Plus
White Cape

Inflict Cloud with Sadness after you have slept in the Inn.

If you don't have enough to buy the Gold Ticket for 30,000 gil, then don't fret. As soon as you enter the Gold Saucer, head over to the Ghost Square to stock up on items, particularly Echo Screens. Then head to the Wonder Square to accumulate roughly 150 GP from the Super Dunk Game.

When you're ready, head back to the station and save your game for 5GP, then head to the Battle Square. **DO NOT** head into the showroom to the right of the arena as that will further the story, which will mean that you will not be able to take Aeris out of your party until after the Temple of the Ancients.

The enemies here now are quite harder, and you will probably find yourself dying more than you did previously. Trine will be your best friend. Use the Exit Materia or Smoke Bombs if you have any to escape from the battle whilst retaining all of your BP. Always play it safe, cast Big Guard on the 7th battle to prepare yourself for the 'All Materia Broken Handicap', and remember, the harder the handicap the higher the BP reward. That only really matters for the final two handicaps though.

Remember to use Laser on the Ghirofelgo, and L4 Suicide on the Dragon and Ying Yang.

You'll notice that Cloud's Level 4 Limit Break, Omnislash is now available for a whopping 51,200 BP! This will go down in price eventually, and we will be able to gain GP much more easily when that does happen, so unless you've got a lot of time to spare then I suggest just getting a 2nd Champion Belt, the Speed Plus Materia and the Pre-Emptive Materia for a total of 44,800 BP.

Use any BP that you have left over on buying another Enemy Lure to make three in total as the effects will stack with each other, then buy Bird Wings and Remedys. The S-Mines are a waste of BP. If you have any GP left over then I suggest trying to score over 5000 in the Speed Square to obtain the Umbrella, just remember to save first. If you do manage to nab the weapon then it will help later on, but it's so bloody hard to do so that I wouldn't blame you if you decided to give up! I managed to obtain it by watching more than a few youtube vids more than a few times.

NOTE - If you're playing on the PC/PS4 version, then you can shoot the
Zeppelin propeller to gain a ridiculous amount of points, making the

Umbrella easily obtainable. Look it up!

And that just about wraps up all of the optional Sidequests, for now. That is of course excluding Yuffie's Sidequest, probably the biggest sidequest of the game. You have a few varying options available to you now. Seeing as you can complete her sidequest at any point before the end of Disc 2, you could if you wanted to come back later on to complete it. If this is what you want to do then head into Dio's Showroom to continue on with the story and skip to section D1.19 - Gold Saucer Re-visited. Otherwise head back to the Tiny Bronco and then make your way to the land mass west of Rocket Town.

NOTES - If your characters are currently at a fairly low level then it would be worth considering completing the Temple of the Ancients first before doing Yuffie's sidequest. The weapons found there, like the Umbrella, will massively help out.

- If you plan on taking Aeris along to do Yuffie's sidequest, then I would advise continuing on with the main part of the story, as it requires you coming back to the Gold Saucer to engage in a battle at the Battle Arena. Doing so now would save you having to re-equip yourself, and would also save you the entrance fee (assuming you haven't bought a Golden Ticket yet). Skip down to D1.19 if this is for you. This is also recommended if you're after the Best Bromance Trophy. Once you commit yourself to the next step of the story, you won't be able to remove Aeris from your party until after the Temple of The Ancients.

```
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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D1.18} - Yuffie's Sidequest                                               |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Magic Shuriken     |_|Elixir             |_|HP Absorb Materia   |
|         |_|Hairpin            |_|Dragoon Lance      |_|Ice Ring [Boss]     |
|         |_|MP Absorb Materia  |_|Peace Ring (Boss)  |_|All Creation (Boss) |
|         |_|Swift Bolt                                                        |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D1.18 A - Wutai ("After the war, we got peace, but we lost something else. Now look at Wutai...")

```
  #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
  >  ENEMIES:  *************                                  ************  <
  >           [ ADAMANTAIMAI] [ THUNDERBIRD] [  TAIL VAULT] [  RAZOR WEED] <
  >            *************                                  ************  <
  > ------Lv: [-----------30] [----------28] [----------28] [----------27] <
  > ------HP: [---------1600] [---------800] [---------960] [--------1000] <
  > ------MP: [----------240] [----------80] [------------] [---------145] <
```

```
  > -----EXP: [----------720] [---------385] [---------440] [---------375] <
  > ------AP: [----------100] [----------36] [----------36] [----------30] <
  > -----GIL: [---------2000] [---------420] [---------380] [---------350] <
  > ---STEAL: [Adaman Bangle] [--Bolt Plume] [------------] [------------] <
  > ---MORPH: [-------------] [--Swift Bolt] [------------] [------------] <
  > --DROP 1: [Dragon Scales] [---Hi-Potion] [Phoenix Down] [---Hi-Potion] <
  > --DROP 2: [-Phoenix Down] [-Echo Screen] [------------] [Tranquilizer] <
  > --DROP 3: [-------------] [--Bolt Plume] [------------] [---Loco Weed] <
  > --ABSORB: [-------------] [---------LHT] [------------] [------------] <
  > -NULLIFY: [----------GRV] [------------] [------------] [------------] <
  > -E-SKILL: [--DEATH FORCE] [------------] [------------] [MAGIC HAMMER] <
  >                                                                       <
  >                                                                       <
  >           [BIZARRE BUG] [  EDGEHEAD] [ ATTACK SQUAD] [CHOCOBO Lv 30]  <
  >                                                                       <
  > ------Lv: [---------28] [--------27] [-----------34] [-----------30]  <
  > ------HP: [--------975] [-------900] [---------1300] [----------300]  <
  > ------MP: [-----------] [--------80] [----------100] [----------100]  <
  > -----EXP: [--------420] [-------370] [----------300] [-----------10]  <
  > ------AP: [---------40] [--------36] [-----------10] [------------1]  <
  > -----GIL: [--------340] [-------385] [----------420] [------------1]  <
  > ---STEAL: [-----------] [----------] [8-Inch Cannon] [-------------]  <
  > --DROP 1: [---X-Potion] [Smoke Bomb] [-Tranquilizer] [-------------]  <
  > --DROP 2: [-----------] [----------] [-------S-Mine] [-------------]  <
  > --ABSORB: [-----------] [-------LHT] [-------------] [-------------]  <
+-#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#-+
|                              NOTE ON ENEMIES:                           |
|                                                                         |
| Both Death Force and Magic hammer can only be learnt by Manipulating the  |
| enemy. Death Force will make you invulnerable to 'Death' for one battle   |
| which can prove quite useful. Not nearly as useful as Magic Hammer which  |
| will drain 100MP out of all opponents! This should save on Ethers, just   |
| bear in mind that it costs 3MP to cast. The Adaman Bangles are worth      |
| Stealing, also.                                                         |
+-------------------------------------------------------------------------+
```

--Items - Magic Shuriken, Hairpin, MP Absorb, Swift Bolt, Elixir
--Extra - Turtle Paradise Poster #6

If you're struggling to find the shoreline that you're supposed to be looking for, then head for the ocean closest to Cosmo Canyon. With Cosmo directly behind you, head west to find the dirt beach that you're after on the left. Oh, and it goes without saying that you must have recruited Yuffie in order to embark on this quest. If for some weird reason you still haven't then head to the forests near Rocket Town, now!

NOTES - While Yuffie's sidequest doesn't have to completed now, it does has to be done prior to the end-of-Disc-2 events. If you fail to partake in the sidequest then you shall be forever missing out on the MP Absorb Materia. You *can* still partake in the added mini-quest (The Pagoda) on Disc 3 if you haven't completed Yuffie's main sidequest first.

- For a detailed map of Wutai see section F.03.

Before making your way up the hill, battle around on the shoreline to encounter the Adamantaimai to steal 3 x Adaman Bangles from them, and to learn the Enemy Skill Death Force if you haven't already. The Adaman Bangles

have very high defence from physical attacks, but only two Materia Slots. Remember that the Magic Defence stat is always fixed to your Spirit level, so you don't actually lose anything even though the weapon stat for Magic Def will be in red (this bug has been fixed in the Steam/PS2 versions). You won't encounter the Razor Weed until further up past the dirt area.

NOTE - I sometimes arrange my Party according to what's about to happen in the storyline. I have always brought Tifa & Aeris along on this one, although I have a feeling Barret & Red XIII were meant to tag along...

Start heading up the hill to engage in an altercation with two Shinra Guards. You'll have to fight the Attack Squads which are fairly easy.... but something's missing....

Wait, what the..... That #%*%&!!! Ok, so now you know why I've recommended a 2nd Champion Belt, we're going to be relying on pure strength for this side quest. Equip the Adaman Bangles too, and also any high attack-powered weapons (like the Umbrella). If you had Yuffie in your party when you went into the fight then she will leave your party and Barret will join once the fights over. Unless Barret was already in your party, in which case Red XIII shall join.

NOTE - Yuffie can only steal 48 pieces of Materia, if you have more then 48 then you will be left with a few to play with. There is a particular order to the Materia she take:

01 Master Summon	22 Slash-All	43 Odin	64 Cover
02 Knights of Round	23 EXP Plus	44 MP Turbo	65 Destruct
03 Master Command	24 Alexander	45 Titan	66 Gravity
04 Master Magic	25 Kjata	46 Ramuh	67 Time
05 Bahamut ZERO	26 Bahamut	47 Deathblow	68 Barrier
06 W-Summon	27 W-Item	48 Ifrit	69 Exit
07 W-Magic	28 Contain	49 gil Plus	70 Transform
08 Mega-All	29 HP<->MP	50 Counter Attack	71 Mystify
09 Counter	30 Morph	51 Shiva	72 Seal
10 Typoon	31 Steal As Well	52 Long Range	73 Revive
11 Hades	32 Added Cut	53 Pre-emptive	74 Earth
12 Quadra Magic	33 Final Attack	54 Chocobo Lure	75 Poison
13 Mime	34 Manipulate	55 Choco/Mog	76 Sense
14 Magic Counter	35 Sneak Attack	56 Enemy Away	77 Steal
15 Ultima	36 Added Effect	57 Luck Plus	78 Heal
16 Shield	37 Comet	58 Magic Plus	79 Restore
17 Full Cure	38 Elemental	59 Speed Plus	80 Lightning
18 Neo Bahamut	39 Throw	60 Enemy Lure	81 Ice
19 Phoenix	40 Leviathan	61 All	82 Fire
20 Enemy Skill	41 HP Absorb	62 HP Plus	83 Underwater
21 Double Cut	42 MP Absorb	63 MP Plus	

This was my load-out following the fight:

1) Cloud - Lv 36 (Front)

Yoshiyuki - Ice, Fire
Adaman Bangle - Sense, Steal
Fury Ring

2) Tifa - Lv 32 (Front)

Tiger Fang - Heal, Restore, Ice, Fire
Silver Armlet - Sense, Steal
Champion Belt

3) Aeris - Lv 31 (Front)

Umbrella -
Adaman Bangle - Restore, Steal
Champion Belt

Obviously having the Fury Ring attached to Cloud will make his Materia set-up obsolete, but at least they will still receive AP. It's completely up to you of course, the Sprint Shoes or the Power Wrist would make a suitable alternative.

NOTE - Comically, it is possible to sell/discard every single piece of Materia prior to the sidequest, and still embark on it! It wouldn't make much sense, and you wouldn't be able to leave Wutai until he had his Materia back.... all 0 pieces of it! Lol

Make your way across two bridges, then head south and under the bridge you just crossed. Now make your way north to cross a third bridge then keep heading north to eventually arrive at Yuffie's home-town, Wutai!

SIDE NOTE - MATERIA CAVES

Dotted around the map are 4 Materia caves that can only be accessed by 'special' means. You'll probably spot one these caves whilst on your way to Wutai. You would've also spotted one on your way to North Corel. The Materia held within these caves are quite special, more on how to obtain them later on. (You just gotta love this game for its abundance of collectables and things to do, if nothing else!)

As soon as you enter the tranquil town of Wutai you'll see Yuffie. We're going to be visiting each house soon enough, so for now make just your way to the save point then head north west to the tall Pagoda.

In the next screen along head into the house on your right where you can rest for free in the room just on the left. Once you've slept, head through the concealed passage way on the left to find a chest containing the [MAGIC SHURIKEN].

Now head back to the entrance and this time go right. You'll see an obviously hidden door on the lower right of the screen, head down another passage way for the [HAIRPIN].

Back out of the corridor then talk to the sleeping man in the northern room several times. He will eventually reveal himself to have been lying, and once Godo and Yuffie have finished arguing make your way back into the main part of Wutai (you could chase after Yuffie if you wanted to, but it would be in vain).

Before continuing, stop by the south western most building which just so happens to be - the Turtle Paradise! Here you can engage in some dialogue with the Turks here, you can also read their promotional advert just outside on the billboard (make sure to do this).

When you're ready, head into the house next to the save point and open the

chest for the [MP ABSORB MATERIA], GRAB THAT MATERIA! We can buy items from the shop a little later on, but for now we just want our Materia back!

Head to the very entrance of Wutai and enter the house on the right. You'll find Yuffie hiding behind the curtain rack. Next make your way over to the Turtle Paradise. In case you didn't spot it yourself, she's hiding in the pot just outside. Smash it a few times to annoy Yuffie, she'll then concede and agree to give you your Materia back.

After watching a commotion stirring with the Turks, you'll eventually regain control of Cloud. Head downstairs and check the notice just outside for the [Turtle Paradise Poster #6]. It doesn't matter which switch you pull here, the outcome is always the same. Flick the switch once more, then leave Yuffie's house.

Head all the way back to the tall Pagoda, but this time head to the structure on the left. Ring the bell here to open up (yet another) secret passageway. After bumping into a certain randy little fellow, you'll be able to open the chests here for a [SWIFT BOLT] and an [ELIXIR].

Head upstairs now to somehow end up in a fight with the Shinra. It'll be the same Attack Squads that you fought near the bridges earlier. Once you've annihilated them step outside and talk to Reno, then head over to the save point and save.

Now would be a good time to head into the shop to the left to stock up on a few Fire Veils and Swift Bolts. Also, you can buy the Choco Feather here for 10,000 gil, but if you've got the Sprint Shoes then it isn't really necessary. Plus, you'll have a shot at obtaining one for free the next time we visit the Gold Saucer, anyway (which really isn't that hard).

NOTE - I know I have recommended Aeris & Tifa for this sidequest, just bear in mind the upcoming Boss is pretty solid, especially with your lack of Materia. If you're a low level, consider choosing your strongest and preferably long ranged characters to have by your side. I'm more than confident with my current level, so I'm sticking with Tifa & Aeris.

¬¬
--D1.18 B - Da-chao Statue (“I think I've just found a new HOBBY!”)
¬¬

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#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                ************      <
>            [  JAYJUJAYME] [    FOULANDER] [       GARUDA] [  RAZOR WEED]    <
>                                                          ************      <
> ------Lv: [----------28] [-----------27] [-----------29] [----------27]    <
> ------HP: [---------640] [----------800] [---------1400] [--------1000]    <
> ------MP: [----------20] [----------100] [----------200] [---------145]    <
> -----EXP: [---------410] [----------440] [----------520] [---------375]    <
> ------AP: [----------35] [-----------34] [-----------30] [----------30]    <
> -----GIL: [---------350] [----------460] [----------520] [---------350]    <
> --DROP 1: [Deadly Waste] [Lunar Curtain] [Light Curtain] [---Hi-Potion]    <
> --DROP 2: [------Remedy] [----Fire Veil] [----Mute Mask] [Tranquilizer]    <
> --DROP 3: [----X-Potion] [-------------] [---Bolt Plume] [---Loco Weed]    <
> --DROP 4: [------------] [-------------] [--Ice Crystal] [------------]    <
> --ABSORB: [------------] [----------FRE] [-----LHT--ICE] [------------]    <
> -NULLIFY: [------------] [-------------] [----------ERT] [------------]    <
> --DOUBLE: [------------] [-------------] [----------WND] [------------]    <
```

```
> -E-SKILL: [------------] [-------------] [-------------] [MAGIC HAMMER]    <
>                                                                            <
>                          #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [BIZARRE BUG] <                  NOTE ON ENEMIES:                |
>                         <                                                  |
> ------Lv: [---------28] <  With little to no Materia there isn't much      |
> ------HP: [--------975] <  strategy to talk about. Try to obtain a few     |
> -----EXP: [--------420] <  Fire Veils and Bolt Plumes as they'll help for  |
> ------AP: [---------40] <  the upcoming Boss.                              |
> -----GIL: [--------340] <                                                  |
> ----DROP: [---X-Potion] <                                                  |
#~~~~~~~~~~~~~~~~~~~~~~~~~#--------------------------------------------------+
```

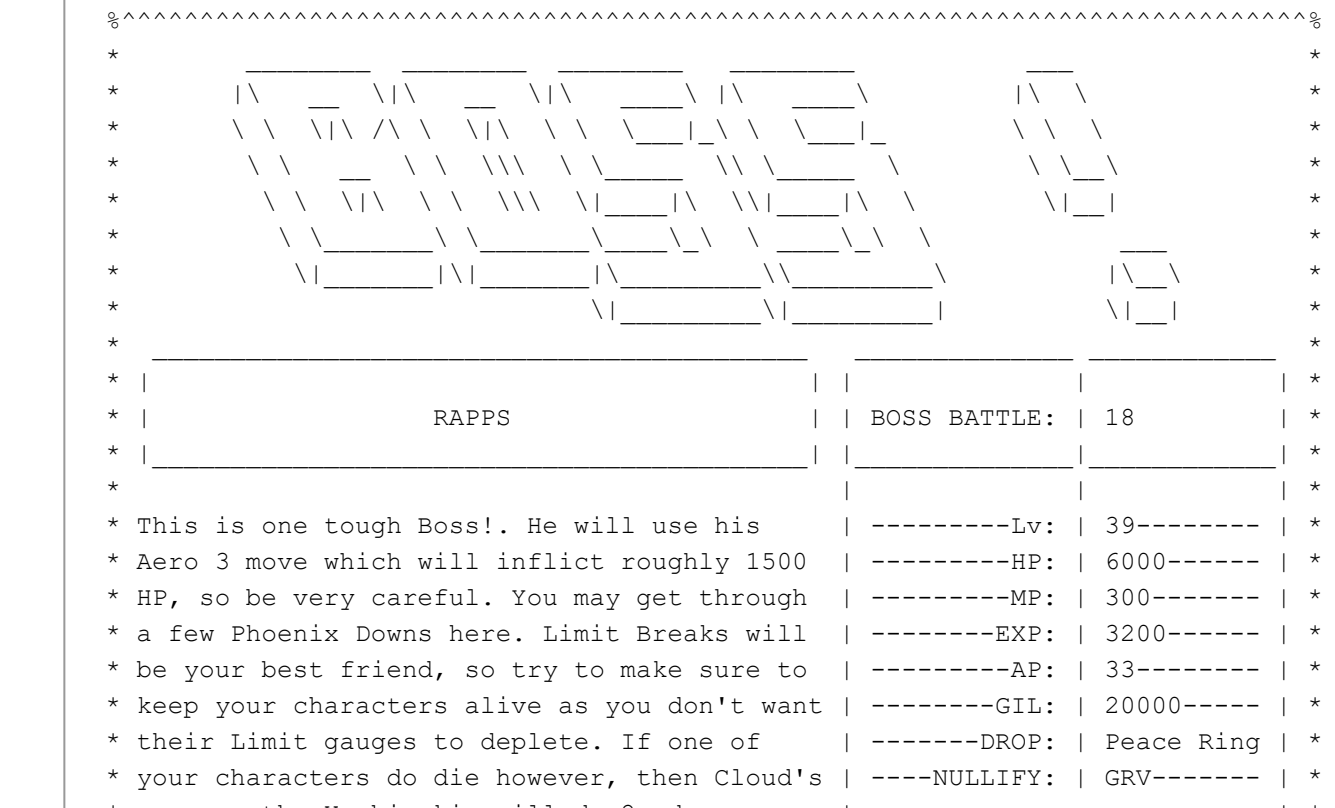
--Items - Dragoon Lance
--Boss - Rapps Lv 39 (Peace Ring)

Make your way north from the save point over a bridge to arrive at the foot of the statue. Heading left towards the Goku statue leads to nothing, so head along the right path. Heading right once more will lead to nothing so keep heading round to the left.

Heading north leads to nothing, so head into the cave. Here you'll find a green chest containing the [DRAGOON LANCE]. We'll be returning to this spot much later on in the game to put those flames out; there are some pretty decent items concealed behind them.

Now head out of the caves but, before heading south consider battling until all of your Limit Breaks are full, this is going to be one tricky Boss! If you've still got the Fury Ring equipped onto Cloud then I suggest replacing it with the Sprint Shoes. Also, put all of your characters in the back row and arrange your items by 'Type'. Don't forget to heal.

When you're ready head into the southern screen to see what Don Corneo's up to, he'll eventually release his new pet, Rapps (as opposed to 'Aps', Boss Battle 3)!



```
* and if two characters were to die then it                                  *
* would deliver 3x damage. A risky strategy, but effective. Don't forget to  *
* use your battle items such as Swift Bolts and Fire Veils. Once he is       *
* destroyed you'll receive another [PEACE RING], as well as a whopping       *
* 20,000 gil!                                                                *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

After the Boss you'll have the same dialogue options as that you had the last time you encountered Don Corneo, and like before it doesn't matter which one you choose although 2 is the correct answer. Eventually, Yuffie will have given you back your Materia and you'll have control of Cloud again on the World Map. We're not quite finished with Wutai just yet, so head back inside.

```
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--D1.18 C - The Pagoda ("Come as if you're trying to kill me! If you don't...
                                                 then I'll have to kill you!")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

--Items        - HP Absorb Materia
--Boss         - Gorkii Lv 30, Shake Lv 32, Chekhov Lv 34 (Ice Ring),
                 Staniv Lv 36, Godo Lv 41 (All Creation)
--Required gil - 54,800
--Extra        - Turtle Paradise Poster #7, Turtle Paradise Reward:
                 Power Source, Guard Source, Magic Source, Mind Source,
                 Speed Source, Luck Source & Megalixir.
                 Leviathan Materia
```

Run directly north from the entrance to enter the house that's full of cats. The stairs that are right in front of you were previously blocked, but you can now climb them to find a chest containing the [HP ABSORB MATERIA], GRAB THAT MATERIA!

Now head back outside and enter the building to the left of the entrance which is the now opened Weapon Shop. Every weapon here is new, but they also come with a hefty price tag:

```
1 x Murasame          O=O O=O O  - Cloud      - 6500 gil
1 x Diamond Knuckle   O=O O=O O  - Tifa       - 5800 gil
1 x Chainsaw          O=O O=O O  - Barret     - 6300 gil
1 x Aurora Rod        O=O O=O O  - Aeris      - 5800 gil
1 x Gold Barrette     O=O O=O O  - Red XIII   - 6000 gil
1 x Slash Lance       O=O O=O O  - Cid        - 6500 gil
1 x Blue M-Phone      O=O O=O O  - Cait Sith  - 5500 gil
1 x Razor Ring        O=O O=O O  - Yuffie     - 6000 gil
1 x Shortbarrel       O=O O=O O  - Vincent    - 6400 gil
                                      Total - 54,800 gil
```

NOTES - In my opinion the Murasame is the baddest looking sword for Cloud, probably because it's a perfect copy of Sephiroth's Masamune Blade.

- If you can't afford every item, then be sure to grab Yuffie's Razor Ring!

Purchase what you will, just remember that you have a limitless gil supply from the Sea Worms in Mideel, and Trickplay near Bone Village. Next make your way into the Turtle Paradise to read the final [Turtle Paradise Poster #7] just outside on a billboard if you haven't already. Now head inside to claim

your prize!

] SIDE NOTE - FINISHING THE TURTLE PARADISE SIDE QUEST [

] If you've been paying close attention to this guide then you will have read all 6 Turtle Paradise Newsletters that are scattered across Gaia, and also the promotional newsletter just outside of the Turtle Paradise. Talk to the guy behind the counter to claim your prize:

] 1 x Power Source, 1 x Guard Source, 1 x Magic Source, 1 x Mind Source, 1 x Speed Source, 1 x Luck Source & 1 x Megalixir. Not bad, eh'?

] If you have missed a newsletter then you will not be able to claim your prize. Here is a recap of where you can find all 7:

] 1.) Midgar - Sector 5 Slums in the Sleeping Boy's room. If you missed this the first time around then you can revisit this area much later on during Discs 2 + 3.

] 2.) Midgar - 1st Floor of the Shinra HQ. You only have 2 opportunities in the game in which you can read this. If you missed it the first time around then you'll have to wait until the end of Disc 2 when you re-visit Midgar.

] 3.) Gold Saucer - Ghost Square in the Hotel Lobby.

] 4.) Cosmo Canyon - Tiger Lily's Weapon Shop to the left of the counter.

] 5.) Cosmo Canyon - The Inn near the Cosmo Flame. Just left of the counter.

] 6.) Wutai - Yuffie's house in the basement.

] 7.) Wutai - Outside the Turtle Paradise on a billboard.

] NOTE - Just in case you'd forgotten, keep stock piling up all of your Sources. You can start using them when you are ready to Source farm on Disc 2/3 in the Sunken Gelnika. [

Now it's time to embark on the added mini-quest following Yuffie's sidequest, the 5 Levels of the Pagoda! Here we have to battle 5 Bosses one after the other whilst they become increasingly harder, and we can only use Yuffie! Set Yuffie up with the best equipment and Materia, save and then head to the Pagoda. Don't forget to rest in the building to the right of the Pagoda screen.

NOTE - If you failed to complete Yuffie's sidequest prior to Disc 3, then this added mini-quest will still be available to do.

Here is my set-up going in. Note that all of these Bosses are vulnerable to Slow and Poison.

Yuffie - Lv 32 (Back)

Razor Ring - Elemental=Choco/Mog, Added Effect=Time, Poison
Diamond Bangle - Elemental=Gravity, Enemy Skill, Counter Attack, HP Plus
Champion Belt

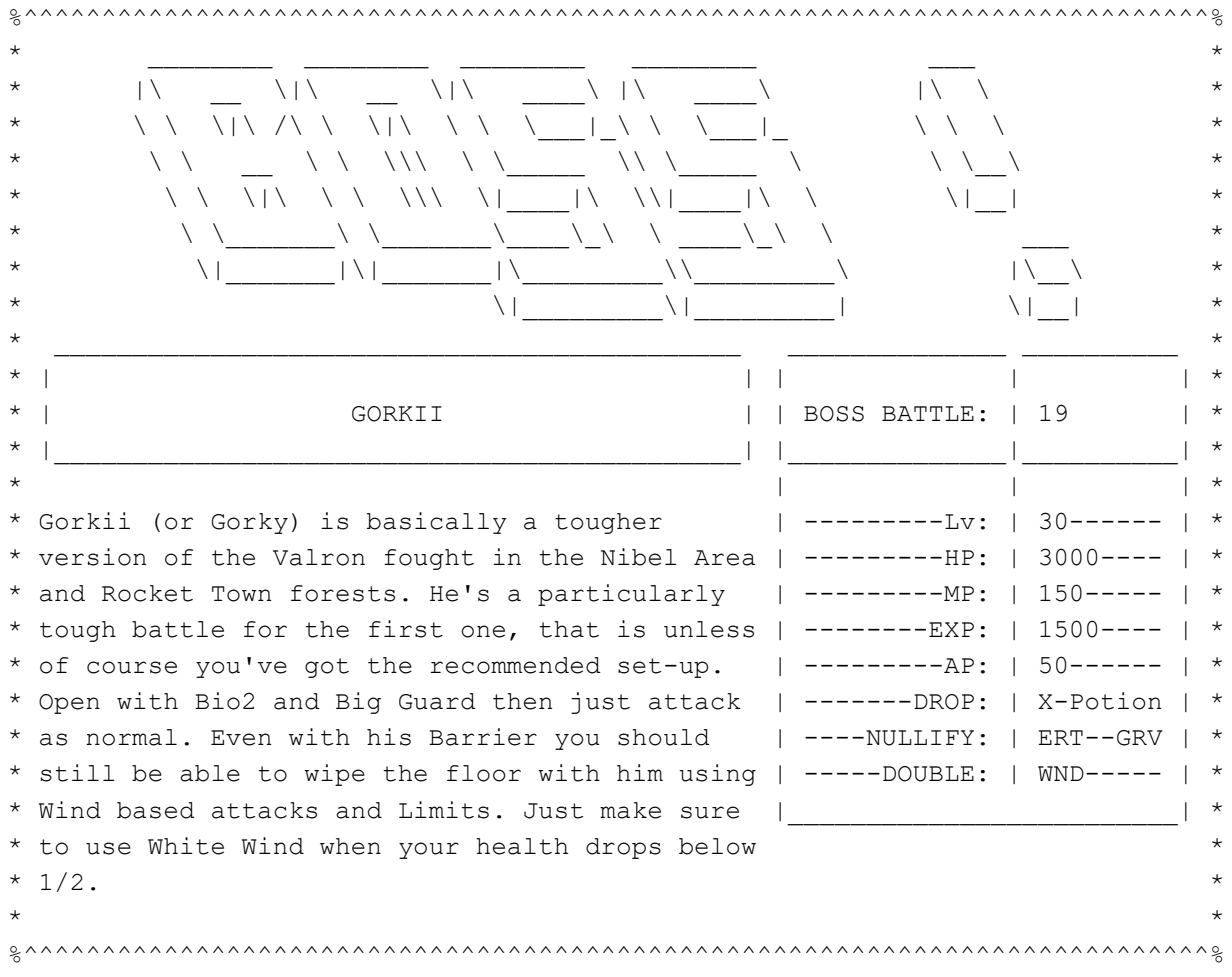
If you wanted to you could just go all out on the offensive with the

Superball (if you had obtained it from the 7th Fort Condor Battle), but I don't think it's necessary. *Note* that my Lv 2 Elemental is in my armour and my Lv 1 Elemental is in my weapon. this will nullify any Gravity based attacks, whereas a Lv 1 Elemental would just halve it. There is no varying effect when placing an Elemental of varying levels in your weapon.

NOTES - All of the following battles (excluding Shake) are considered as "Back Attack" battles, even though they are facing the player, and as such the enemy's ATB will be 0 from the start. Additionally, Yuffie will deal double damage as her first blow.

- Losing any of the following battles will *not* result in a Game Over.

Speak to Gorky, the first boss of the Pagoda (although when you battle him his name will appear as Gorkii).



After the Battle has finished, equip Cloud with Restore and use his Cure to heal Yuffie. Then remove all of her Elemental Combo's and replace them with some more HP Plus's, Restore and whatever else you want. I whacked on MP Absorb and linked it with Poison. Then head upstairs and speak to Shake, the second Boss of the Pagoda.

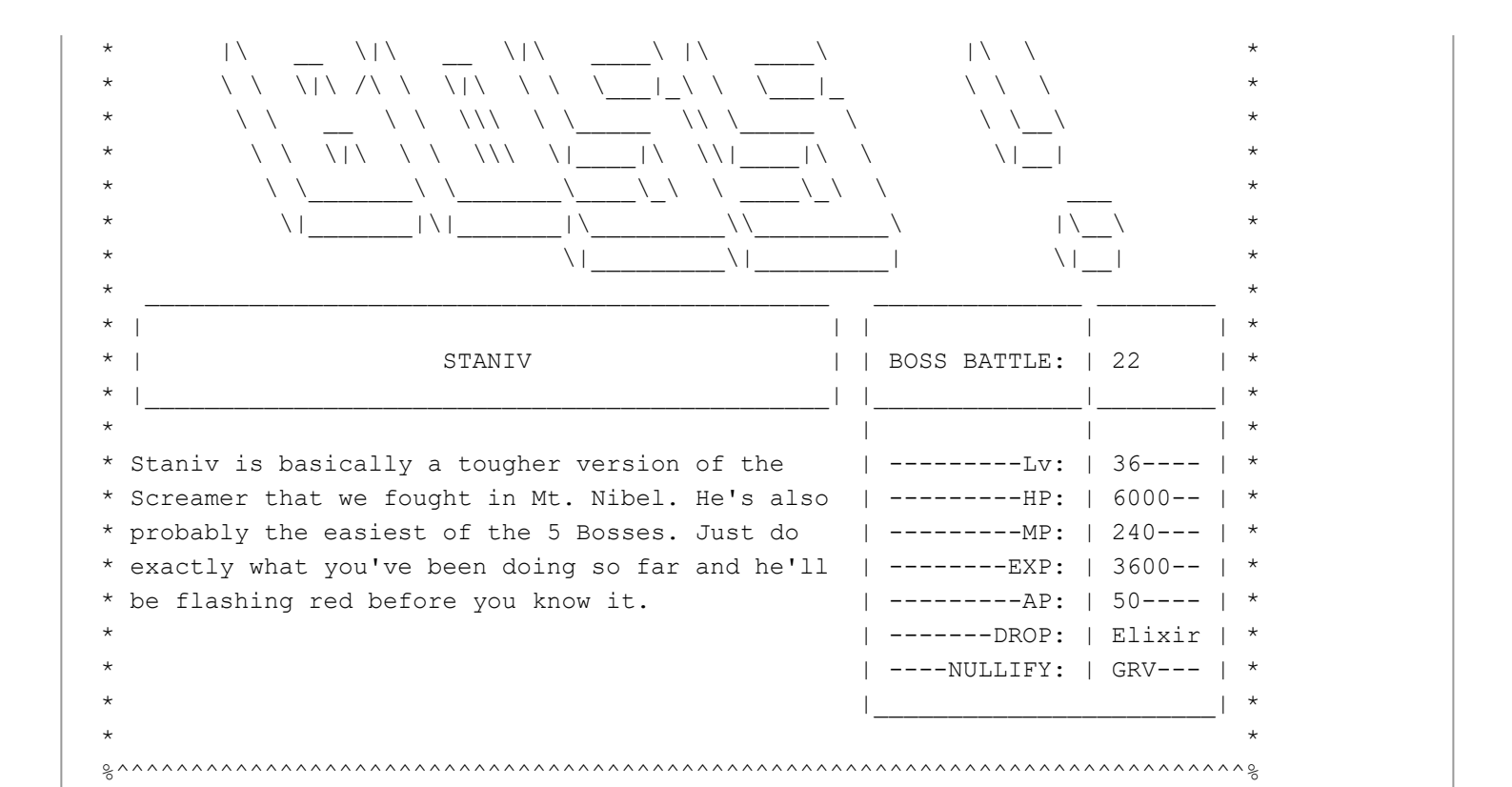
```
* |                                          | |              |             | *
* |                 SHAKE                    | | BOSS BATTLE: | 20          | *
* |__________________________________________| |______________|_____________| *
*                                            |              |             | *
* Shake is basically a tougher version of the | ---------Lv: | 32--------- | *
* Skeeskee found in the Cosmo Area. Much      | ---------HP: | 4000------- | *
* easier than Gorkii, Shake's only real       | ---------MP: | 180-------- | *
* threat is the fact that she can inflict     | --------EXP: | 2200------- | *
* Yuffie with Fury, but let's face it, it's   | ---------AP: | 50--------- | *
* not really the worst Status in the World.   | -------DROP: | Turbo Ether | *
* If you're that bothered by it then you can  | ----NULLIFY: | GRV-------- | *
* equip a Peace Ring, but I think I'll stick  |_____________________________| *
* with my Champion Belt. In fact, with Bio2,                                  *
* Big Guard, Belts and Limit Breaks, you should see Shake's beak break so    *
* she can't call her team mates (uh)!                                         *
*                                                                             *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

After the battle, cure Yuffie of her Fury Status and then heal. You may need to use an Ether or two, or you could just head back to the mattresses to sleep. Equip a Jem Ring to protect you from being Paralyzed, then head to the next floor to speak to Chekhov, the third Boss of the Pagoda.

```
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
*        ________  ________  ________   ________           ___              *
*       |\   __  \|\   __  \|\   ____\ |\   ____\         |\  \              *
*       \ \  \|\ /\ \  \|\  \ \  \___|_\ \  \___|_        \ \  \             *
*        \ \   __  \ \  \\\  \ \_____  \\ \_____  \        \ \__\            *
*         \ \  \|\  \ \  \\\  \|____|\  \\|____|\  \        \|__|            *
*          \ \_______\ \_______\____\_\  \ ____\_\  \            ___         *
*           \|_______|\|_______|\_________\\_________\          |\__\        *
*                              \|_________\|_________|          \|__|        *
*  ____________________________________________   _____________ __________  *
* |                                            | |              |          | *
* |                  CHEKHOV                   | | BOSS BATTLE: | 21       | *
* |____________________________________________| |______________|__________| *
*                                                |              |          | *
* Chekhov is basically a tougher version of the  | ---------Lv: | 34------ | *
* Twin Brain we encountered in Mt. Nibel. As     | ---------HP: | 5000---- | *
* long as you've got the Jem Ring equipped then  | ---------MP: | 210----- | *
* you shouldn't have any problems. Mix in a bit  | --------EXP: | 2900---- | *
* of Beta and Trine seeing as your physical      | ---------AP: | 50------ | *
* attacks are now weaker due to lacking the      | -------DROP: | Ice Ring | *
* Champion Belt. If you've still got the Added   | ----NULLIFY: | GRV----- | *
* Effect=Time combo on your weapon then you'll   |____________________________| *
* have a chance of slowing or even stopping him                               *
* every time you attack. You'll be rewarded with the [ICE RING] once he's    *
* been vanquished, which will complete your collection of having a Fire, Ice *
* & Bolt Ring (assuming you got your last two digits of your battle count    *
* to be even whilst obtaining the Mythril).                                   *
*                                                                             *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

Restore your HP/MP and equip the Champion Belt. The next enemy will inflict you with Sadness, but I wouldn't bother equipping a Peace Ring as it's not the most detrimental Status to have. Head upstairs to face Staniv, the fourth Boss of the Pagoda.

```
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
*        ________  ________  ________   ________           ___              *
```



STANIV	BOSS BATTLE:	22
	---------Lv:	36----
	---------HP:	6000--
	---------MP:	240---
	--------EXP:	3600--
	---------AP:	50----
	-------DROP:	Elixir
	----NULLIFY:	GRV---

Staniv is basically a tougher version of the Screamer that we fought in Mt. Nibel. He's also probably the easiest of the 5 Bosses. Just do exactly what you've been doing so far and he'll be flashing red before you know it.

Now we only have one fight left, but I strongly suggest leaving this battle until later on in the game!

SIDE NOTE - TRINE

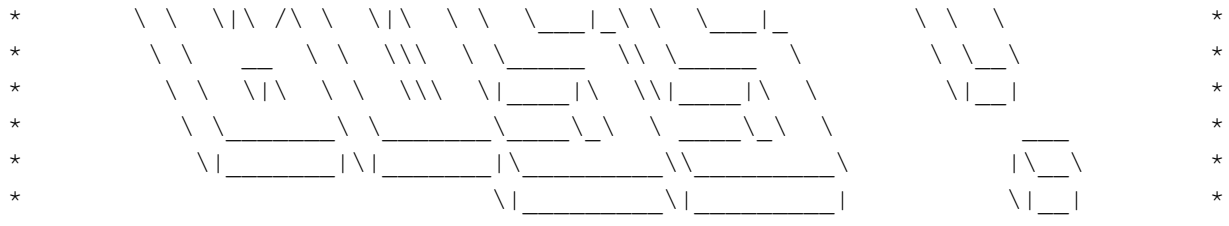
If you are a completionist like myself then you are going to want to leave this battle until you have obtained all 4 Enemy Skill Materias. Godo is the second of three enemies that will use Trine, and although the third enemy to use the move will do so *after* we've obtained the third Enemy Skill, we won't be able to revisit that particular area once the fourth and final E-Skill Materia has been obtained. And we've already killed the Materia Keeper, leaving Godo as the last remaining creature to learn Trine from.

Only one E-Skill is required to be filled for the Materia Overlord Achievement, but for reasons not worth going into at this stage in the game I suggest filling all of them up (it'll help for an end-game battle). If you were to decide to just finish the Pagoda sidequest now then not much harm would come of it, although I am leaving it until later.

If you do decide to battle the final Boss then take heed, this Boss is hard and requires preparation. You are going to want to save before the fight as well as restoring your HP/MP at the beds. Set your Materia up accordingly (only equip Time if you have it at Lv 2, otherwise consider putting Added Effect=Time on your weapon):

Yuffie - Lv 33 (Back)

Razor Ring - Time, Poison, Restore, Enemy Skill, Counter Attack
Diamond Bangle - Elemental=Gravity, Added Effect=Transform, HP Plus
Peace Ring



GODO	BOSS BATTLE:	23
	---------Lv:	41----------
	---------HP:	10000-------
	---------MP:	1000--------
	--------EXP:	5000--------
	---------AP:	60----------
	--------GIL:	40000-------
	-------DROP:	All Creation

Godo is by far the toughest Boss yet. In fact, all of the 4 previous Bosses could probably be referred to as Sub-Bosses compared to Godo. He has three faces and will only use certain moves according to what face is showing, and he can switch faces at any time. Make sure to have the Peace Ring equipped.

Red Face - Beast Sword, Trine
Gold Face - Sleepel/Confu, Mini
White Face - Drain, Bio2, Demi3

Open by casting Slow on him, then Bio2 and then Big Guard. Keep your HP topped up above 1000 as Trine will hit hard. If you've unlocked Regen then use it, otherwise use Cure2 and White Wind to heal and to cure you from Poison (respectively). This Boss does have one major weakness that you can exploit; unlike most other bosses in the game it won't nullify your Gravity based attacks which means you can use Laser and Demi to massively weaken him.

The most annoying thing about him is his ability to cure himself, which he will do so a lot. He'll also cure Yuffie if her health is minimal. Beta works really well here, and so does Yuffie's 2-2 Limit Bloodfest if you've managed to unlock it. Once he's been defeated you will receive the [ALL CREATION] which is Yuffie's Lv 4 Limit Break Manual, along with a whopping 40,000 gil!

Once Godo is finished he will also hand over the Leviathan (Summon) Materia which is our second (and last) Water based Materia. This will unlock the Making Waves Trophy.

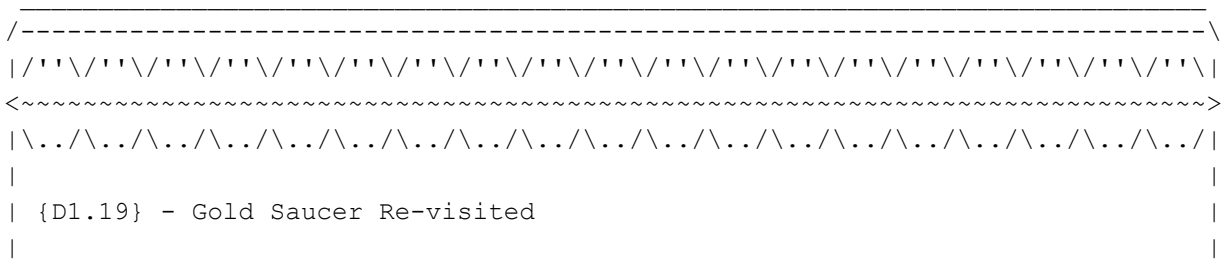
That just about wraps up everything there is to do in Wutai, well for now anyway. We'll return once we have acquired the Leviathan Scales to obtain the items within the cavern behind the flames, and also to defeat Godo if you haven't already. Rest up and then head out of Wutai.

NOTES - If you have been following this guide in the order intended then your next stop will be the Gold Saucer. Here we are going to have to compete in a mandatory Battle in the Battle Arena, so don't spend a great deal of time setting up your Materia.

- Do however whack your Enemy Skills and Manipulate on and battle around near Wutai in the grass area to learn the Magic Hammer Enemy Skill from the Razor Weed, and Death Force from the Adamantaimai if you haven't already.. Oh, and also..

] [
] SIDE NOTE - SUPPORT MATERIA COMBOS [
] [
] you can link multiple Support (blue) Materias to one magic. For example, [
] should you have 2 x Lv 2 Ice Materias to hand then you can Link one of [
] them with All, and the other one with HP Absorb. You will then enable a x2 [
] combo where you will absorb the HP from all of the enemies, as well as [
] hitting them all with Ice. [
] [
] There are restrictions when combining Materia this way. For example, if [
] one of the Ices was at Lv2 and one of them was at Lv 1 then the x2 combo [
] would only take effect when you cast Ice (as opposed to Ice2). Basically, [
] the combo would only be as strong as its weakest Ice Materia. Much later [
] on in the game we'll be able to utilise up to 8x combo's for devastating [
] effect!! [
]_____[

NOTE - You can also equip HP/MP Absorb to Deathblow or Steal! That would
probably be a better choice for now. I just wanted to make you aware
of some of the ways in which Support Materia can be used seeing as
the Materia system really is starting to get under-way quite nicely.



{D1.19} - Gold Saucer Re-visited

ITEMS:
|_|Elixir

--D1.19 A - The Battle ("Heh, heh, heh. Entertain me!")

--Extra - Keystone, Protect Vest, Choco Feather

Now make your way back to the Gold Saucer remembering to cut through the river that separates Nibelheim from Cosmo Canyon. As mentioned, you'll have a mandatory battle with just Cloud, so set up the following. Note that the Choco/Mog set-up here is optional. Remember to save and then rest up at North Corel, if you win all 8 battles you'll be rewarded with a little extra!

Cloud - Lv 38 (Back)

Murasame - Added Effect=Time, Elemental=Choco/Mog, Enemy Skill
Diamond Bangle - Heal, Restore, Counter Attack, Long Range, HP Plus
White Cape

Make your way into the showroom which can be found to the right as you enter the Battle Square. Inspect the blue Keystone you see here to barter with Dio

for it. Agree to entertain him and you'll wind up in the Battle Arena. Don't forget to use the newly acquired Death Force Enemy Skill, as well as Regen if you have it.

NOTE - You don't keep the BP you earn during this battle, so you don't need to try to get the 'harder' handicaps. Also, it doesn't matter if you finish or not, you'll get the Keystone either way, but you do need to finish all eight battles for Dio to throw in a Protect Vest and a Choco Feather on top.

After receiving the Keystone head back to the rope-way to find some bad news. Oh well, at least we get to spend the night for free!

¬¬

--D1.19 B - The Date (“I been here since the beginnin', an' I still don't know what the hell's goin' on either.”)

¬¬

--Items - Elixir
--Extra - Fort Condor Battle #9 - 3x Turbo Ethers

Whilst in the Hotel I suggest letting Cloud tell his version of the story so far, you'll find it to be very interesting I'm sure. Once you're in your room you'll be visited by one of your teammates... And so concludes the Affection Game!

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - GOLD SAUCER DATING GAME                                        [
]                                                                            [
] So, since the very beginning of the game our character's affection         [
] ratings have been going up and down according to the decisions we've been  [
] making throughout. The outcome of this mini-game is a date from the        [
] character that has the highest affinity towards you when you re-visit the  [
] Gold Saucer. Only four characters are candidates for this date, and they   [
] are Aeris Tifa Yuffie & Barret (If you've been following my Best Bromance  [
] Trophy notes, then Barret will be your date for the evening, and the       [
] trophy will pop as soon as you enter the foyer. For more information on    [
] how to date the character of your choice, read section E.01 for more info. [
] Note the Red XIII, Cid, Vincent and Cait Sith have no affection ratings    [
] whatsoever.                                                                [
]____________________________________________________________________________[
```

NOTE - If Barret wasn't chosen, then you can revert back to your save outside of Cosmo Canyon to make you of the glitch there. See section E.01 B for more info.

The date will begin with a trip to the Event Square. You can play along with the dialogue options here, or you can mess them up. Messing them up can be rather funny (this scene won't occur if Barret is your date).

Afterwards you'll take a ride on the Gondola within the Round Square. You'll see a few pretty sights as well as listening to some pretty deep dialogue with either Tifa or Aeris, or some fairly comical dialogue with Barret or Yuffie. You'll have to understand the story much more in-depth to fully understand what Aeris or Tifa actually meant.

As you leave the Round Square you'll see none other than Cait Sith. Wait, what's that he's holding? Chase after him until you get to the Chocobo Square

where he'll reveal to you his true motives and plans. Not cool Cait Sith, not cool. Back in the hotel you'll get one chance to grab the [ELIXIR] that's hiding in the cupboard in the top right corner.

When you leave your room you'll have to form a party consisting of Aeris. Make sure to stock up on Tranquilizers and other items before heading out. Now make your way to the Tiny Bronco and then head for that pyramid that you saw earlier on the way to Fort Condor (you probably figured out then that it was The Temple of The Ancients), and scoot right past it to Fort Condor once more!

```
 ___________________________________________________________________________
]                                                                           [
] SIDE NOTE - FORT CONDOR BATTLE No.9                                       [
]                                                                           [
] You must complete this before entering the Temple of The Ancients. Your    [
] prize will be 3 x Turbo Ethers (unless of course you've missed out a      [
] battle, in which case your prize will be the previous one).               [
]___________________________________________________________________________[
```

```
 ___________________________________________________________________________
/---------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                           |
| {D1.20} - The Temple of the Ancients                                      |
|                                                                           |
| ITEMS:                                                                    |
|         |_|Trident              |_|Morph Materia    |_|Megalixir          |
|         |_|Mind Source          |_|Nail Bat         |_|Work Glove         |
|         |_|Silver Rifle         |_|Princess Guard   |_|Dragon Armlet (Boss) |
|         |_|Turbo Ether          |_|Ribbon           |_|Bahamut Materia    |
|         |_|Rocket Punch         |_|Trumpet Shell    |_|Gigas Armlet (Boss)  |
|         |_|Luck Plus Materia                                              |
|                                                                           |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
\---------------------------------------------------------------------------/
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--D1.20 A - The Ancient Temple          ("I am becoming one with the planet.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                                 <
>           [   TONADU] [DUAL HORN] [UNDER LIZARD] [KELZMELZER] [    SLAPS]  <
>                                                                           <
> ------Lv: [-------30] [-------30] [----------29] [--------30] [-------29]  <
> ------HP: [-----1600] [-----2500] [--------1400] [-------800] [------900]  <
> ------MP: [---------] [---------] [---------140] [----------] [-------50]  <
> -----EXP: [------600] [------550] [---------440] [-------410] [------370]  <
> ------AP: [-------45] [-------45] [----------45] [--------35] [-------30]  <
> -----GIL: [------600] [------500] [---------420] [-------400] [------450]  <
> ---STEAL: [Bird Wing] [Pepio Nut] [------Remedy] [--Antidote] [---------]  <
> ---MORPH: [---------] [---------] [------Remedy] [--Antidote] [----Hyper]  <
> ----DROP: [Bird Wing] [Pepio Nut] [------Remedy] [----Potion] [Hi-Potion]  <
> -NULLIFY: [-ERT--WTR] [---------] [------------] [----------] [------ERT]  <
> --DOUBLE: [------WND] [---------] [------------] [----------] [------WND]  <
```

```
>                                                                              <
>           [MYSTERY                      **********  #~~~~~~~~~~~~~~~~~~~~~~~~~#
>             NINJA Lv 32] [ DOORBULL] [TOXIC FROG] <    NOTE ON ENEMIES:    |
>                                       **********  <                        |
> ------Lv: [----------32] [-------35] [--------26] <  A White Cape here is  |
> ------HP: [--------1500] [-----2800] [-------500] <  crucial, and make     |
> ------MP: [---------234] [------160] [-------100] <  sure that whoever has |
> -----EXP: [---------480] [------760] [-------420] <  the White Cape either |
> ------AP: [----------80] [-------50] [--------30] <  has All=Heal or White |
> -----GIL: [--------1600] [------680] [-------260] <  Wind, there are some  |
> ---STEAL: [------------] [Hi-Potion] [---Impaler] <  nasty Status changes  |
> ---MORPH: [------------] [---------] [----Remedy] <  here. protection from |
> ----DROP: [------------] [Hi-Potion] [---Impaler] <  Petrify/Slow-Numb     |
> --ABSORB: [------------] [------FRE] [-------PSN] <  (the Jem Ring) will   |
> -NULLIFY: [------------] [------GRV] [----------] <  also help. The Slaps  |
> --DOUBLE: [------------] [---------] [-------ICE] <  can inflict you with  |
> -E-SKILL: [------------] [---------] [-FROG SONG] <  Berserk, which isn't  |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  the worst Status in   |
|                                                      the world.            |
|  Beach - Tonadu                                                            |
|  Grass Area - Dual Horn & Under Lizard                                     |
|  Dirt Area - Tonadu & Under Lizard                                         |
|  Forest Area - Kelzmelzer, Slaps, Mystery Ninja Lv 32 (50%)                |
|  Inside TOTA - Doorbull, Toxic Frog, Under Lizard, Kelzmelzer              |
+----------------------------------------------------------------------------+

--Items - Trident, Mind Source, Silver Rifle, Turbo Ether, Rocket Punch,
          Luck Plus Materia, Morph Materia,


  This was my set-up going into the Temple of The Ancients:

 1) Cloud - Lv 38 (Front)

     Murasame       - All=Restore, All=Heal, Sense
     Diamond Bangle - All=Gravity, Steal, Speed Plus, HP Plus
     Jem Ring

 2) Aeris - Lv 34 (Back)

     Umbrella      -
     Edincoat      - Ice, E-Skill, Manipulate, Steal, Long Range, HP Plus,
     Champion Belt                                                MP Plus

 3) Red XIII - Lv 35 (Front)

     Gold Barrette  - Elemental=Choco/Mog, Added Effect=Time, Enemy Skill
     Diamond Bangle - HP Absorb=Deathblow, Steal, HP Plus, MP Plus
     White Cape

$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?       _________________        _________________        _________________      ?
?       !!TROPHY NOTE!!          !!TROPHY NOTE!!          !!TROPHY NOTE!!        ?
?       `````````````````        `````````````````        `````````````````      ?
?                                                                                 ?
?   TROPHY NOTE - MAKE A FRESH SAVE                                               ?
?                                                                                 ?
?   Make a fresh save before heading into the Temple of The Ancients, and         ?
?   don't save over it. Don't ask questions. Applies to Steam and PS4 users.      ?
?                                                                                 ?
```

```
?       _______________        _______________        _______________       ?
?      !!TROPHY NOTE!!        !!TROPHY NOTE!!        !!TROPHY NOTE!!        ?
?       ```````````````        ```````````````        ```````````````       ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

Make your way into the Temple of the Ancients. As you enter you'll have a small amount of dialogue to read, you'll then have to place the keystone into the alter. Once this is done you will be transported deep within the TOTA, and you won't be able to leave until you've progressed with the story.

This area looks a lot less linear than it actually is. Follow the path to descend down the vine, then head to the right for a chest containing the [TRIDENT]. Then climb up the long vine to come to an impassable door. (I believe the quote is a reference to the game Chrono Trigger).

Now climb the second vine to grab the [MIND SOURCE], then head through the archway to the left. Here can talk to the weird looking Temple Keeper, then talk to him a second time to either save, rest or buy a few items. When you are finished grab the chest to the right for the [SILVER RIFLE].

Now head back out and down the vine, this time heading through the archway to pick up the [TURBO ETHER]. Now head down the long flight of stairs and keep following the path round to come to a chest containing the [ROCKET PUNCH].

Climb the small vine then head up the stairs and through the unmarked alcove. Following it round to the right climb the large vine, then head to the end of the path to GRAB THAT MATERIA! the [LUCK PLUS MATERIA] (even though it'll read 'Lucky Plus Materia', fixed on the Steam PS4 version). If you miss this piece here then you'll never be able to come back for it.

Now make your way back round to the marked alcove that the Temple Keeper went through, we'll return to the visible chest very shortly.

This next room has a fairly obvious mini-game. Simply run at the right time to avoid the rolling boulders, stopping to GRAB THE MATERIA! the [MORPH MATERIA] (at last). When you make it to the other end the boulders will stop falling and Aeris will get worried, then she'll insist that you look into the pool of spirit energy.

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - MORPH                                                          [
]                                                                            [
] Morph will basically hit you opponent for roughly 12.5% of is normal       [
] power, but if delivers the final blow then your opponent will be           [
] transformed into an item (if applicable, not all enemies can be morphed).  [
] Some of the items that are obtained this way can be incredibly valuable.   [
] Moves such as L4 Suicide, Demi and Laser help out also.                    [
]                                                                            [
]  NOTE - There is a weapon for Yuffie called the Conformer which is the     [
]         only weapon in the game that can Morph for normal damage, and      [
]         because of this awesomeness Yuffie will be in my final team.       [
]____________________________________________________________________________[
```

After you have viewed the events that have taken place, head right to the Temple Keeper to rest and save, but you can no longer buy items from him (what, did he lose his merchandise or something? Or did you just buy it all...). Head down into the next room to enter into the clock room.

```
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```

--D1.20 B - The Time Guardian (“There's plenty if stuffed toys like my body around, but there's only one me!”)

```
     #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
     >  ENEMIES:                                                            <
     >           [ANCIENT DRAGON] [       8 EYE] [JEMNEZMY] [ DOORBULL] <
     >                                                                      <
     > ------Lv: [------------34] [----------30] [------24] [-------35] <
     > ------HP: [----------2400] [---------500] [-----800] [-----2800] <
     > ------MP: [-----------450] [---------220] [------80] [------160] <
     > -----EXP: [-----------800] [--------1000] [-----510] [------760] <
     > ------AP: [------------80] [---------100] [------50] [-------50] <
     > -----GIL: [-----------800] [---------720] [-----400] [------680] <
     > ---STEAL: [--------------] [------------] [--------] [Hi-Potion] <
     > ---MORPH: [--------------] [Magic Source] [--------] [---------] <
     > ----DROP: [---Turbo Ether] [------------] [--------] [Hi-Potion] <
     > --ABSORB: [--------------] [------------] [--------] [------FRE] <
     > -NULLIFY: [------ERT--WTR] [---------GRV] [-----ICE] [------GRV] <
     > --DOUBLE: [------GRV--WND] [------------] [--------] [---------] <
     > ---DEATH: [--------------] [---------PSN] [-----PSN] [---------] <
+----#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#----+
|                              NOTE ON ENEMIES:                                |
|                                                                              |
| The 8 eye and the Jemnezmy are one time encounters only but the Ancient      |
| Dragon can be fought randomly in the Mural room along with the Doorbull.     |
| For the first time in the game we have encountered enemies that are weak     |
| against Poison (the Element, not the Status), so make sure to have it        |
| equipped, Also, make good use of the Morph Materia and morph yourself a      |
| few Magic Sources from the 8 eye (remove counter attack).                    |
+------------------------------------------------------------------------------+
```

--Items - Nail Bat, Princess Guard, Ribbon, Trumpet Shell, Megalixir, Work Glove, Bahamut Materia,
--Boss - Red Dragon Lv 39 (Dragon Armlet), Demons Gate Lv 45 (Gigas Armlet)

Press:
/_\ to move the clock hands manually
O to spin them randomly
X to proceed

The first thing that you're going to want to do is to press X to proceed, then stand on the hour hand and wait for the second hand to sweep you off. When you land you'll have to fight 2 x Ancient Dragons, then you'll be able to open the chest containing the [NAIL BAT]. (We're starting to complete our collection of 0 slotted, high attack powered weapons)

Exit to find yourself back within the stairs and vines area (you just came through the 'sealed' door from earlier). Make your way back round to the boulder room and then save. Now head into the clock room and set the minute hand to I.

Room I - Battle encounter with 1 x Jemnezmy and 2 x Toxic Frogs. Use Bio2 to kill Jemnezmy instantly.

Now head back into the clock room and without changing the clock hands run straight back into the boulder room. Then you can run back into the clock room to just change the minute hand once, this is the quickest way of navigating the Time Guardian. Save using the Temple Keeper, also.

Room II   - Dead End.

Room III - Battle encounter with 2 x 8 eye. I suggest weakening them with
            moves like Matra Magic first, then just using morph so that you
            obtain a few Magic Sources. If you're not bothered by this then
            you can just use Bio2 to obliterate them. Their drain move is
            excellent for filling up Limit Breaks aswell.

Room IV   - Chest containing the [PRINCESS GUARD]. This is Aeris's ultimate
            weapon, equip it if you don't have the Umbrella for her. As with
            the Yoshiyuki, this weapon will double in power when one of
            Aeris's companions are KO'd, and will triple in power when 2 are
            KO'd.

Room V   - Leads back to the chest in the 'stairs and vines' area we saw
            earlier containing the [RIBBON]. Equip it now!

Room VI   - We'll return here shortly.

Room VII - Chest containing the [TRUMPET SHELL].

Room VIII - Chest containing the Squall Lionheart. Joke, it's a [MEGALIXIR].

Room IX   - Dead End.

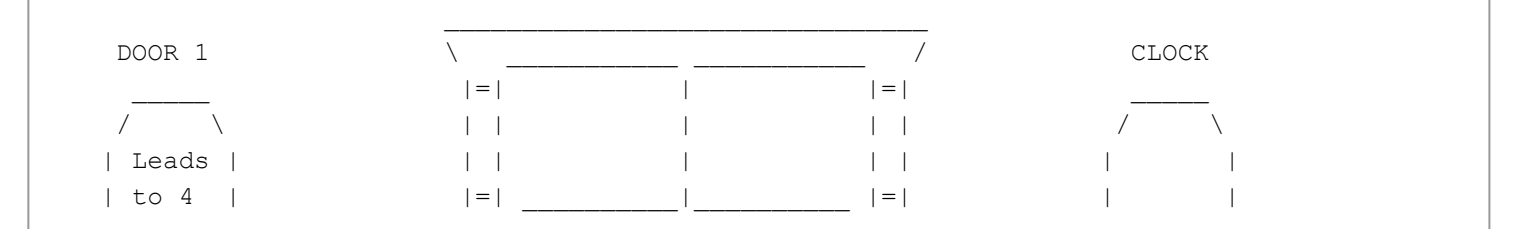
Room X   - Boulder Room.

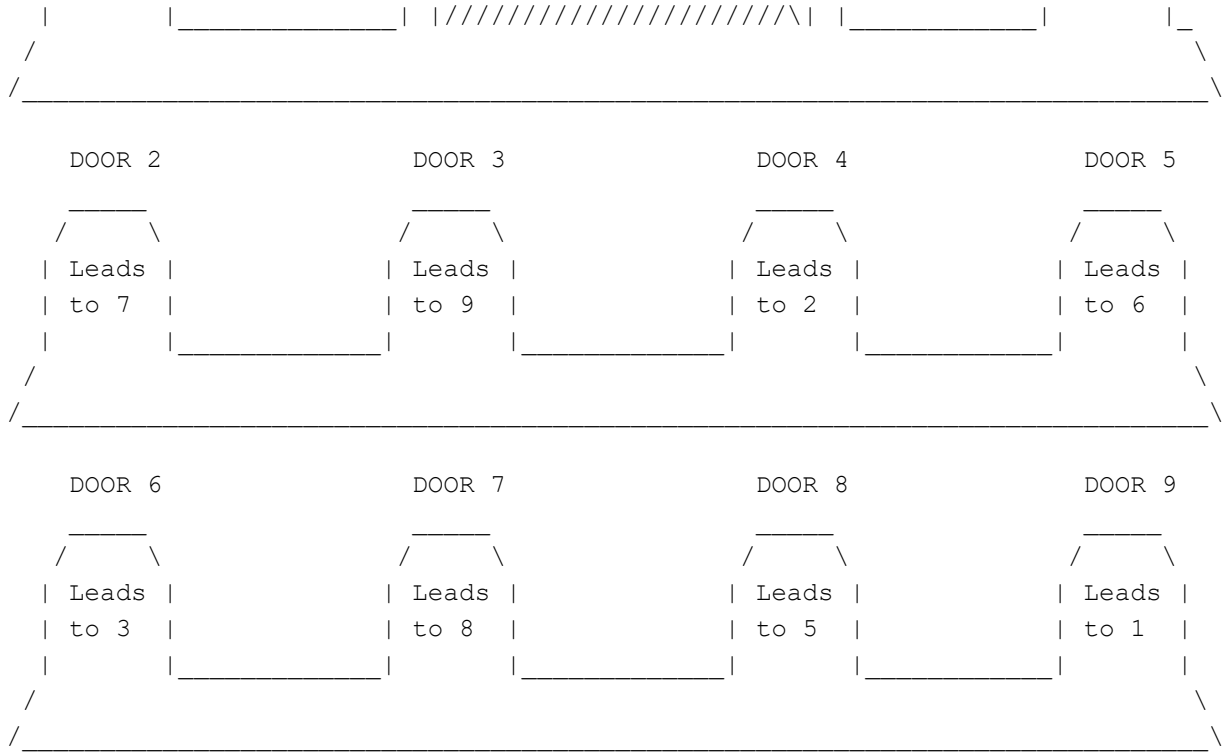
Room XI   - Dead End.

Room XII - We'll return here later.

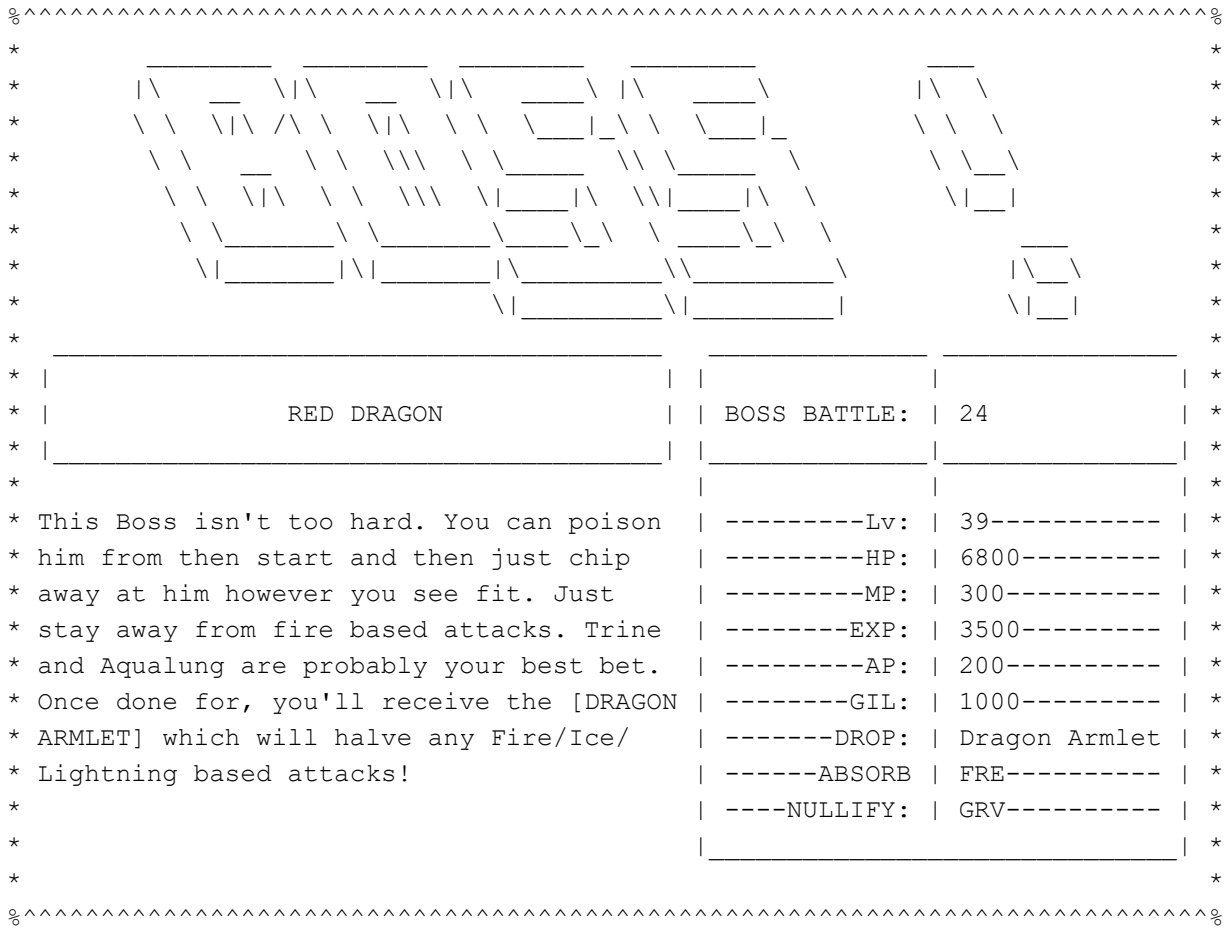
```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - RIBBON                                                         [
]                                                                            [
] This is probably the best accessory in the game as it will protect against [
] all abnormal Statuses. To be precise, it will defend against:              [
]                                                                            [
] Sleep, Poison, Sadness, Fury, Confusion, Silence, Frog, Small, Slow-Numb,  [
] Petrify, Death-Sentence, Berserk, Paralyzed & Darkness.                    [
]                                                                            [
]  NOTE - You can still inflict Fury and Sadness upon yourself as long as    [
]         you do so outside of battle. The Ribbon will only prevent an enemy [
]         from inflicting them upon you. Also, the Ribbon won't protect you  [
]         from Death, so using the Death Force E-Skill, or equipping Added   [
]         Effect=Destruct to one's armour would be advisable against enemies [
]         that can inflict instant death.                                    [
]____________________________________________________________________________[
```

Head into room VI to find that the Temple Keeper has locked the door. There are 9 exits here, and each exit will lead to another designated exit. You must intercept the Temple Keeper by anticipating which exit he is going to appear from. Use the pic below to know which exit to travel through:





Once you've caught him he'll unlock the door for you. Don't forget that you can jump down to the lower level on the left, do so to grab the chest at the bottom for the [WORK GLOVE]. Rest and save, then head into the Mural room to learn a great deal about Sephiroth's plan. After Cloud has had another little episode, you'll eventually be face to face with:



GRAB THAT MATERIA! Once the battle has finished make sure to grab the [BAHAMUT MATERIA] (unlocking the Waiting in the Wings Trophy). This bad-boy summon is permanently missable.

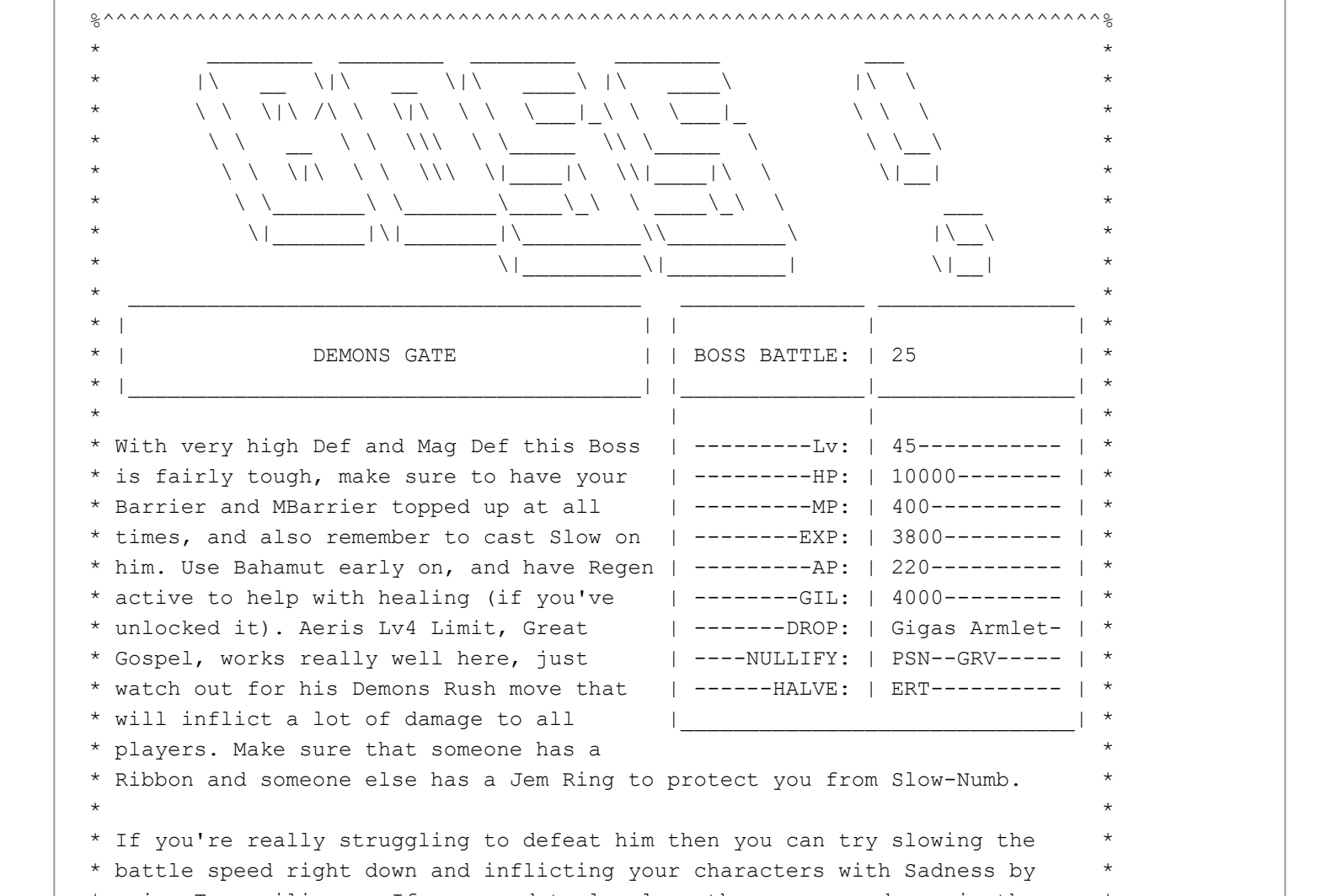
Now head over to the right to inspect the floating object on the small alter. You have to trust Cait Sith here, when you are ready, leave the Mural room. It wouldn't be the worst idea in the world to battle around for a bit to try and fill up your Limit Breaks before leaving. Heal and save aswell (hard boss battle incoming).

NOTES - Just as in Sector 7 right at the beginning of the game, Aeris will be leaving your party again. And just like before, you are going to lose whatever Armour she is wearing, although her Materia and Accessory will be returned to you, so make sure that she isn't wearing something unique like the Edincoat. I equipped her with the Silver Armlet. The annoying thing is that we won't get a chance to un-equip Aeris after the upcoming Boss battle, so you'll have to step into it without your optimal set-up.

Note that you can actually un-equip Aeris after the battle, but the window in which to do this is so tight that you'd be better off just playing it on the safe side by un-equipping her now. Give her a non-unique weapon, also. If you do wish to un-equip Aeris post-boss battle, then I'll indicate the exact timing of when to do so.

- Do you have a Lv 2 Elemental yet? If you do, you can protect yourself from the Demons Gate's "Petrif-eye" attack (which cause Slow-Numb) by setting up defences from the "Hidden" Element. Use QSI Link [HIDDEN] for more info!

Make your way back to the Clock Room to find that the hands are fixed at 12 o'clock. Equip the Bahamut Materia and head through to door 12, after an amount of dialogue you'll be up against:



```
* Mural Room. Once he has been defeated you'll receive the [GIGAS ARMLET],   *
* which will boost you Strength by +30, but has 0 growth (so your Materia    *
* won't level up).                                                           *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

After you have defeated the Demons Gate some crucially important events will unfold. You won't need to pick up this walkthrough again until you have regained control of Cloud in Gongaga Village.

!! SPOILER ALERT !!

If you want to un-equip Aeris after the boss battle, then read on.

The next paragraph will contain spoilers (you have been warned). Shout out to rsnbau for helping find the exact point at which you can gain access to the main menu.

After Sephiroth has appeared, the screen will flash white and you'll appear at the bottom of the fissure. You'll then gain control of Young Cloud, and Big Cloud will hand the Black Materia over to Sephiroth. You will then transition back to the overhead screen, and there will be some dialogue between Aeris and Cloud, after which Cloud will start beating on Aeris.

Just before Cloud starts going crazy, Young Cloud will suddenly appear. It's the very moment in which Young Cloud appears that menu accessibility will be enabled, and it will only do so for a single frame before it is disabled again, so your button press must be exact (button mashing is the best way to go about it).

Young Cloud will appear just after Aeris says the line "Cloud... you haven't done anything. It's not your fault." but before Cloud says "I...! I'm-----!".

!! END OF SPOILER !!

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|                                                                            |
| {D1.21} - The Forgotten Capitol                                            |
|                                                                            |
| ITEMS:                                                                     |
|       |_|Water Ring     |_|Guard Source         |_|Comet Materia          |
|       |_|Magic Source   |_|Elixir               |_|Wizard Bracelet (Boss) |
|       |_|Aurora Armlet  |_|Enemy Skill Materia                            |
|                                                                            |
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--D1.21 A - Bone Village (Re-visited)     ("You can go in, but you may never
```

come out...")

```
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

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|                           >  ENEMIES:                            **********  <
|     NOTE ON ENEMIES:      >           [   TONADU] [VLAKORADOS] [ TRICKPLAY] <
|                           >                                      **********  <
| My advice here is to      > ------Lv: [-------30] [--------33] [--------24] <
| try to not engage in      > ------HP: [-----1600] [-----33333] [------1500] <
| battles at all, as the    > ------MP: [---------] [-------333] [-------100] <
| Vlakorados will take a    > -----EXP: [------600] [-------510] [-------480] <
| very long time to kill.   > ------AP: [-------45] [--------40] [--------35] <
| If you do engage them     > -----GIL: [------600] [-------460] [-------800] <
| however, be sure to       > ---STEAL: [Bird Wing] [-Carob Nut] [----------] <
| steal a Carob Nut from    > ---MORPH: [---------] [----Elixir] [----------] <
| them, these will help     > ----DROP: [Bird Wing] [-Carob Nut] [-Hi-Potion] <
| later on. The Trickplay   > --ABSORB: [---------] [----------] [-------ERT] <
| uses a move called Gold   > -NULLIFY: [-ERT--WTR] [----------] [----------] <
| Fountain, which adds 800  > ---HALVE: [---------] [-------GRV] [----------] <
| gil onto your reward      > --DOUBLE: [------WND] [----------] [----------] <
| with each use.            > -E-SKILL: [---------] [----------] [L4 SUICIDE] <
+---------------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Items - Kjata Materia (Unless you've already obtained it)
--Extra - Buntline, Mop, Megalixir, Lunar Harp
Fort Condor Battle #10 - 5x X-potions
Fort Condor Battle #11 - 5x X Potions

NOTES - Now that you have the Morph Materia it wouldn't be the worst idea in the world to head to ruined reactor before leaving Gongaga. Here you can fight the Heavy Tank which can be morphed into Power Sources. They have 1600 HP, and if you decide not to spend time here now then definitely come back once you've obtained Yuffie's Conformer.

- It's also worth considering battling the Beachplugs for some Turbo Ethers if you didn't stock up on some earlier. They are seen on the beaches of Costa Del Sol, Gold Saucer Area and Gongaga, and are Lv 16, which means one blast of L4 Suicide will drop their HP down ready to be morphed.

Once you leave Gongaga you will find your plane to the south. PHS in whichever party you desire, I'm sticking with Barret & Tifa. Jump into the Tiny Bronco and start making your way to Fort Condor. This is my set-up heading out:

1) Cloud - Lv 40 (Back)

```
Murasame       - All=Restore, Heal, Morph, Sense
Diamond Bangle - Added Effect=Transform, HP Plus, MP Plus, Long Range
Champion Belt
```

2) Barret - Lv 33 (Front)

```
Chainsaw       - All=Time, Revive, Enemy Skill, Manipulate
Diamond Bangle - HP Absorb=Deathblow, Elemental=Ice, HP Plus
Champion Belt
```

3) Tifa - Lv 36 (Front)

Work Glove -
Dragon Armlet - All=Gravity, E-Skill, Steal, Speed Plus, HP Plus
Ribbon

SIDE NOTE - FORT CONDOR BATTLE No. 10

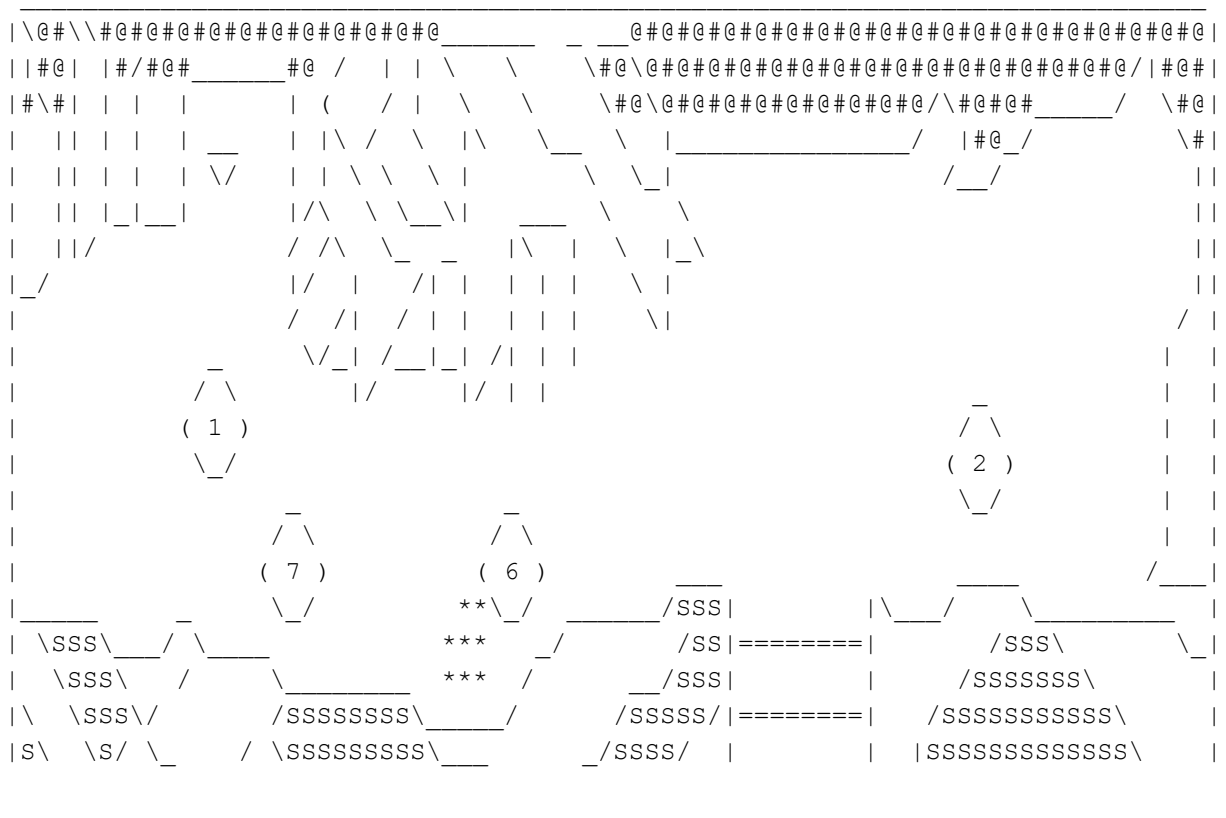
Your prize this time will be 5 x X-Potions even though the game will indicate otherwise. You must complete this before using the Lunar Harp in Bone Village.

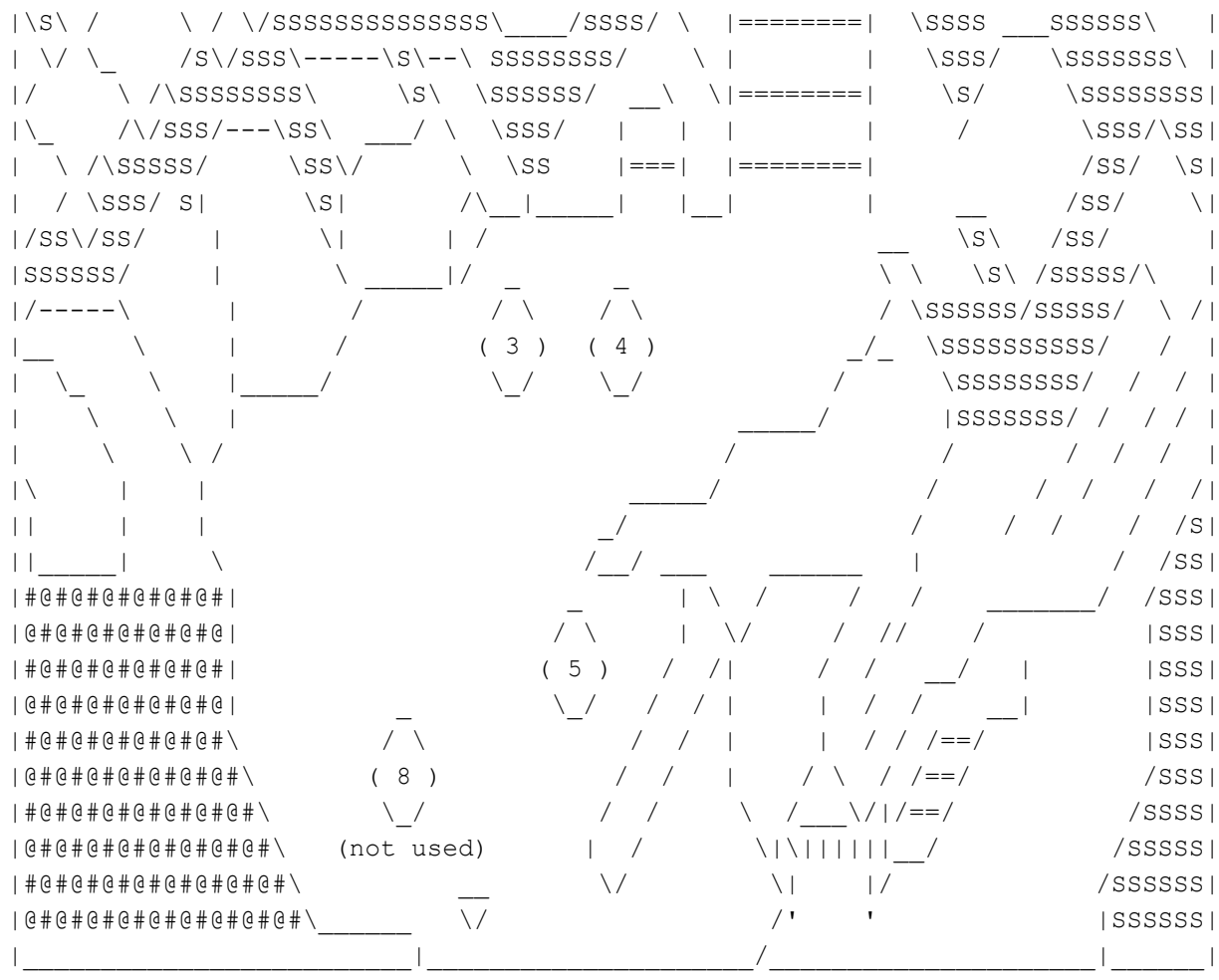
Now make your way up to the Northern Continent. If you've been following my guide exactly then you should remember how to get there from before. If not then just keep heading north along the east side of the Eastern Continent, past the Chocobo Ranch and Kalm to eventually come to some huge dinosaur bones surrounded by forest. Again, avoid battling here, just head straight into Bone Village.

You can talk to the guy on the right her more info if you like, otherwise talk to the foreman on the left. Here you'll be able to search for either the Lunar Harp (which is required to continue with the game), good treasure or normal treasure.

This is how this mini-game works - when you order a search in a particular spot a worker will then come and stand in that spot, costing you 100 gil. Once all 5 workers have been placed you'll be able detonate a bomb, all of the workers will then look at a particular spot. The treasure that they have located will have be dug up in that spot. You don't have to buy all the workers if you don't want to, in fact you can even dig for free but your chances of finding something will be remote, unless of course you happen to have a strategy guide knocking about. You do? Goody goody.

There are only certain items that we can obtain at this point in the game, I'll update you when it is necessary to. For a complete rundown see section E.12. For now, here's a map of what's up for grabs, and where you can find them: (The same map can be found in section F.08.)





NOTE - If you stand on a spot that isn't a dig spot, then you will have a 50% chance of receiving a Potion, and a 50% chance of receiving nothing. This includes the dummied out spot 8.

Spot 1 - LUNAR HARP. Just NW of spot 7.
Lunar Harp (100%, once only), Nothing (100% afterwards)

Spot 2 - GOOD TREASURE. Top of the ladders and to the right.
Buntline (100%, once only), Nothing (100% afterwards)

Spot 3 - GOOD TREASURE. Just to the right of where the foreman sits.
Megalixir (100%, once only), Nothing (100% afterwards)

Spot 4 - GOOD TREASURE. Base of the ladders and to the left of the 'X'.
Mop (100%, Once only), Nothing (100% afterwards)

Spot 5 - NORMAL TREASURE. Just to the right of the entrance.
Elixir (14%, unlimited supply), Nothing (85%)

Spot 6 - NORMAL TREASURE. Top of the ladders just right of the black mound.
Turbo Ether (8%, unlimited supply), Ether (92%, unlimited supply)

Spot 7 - NORMAL TREASURE. Just to the left of the black mound.
Ether (30%, unlimited supply), Nothing (70%)

Spot 8 - Dummied out. This dig spot is never used.

So, as you can see there are 3 good treasure spots and 4 normal treasure spots. you will respectively have around a 33% chance or 25% chance of a particular spot to get chosen, but only if you actually order worker to search (this only applies to normal treasure).

With the good treasure you'll have to place one staff next to each spot to ascertain as to which of the three spots holds the treasure, whereas with normal treasure you could just keep going to spot 6, selecting option 2 (done) then search there for an infinite number of free Ethers! This is a mediocre way to obtain gil without becoming overpowered through battling, as they sell for 750 each! Or you could just fight the Trickplay....

NOTE - When you use the excavation site, you also spend the night there, restoring your HP/MP!

After obtaining the Lunar Harp, I suggest searching for the three available good treasures to obtain the Buntline (Spot 2), the Megalixir (spot 3) and the Mop (spot 4). Once you are ready to continue, head into the sleeping forest.

After you have awoken the sleeping forest you can grab the Kjata/Kujata Materia that you will see floating around, if you haven't done so already. If you've been doing all of the Fort Condor Battles so far, then now is the time to do a U turn.

```
 ___________________________________________________________________________
]                                                                           [
] SIDE NOTE - FORT CONDOR BATTLE No. 11                                     [
]                                                                           [
] Your prize this time will be 5 x X-Potions even though the game will      [
] indicate otherwise. You must complete this before sleeping in the         [
] Forgotten Capitol.                                                        [
]___________________________________________________________________________[
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¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
--D1.21 B - Corral Valley/City of The Ancients  ("Because, Cloud. You are...
                                                                 a puppet.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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|                      >  ENEMIES:  **************                            <
|   NOTE ON ENEMIES:   >           [      BOUNDFAT] [  MALLDANCER] [ HUNGRY] <
|                      >            **************                            <
| Watch out for the    > ------Lv: [------------27] [----------32] [-----33] <
| Hungry, they will    > ------HP: [-----------500] [---------600] [---2000] <
| first cast Small on  > ------MP: [------------80] [---------100] [----100] <
| you then they'll     > -----EXP: [-----------420] [---------500] [----700] <
| swallow you whole,   > ------AP: [------------40] [----------56] [-----60] <
| effectively          > -----GIL: [-----------350] [---------700] [----600] <
| removing that        > ---STEAL: [--------Dazers] [Phoenix Down] [-------] <
| character from       > ---MORPH: [--------Dazers] [----X-Potion] [-------] <
| battle.              > ----DROP: [--------Dazers] [---Hi-Potion] [--Ether] <
|                      > --ABSORB: [-----------ICE] [------------] [-------] <
|                      > -NULLIFY: [--------------] [----ERT--WTR] [-------] <
|                      > -E-SKILL: [DEATH SENTENCE] [------------] [-------] <
+----------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Items - Water Ring, Magic Source, Aurora Armlet, Guard Source, Elixir, Enemy Skill Materia, Comet Materia
--Boss - Jenova-LIFE Lv 50 (Wizard Bracelet)
--Extra - Fort Condor Battle #12 - 5x X-Potions

The first screen you see is, according to Metal Gear Solid Boy's

Training/Random encounter FAQ, the best area in the whole of disc 1 to train. With between 4 and 5 enemies per battle you'll be raking in those kills, not to mention AP & EXP. Only consider training here if you're at a low level.

First run under the log bridge to open the chest containing the [WATER RING]. This will drain water based attacks. Now head up and through the log to the next screen. Follow the spiny path to exit on the World Map in a small ravine just north of Bone Village.

Head into the circular object to enter into Forgotten Capitol. Here the path will split 3 ways, take the left path first. You will come to a tall house, enter inside to find a save point, a crystal harbouring the words of the Ancients, and a chest containing a [MAGIC SOURCE].

Now head out of the house and make your way to the right to enter a large cavern. You can explore around here if you like, but other than the chest at the bottom containing the [AURORA ARMLET], there's not much to do here now. The Aurora Armlet will drain Ice based attacks, and it also has very high defence. Remember that the Magic Defence stat means nothing, it is always equal to your Spirit (unless you're playing the Steam/PS4 version).

Now make your way back to the 3 way split, this time heading right. In the first house (well, more like giant shell) you'll find more unrecognisable words from the Ancients, as well as a chest on the top floor containing a [GUARD SOURCE].

Head back outside. You could dash straight past the next shell, but there wouldn't be any need. Heading down the west path would bring you to the opposite entrance to the cavern you just explored, and heading north is impossible at this stage as one of your comrades will stop you from venturing further on. So, head into the middle shell and pick up the [ELIXIR] from the chest on the right.

Now head up the ladders to get some rest. During the night Cloud will wake up in distress. Before doing anything else, look behind the top bed for the third [ENEMY SKILL MATERIA]. GRAB (and equip) THAT MATERIA! Now head back to the 3 way split, but don't go north just yet, instead, head back to the World Map.

Regardless of whether or not you're planning to do Fort Condor Battle 12, I suggest making a quick round trip across the coastlines of Gaia picking up some of the better Enemy Skills along the way. Heading clockwise, stop off at Midgar first.

1.) - Matra Magic - Midgar Area, Custom Sweeper. O.K., not the best of E-Skills to have at this point in the game, but grab it none the less.

2.) - Beta - Marshes near the Chocobo Ranch, Midgar Zolom. An absolute must, you shouldn't find him a problem now. I wouldn't bother with L4 Suicide. Just remember that you may end up kill it too quickly, the easiest way to ensure that it uses Beta before dying is to use Laser or Demi2.

3.) - White Wind - Junon Area, Zemzelett.

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - FORT CONDOR BATTLE No. 12                                      [
]                                                                            [
] Your prize this time will be 5 x X-Potions even though the game will       [
] indicate otherwise. You must complete this before the end of Disc 1.       [
]____________________________________________________________________________[
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4.) - Big Guard - Beaches of Gongaga/Gold Saucer Area, Beachplug. Don't bother learning Aqualung, we'll be able to learn it very shortly anyway.

5.) - Death Force - Shores of Wutai, Adamantaimai.

6.) - Magic Hammer - Grass area near Wutai Village, Razor Weed. It's a bit of a trek, but worth it. Then again, we do have Ethers..

You can now continue clockwise to the Northern Continent and into the sleeping forest once more. You can also learn Death Sentence from the Boundfat if you really like, but it isn't that great of an E-Skill to have. We'll obtain the remaining E-Skills once we've acquired the fourth and final Enemy Skill Materia.

Once you're back at the 3 way split, head north. Note that we are now in the final stages of disc 1, and if there's anything you wanted to do then now is the time to do it. If you didn't talk to the man in Rocket town to obtain Cloud's Yoshiyuki then it will be lost forever. If you're ready to continue then keep heading north until you arrive at the tranquil shell 'mansion'. Check the top floor to GRAB THAT MATERIA! the [COMET MATERIA].

NOTE - Lv 2 Comet (Comet2) is probably one of the best magic spells in the game. Just as with Revive, I suggest placing Comet in your arsenal and leaving it there until it has levelled up.

Now make your way down the blue stairway to emerge at a type of underworld (The under-lair of The Ancients?). Keep descending until you arrive at a save point. You'll have to fight one last boss before disc 1 has finished, and this boss uses mainly water based attacks. Set yourselves up accordingly, bearing in mind that I'm taking advantage of the boss's high AP drop by using Double Growth weapons:

1) Cloud - Lv 40 (Front)

```
Murasame      - Elemental=Titan, HP Absorb=Deathblow, Enemy Skill
Aurora Armlet - Counter Attack, Luck Plus, HP Plus, MP Plus
Champion Belt
```

2) Barret - Lv 34 (Front)

```
Chainsaw    - Elemental=Earth, Added Effect=Time, Enemy Skill
Rune Armlet - Barrier, Speed Plus, HP Plus, MP Plus
Champion Belt
```

3) Tifa - Lv 37 (Back)

```
Platinum Fist - Comet, Revive, HP Plus, MP Plus
Dragon Armlet - All=Restore, (new) Enemy Skill, Sense, Long Range,
Water Ring                                                     Bahamut
```

Don't forget to use a tent before saving. You won't be able to PHS here, either. Once you have defeated this final boss you won't need to pick this guide up again until you have gained control of Cloud on disc 2. Just sit back, relax and enjoy the amazing, ahead of its time fantasy that only Hironobu Sakaguchi, Kazushige Nojima & Yoshinori Kitase can bring (the games story writers). Not forgetting Nobuo Uematsu and Minoru Akao for the amazing music score! (This is basically SquareSoft/Enix in its prime.)

%^^%

JENOVA-LIFE	BOSS BATTLE:	26
	---------Lv:	50----------
	---------HP:	10000----------
	---------MP:	300----------
	--------EXP:	4000----------
	---------AP:	350----------
	--------GIL:	1500----------
	-------DROP:	Wizard Bracelet
	-----ABSORB:	WTR----------
	----NULLIFY:	GRV----------
	-----DOUBLE:	ERT----------
	ENEMY SKILL:	AQUALUNG-------

If you've equipped the Water Ring then this fight is impossible to lose as all of Jenova's attacks are water based. If you haven't learned Aqualung on your 3rd E-Skill then now is the time, just make sure to have equipped it on the same person who has the Water Ring. Open with the same move as always, Big Guard and then cast your Summons. You can then cast Slow on her, or just wait until Barret's Added Effect=Time is successful (if you'd equipped that combo), just make sure that Jenova hasn't set up her reflect, otherwise it'll bounce back to the caster. Have Barret and Cloud just attack, whilst Tifa just keeps using Comet and other magic spells (like Beta), and don't forget to use Regen. Once she's been downed your reward will be the [WIZARD BRACELET), an 8 Materia slotted piece of armour with very low Defence.

NOTE - Jenova has a higher chance of using Aqualung if her HP is below 25%.

Disc 1 Finished 02/May/2015

If you're finding this walkthrough to be helpful, please remember to rate/recommend/like

{D2} DISC 2

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CONTENTS

- {D2.01} - Icicle Inn
- {D2.02} - The Great Glacier
- {D2.03} - The Promised Land
- {D2.04} - Escape!
- {D2.05} - Optional Sidequests No.3
- {D2.06} - Mideel
- {D2.07} - North Corel & Fort Condor Reactors
- {D2.08} - Into the Lifestream
- {D2.09} - Underwater Reactor
- {D2.10} - Optional Sidequests No.4
- {D2.11} - Cid! The Astronaut!
- {D2.12} - The Forgotten Capitol Re-visited
- {D2.13} - Midgar Re-visited

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|                                                                         |
| {D2.01} - Icicle Inn                                                    |
|                                                                         |
| ITEMS:                                                                  |
|         |_|Viper Halberd     |_|Magic Plus Materia  |_|Hero Drink          |
|         |_|Bolt Armlet       |_|Power Source        |_|Vaccine             |
|         |_|HypnoCrown        |_|Turbo Ether         |_|X-Potion            |
|         |_|Megalixir                                                      |
|                                                                         |
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--D2.01 A - Corral Valley Cave ("Sephiroth... I wonder which way he went?")

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                              **********   **************           <
>           [ ACROPHIES] [GRIMGUARD] [ TRICKPLAY] [      BOUNDFAT] [ HUNGRY] <
>                                        **********   **************           <
> ------Lv: [--------35] [-------31] [--------24] [------------27] [-----33] <
```

```
> ------HP: [------2400] [------880] [------1500] [-----------500] [---2000] <
> ------MP: [-------220] [------120] [-------100] [------------80] [----100] <
> -----EXP: [-------800] [------600] [-------480] [-----------420] [----700] <
> ------AP: [--------90] [-------45] [--------35] [------------40] [-----60] <
> -----GIL: [------1200] [------560] [-------800] [-----------350] [----600] <
> ---STEAL: [Water Ring] [--Shrivel] [----------] [--------Dazers] [-------] <
> ---MORPH: [----------] [---------] [----------] [--------Dazers] [-------] <
> ----DROP: [----------] [--Shrivel] [-Hi-Potion] [--------Dazers] [--Ether] <
> --ABSORB: [-------WTR] [---------] [-------ERT] [-----------ICE] [-------] <
> -NULLIFY: [-------GRV] [---------] [----------] [--------------] [-------] <
> -E-SKILL: [----------] [---------] [L4 SUICIDE] [DEATH SENTENCE] [-------] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                              NOTE ON ENEMIES:                              |
|                                                                            |
| Make sure to have protection from Small as the Hungry like to eat you once |
| they've made you small. The Grimguard uses Ice2 & Bolt2, so equipping the  |
| Dragon Armlet will help, also the Grimguard's shield will shift from       |
| having high physical defence to having high magic defence with every few   |
| hits. The water Armlet can be sold for 5000 gil each, so try to steal a    |
| few from the Acrophies.                                                    |
+----------------------------------------------------------------------------+

--Items - Viper Halberd, Bolt Armlet, HypnoCrown, Megalixir, Magic Plus
          Materia, Power Source
--Extra - Fort Condor Battle #13 - 3x Elixirs
```

So, now you know why I told you to make a fresh save just before the Temple of The Ancients. Maybe you already saw it coming, maybe you didn't, either way, if you haven't taught Aeris her Lv 4 Limit Break - Great Gospel, then make sure to find the time to train her up in the forest area by Rocket Town from that save (if you're trying to obtain the See the Light Trophy). Then come back to your main save when you are ready to continue.

After you've finished shedding your tears, set up your Materia however you see fit. Here's how I set mine up:

1) Cloud - Lv 41 (Front)

```
     Murasame        - All=Restore, Heal, Enemy Skill, Morph
     Wizard Bracelet - All=Gravity, MP Absorb=Steal, Sense, Speed Plus,
     Champion Belt                                          HP Plus, MP Plus
```

2) Barret - Lv 35 (Front)

```
     Chainsaw       - Added Effect=Time, Enemy Skill, Manipulate, Luck Plus
     Diamond Bangle - HP Absorb=Deathblow, Elemental=Ice, HP Plus
     Champion Belt
```

3) Tifa - Lv 37 (Back)

```
     Diamond Knuckle - All=Fire, Comet, Revive, Enemy Skill
     Dragon Armlet   - Elemental=Shiva, Steal, Long Range, HP Plus, MP Plus
     Ribbon
```

Now run into the middle shell-house and rest. You can now follow Sephiroth north if you like, or you can head completely back around in the opposite direction once more...

```
 ____________________________________________________________________________
]                                                                           [
```

] SIDE NOTE - FORT CONDOR BATTLE No. 13 [
] [
] Your prize this time will be 3 x Elixirs. You must complete this before [
] obtaining talking to the guy at the top of the snowboarding cliff in the [
] Icicle Inn. There is only one more optional battle after this one. [
]____[

NOTES - Before heading back to the Northern Continent, it might be worth heading to Mideel to fight the Sea Worms to raise some gil, the next shop will demand an enormous 93,000 gil from us. Do not fret though, there is an enemy that we will encounter which carry Water Rings which we can steal from which can be sold for 5000 gil each. We can also sell our weapons, I know I said that I wasn't going to do that again, but I've just worked out that you can make roughly 54,650 gil that way (depending on how many pieces of amour you have).

- If you don't want to level up, and you don't want to sell your weapons, then you can dig Ethers at the Bone VIllage dig site (dig spot 6) for free, selling them for 750 gil each. Or you could just battle the Trickplay near Bone Village (their Gold Mountain move increases their value by 800 gil each time they cast it).

- Very shortly, our modes of transport are going to be replaced with bigger and better things (respectively). The only bad news is that the Corel Desert (near to the Gold Saucer, not Corral as in where we are now) will be permanently un-accessible. So, if you did wish to steal a few Turbo Ethers from the Land Worms, then now would be your final chance.

Now make your way along the path you saw Sephiroth take to come to a screen with a giant shell in the middle. To get to the chest on the right side you have to run up the small slope on the left, then head around the inside of the shell (as opposed to the outside bit at the top of the slope). It can be quite tricky to navigate to, your reward will be the [VIPER HALBERD].

Retrace your steps, then ascend the ladder like structure of the shell to come to the next screen. This cave has many cracks that can be climbed, take the left crack first then jump to the left at the top. Now climb the crack to the left that you see all the way to the top to grab the [BOLT ARMLET] from the chest here.

NOTE - As mentioned, you're going to need a fair amount of gil if you wish to buy the next set of weapons for everyone, so make sure to steal a few Water Rings from the Acrophies if & when you encounter them.

Now head down and right. Run all the way over to the right and head down, then left to grab the chest containing the [HYPNOCROWN]. Then head all the way back up to grab the [MEGALIXIR] from the chest on the right.

Jump to the left and then take the final crack to the top. Run over to the ladders and descend all the way tom the bottom to GRAB THAT MATERIA! the [MAGIC PLUS MATERIA]. Yes, this area is re-visitable. T

Lastly, take the ladders all the way to the top, grab the chest in the next screen containing the [POWER SOURCE], and then exit out to the World Map!

¬¬

--D2.01 B - Icicle Inn (“Weapon cannot vanish. ...It remains asleep somewhere on the planet.”)

```
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

+-----------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                       >  ENEMIES:                                 [CHOCOBO  <
|   NOTE ON ENEMIES:    >          [BANDERSNATCH] [       JUMPING]    Lv 33] <
|                       >                                                    <
| Equip Fire for the    > ------Lv: [----------30] [------------24] [-----33] <
| sake of it, or        > ------HP: [---------860] [-----------999] [----330] <
| don't, you should     > ------MP: [---------100] [--------------] [----100] <
| be killin' it by      > -----EXP: [---------510] [-----------400] [-----10] <
| now. Just don't use   > ------AP: [----------40] [------------30] [------1] <
| Ice. Protection from  > -----GIL: [---------600] [------------50] [------1] <
| Confusion is advised  > ---MORPH: [-Ice Crystal] [Antarctic Wind] [-------] <
| as the Bandersnatch   > ----DROP: [---Hi-Potion] [-----Hi-Potion] [-------] <
| will 'Bite' you,      > ---HALVE: [---------ICE] [--------------] [-------] <
| causing Confusion.    > --DOUBLE: [---------FRE] [--------------] [-------] <
+-----------------------#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
```

--Items   - Turbo Ether, Hero Drink, Vaccine, X-Potion
--Required gil - 93,000
--Extra   - Glacier Map, Snowboard

Making your way west, you should be able to follow the hills round until you come to the Icicle Inn. Take note of the fact that when you proceed past the Icicle you won't be able to change your party for a while, plus, you'll be on a time limit of sorts. I suggest choosing your strongest party for this, but there's no point in setting up your Materia just yet, we've a shed load of weapons to buy first!

Before we start, I'd first like to say that you should have 2 Peace Rings at this stage. You only need one seeing as you can use the Ribbon and Added Effect for the other two players, so that can be sold.
Secondly, you can sell any Star Pendants that you have, the Fairy ring does the job plus more.
Thirdly, if you were able to steal an amount of Water Rings then you can sell them, but that shouldn't be necessary if you're selling your weapons.
Lastly, ...erm, we don't really need Aeris's weapons now, do we? Well, I'm not really asking, I'm telling you that we won't need them anymore because she's gone and she's never ever coming back, so sell sell sell!!! (It's what she would want you to do). Just remember that your inventory may vary depending on which weapon you had equipped to Aeris when you went into the Demons Gate battle.

Run into the first house you see on the left for the Weapon Shop. Here is a list of weapons I have tentatively selected to sell. Note that you'll need to remove some of the weapons in order to be able to sell them. Also, remember to arrange your items by type, and to have saved your game.

* = Unique item

```
 Cloud    - Butterfly Edge   - 1400 gil | Yuffie    - Pinwheel      - 1300 gil
                                        |             Razor Ring    - 3000 gil
 Tifa     - Tiger Fang       - 1250 gil |
            Diamond Knuckle  - 2900 gil | Cait Sith - Green M-Phone - 1200 gil
                                        |             Blue M-Phone  - 2750 gil
 Barret   - Heavy Vulcan     - 1350 gil |
            Chainsaw         - 3150 gil | Vincent   - Quicksilver   -  500 gil
                                        |            *Shotgun       - 1550 gil
 Red XIII - Gold Barrett     - 3000 gil |             Peacemaker    - 1750 gil
```

```
                                        |             Shortbarrel   - 3200 gil
 Aeris    - Fairy Tale       - 1250 gil |
            Prism Staff      - 1300 gil | Other  - Silver Armlet -  650 gil x3
            Wizer Staff      - 1600 gil |          Gold Armlet   - 1000 gil x4
            Aurora Rod       - 2900 gil |          Star Pendant  - 2000 gil x1
           *Princess Guard   - 3750 gil | (keep 1) Peace Ring    - 3750 gil x1
                                        |
 Cid      - Spear            -  600 gil |
            Slash Lance      - 3250 gil |                   Total = 54,650 gil
```

You can also sell any surplus Water Rings you are carrying. You should now maybe have the required 93,000 gil to purchase all of weapons on offer here (it's a bit of a remote place to stock such high value weapons, don't you think? He'd be better off selling his goods somewhere like Junon, or Midgar):

```
1 x Organics     O=O O=O O O  - Cloud      - 12,000 gil
1 x Dragon Claw  O=O O=O O O  - Tifa       - 10,000 gil
1 x Microlaser   O=O O=O O O  - Barret     - 12,000 gil
1 x Adaman Clip  O=O O=O O O  - Red XIII   - 11,000 gil
1 x Hawkeye      O=O O=O O O  - Yuffie     - 12,000 gil
1 x Red M-Phone  O=O O=O O O  - Cait Sith  - 11,000 gil
1 x Mast Axe     O=O O=O O O  - Cid        - 13,000 gil
1 x Lariat       O=O O=O O O  - Vincent    - 12,000 gil
                                  Total - 93,000 gil
```

Now that you've fully cleaned out your, wallet, it's time to head outside and set up your new party. This was the load out I had:

1) Cloud - Lv 42 (Front)

```
    Organics      - All=Restore, All=Time, Heal, Enemy Skill, Sense
    Aurora Armlet - Steal, Magic Plus, HP Plus, MP Plus
    Ribbon
```

2) Vincent - Lv 38 (Back)

```
    Sniper CR     - Elemental=Ifrit, Enemy Skill, Counter Attack
    Dragon Armlet - All=Gravity, HP Absorb=Deathblow, Luck Plus, HP Plus
    Champion Belt
```

3) Cid - Lv 38 (Back)

```
                                                      Long Range, Speed Plus
    Dragoon Lance   - Comet, Revive, Enemy Skill, Manipulate, Morph, Steal,
    Wizard Bracelet - Elemental=Shiva, All=Fire, Added Effect=Mystify,
    Champion Belt                                           HP Plus, MP Plus
```

Now that we're finally set up and ready to go, head into the house just past the weapon shop. On the bottom floor here is a [TURBO ETHER]. This house contains a treasure house of knowledge, I highly suggest that you play the four videos that are available on the upper floor. You will learn a great deal about the Cetra, Aeris, Jenova, WEAPON, Professor Gast and Ifalna by watching them.

NOTE - After watching the videos, you will have had a few things clarified for you. Back in the Shinra Mansion 5 years ago, Sephiroth stated that Jenova was an Ancient, and that he himself carried Jenova's DNA which subsequently made him an ancient aswell. This is not the case. Sephiroth was infused with Jenova's DNA at fetal stage, but the DNA was not that of an Ancient, rather, an alien (or, 'crisis from the sky'). A planet destroyer if you will, going from planet to planet

devouring the spirit energy of that planet and then moving on to the next. Sephiroth, however, has slightly different motives...

We'll come back to the middle house in just a sec, for now head to the eastern house with the snowman outside. You should be able to make out a map on one of the walls, grab the Glacier Map as it'll come in handy later on. Now look inside the room to grab a [HERO DRINK] on the right, and a [VACCINE] on the left. The Hero Drink is a great item, save it for much later.

Now head over to the north eastern most house. You can sleep here for 200 gil, I suggest doing so. You can head downstairs to the bar to hear some local gossip if you like, otherwise head to the top floor and look at the window sill for an [X-POTION].

Make sure that you're fully kitted out and healed up, then save your game. This is the last point in the game in which you'll be able to use your buggy and plane. If there's anything left that you want to do on the World Map (as it currently is) then do it now. When you're ready, talk to the guy at the very north end of the screen. Choose option 1 - 'I'm still going' to continue. When you do, some uninvited guests turn up..

You can dodge her punch by pressing up, left or right but you'll have to be quick! If you weren't fast enough then you'll wake up in Gast's old house, otherwise you'll continue on from where you left off. Either way, the town is now under the command of the Shinra and you cannot leave!

Run into the middle house that we skipped out earlier and head into the back room. Talk to the boy here to receive his snowboard, it's time to do some snowboarding!! We're now finished with Icicle Inn, so make sure that you're ready, then head north to run behind the guy to start the snowboarding challenge. Before scooting down the mountainside however, you must be aware of a few things:

NOTES - There are various routes you can take whilst snowboarding, and depending on the route you take will you'll land in one of four places within the Glacier. The Glacier can be, to put it mildly, a bit of a nightmare to navigate. Firstly, its labyrinth like structure can easily get you lost and disorientated. Secondly, you will pass out every 544 steps that you take, waking up in a cabin to the far north. It is possible to pick up all (but one) of the items in one swoop, but if you do pass out then you'll have find your way back to where you left off.

- I'd decided that I wasn't going to mention any exploits during this guide other than the W-Item trick, but what the hey, if you're into that sort of thing then you can perform a few infinite item glitches here. Check section E.18 for more info.

```
]                                                                              [
] SIDE NOTE - SNOWBOARDING MINI-GAME                                           [
]                                                                              [
] Yes, this game will reappear it the Wonder Square at the Gold Saucer.        [
] There's not much to this really, press Up to get yourself going, X to        [
] jump, Square or Down to break and R1 to turn sharply. And obviously Left     [
] and Right to turn right and left, un-respectively.                           [
]                                                                              [
] You'll receive no reward of any type for hitting all of the balloons or      [
] anything, that'll come later on at the Wonder Square. For now, all you       [
] need to worry about is the route that you want to take. LEFT + LEFT is the   [
] optimal route, if you mess up and take the wrong path by mistake then you    [
```

```
] can either pick the trail back up, or you can return to Icicle Inn to have [
] another go. More details on how to do that below.                          [
]___________________________________________________________________________[


 ____________________________________________________________________________
/----------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D2.02} - The Great Glacier                                                |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Mind Source        |_|Added Cut Materia  |_|Alexander Materia   |
|         |_|Potion             |_|All Materia        |_|Elixir              |
|         |_|Safety Bit                                                      |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D2.02 A - The Glacier That is Great   ("When you think of it that way, the
                                                 Shinra don't seem so bad...")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                                  <
>          [ FROZEN NAIL] [        SHRED] [      MAGNADE] [        JUMPING] <
>                                                                            <
> ------Lv: [----------28] [-----------32] [-----------35] [-------------24] <
> ------HP: [--------1300] [----------900] [---------1000] [------------999] <
> ------MP: [---------100] [----------100] [----------100] [---------------] <
> -----EXP: [---------520] [----------500] [----------980] [------------400] <
> ------AP: [----------50] [-----------40] [-----------50] [-------------30] <
> -----GIL: [---------800] [----------950] [---------1200] [-------------50] <
> ---STEAL: [------------] [-------------] [-Phoenix Down] [---------------] <
> ---MORPH: [------------] [-------------] [-------------] [-Antarctic Wind] <
> ----DROP: [------------] [--------Ether] [-----X-Potion] [------Hi-Potion] <
> -NULLIFY: [------------] [ICE--WTR--ERT] [-------------] [---------------] <
> --DOUBLE: [------------] [-----WND--FRE] [-----GRV--FRE] [---------------] <
>                                                                            <
>          [        SNOW] [ ICE GOLEM] [      LESSALOPLOTH] [ BANDERSNATCH] <
>                                                                            <
> ------Lv: [----------32] [--------40] [----------------34] [-----------30] <
> ------HP: [--------4000] [------4000] [--------------2000] [----------860] <
> ------MP: [---------160] [-------300] [---------------400] [----------100] <
> -----EXP: [---------500] [------1000] [---------------920] [----------510] <
> ------AP: [----------42] [--------70] [----------------65] [-----------40] <
> -----GIL: [---------700] [------1500] [--------------1000] [----------600] <
> ---STEAL: [-----Circlet] [-Hi-Potion] [------Phoenix Down] [-------------] <
> ---MORPH: [------------] [----------] [------------------] [--Ice Crystal] <
> --DROP 1: [-Ice Crystal] [-Hi-Potion] [------Phoenix Down] [----Hi-Potion] <
> --DROP 2: [------------] [----------] [-------------Ether] [-------------] <
> --ABSORB: [---------ICE] [-------ICE] [------------------] [-------------] <
> -NULLIFY: [------------] [----------] [ICE--GRV--WTR--ERT] [-------------] <
> ---HALVE: [------------] [----------] [------------------] [----------ICE] <
> --DOUBLE: [---------FRE] [----------] [---------------WND] [----------FRE] <
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                                NOTE ON ENEMIES:                              |
|                                                                              |
| The Bandersnatch and the Jumping are the same from as the ones we fought     |
| at the Icicle Area. Obviously equip the Elemental=Ifrit combo, remembering   |
| that Ifrit will not penalise your strength whereas the Fire Materia will.    |
| Jumping, Ice Golem, Snow & Shred can all be hit with L4 Suicide. The         |
| Magnade have very high physical evade, so cast Demi on them. Lastly, make    |
| sure to steal a few Circlets from the Snow Witches, these are the            |
| magicians equivalent of the Champion Belt, increasing Magic and Spirit by    |
| +30!                                                                         |
+------------------------------------------------------------------------------+
```

As mentioned, you only have 544 steps before you pass out, which equates to roughly 2 and a half minutes of movement. When you do pass out, you'll awaken in a shack at the base of Gaea's Cliff. You don't have to back track for the missing items if you don't want to, but obviously I would advise grabbing everything you possibly can.

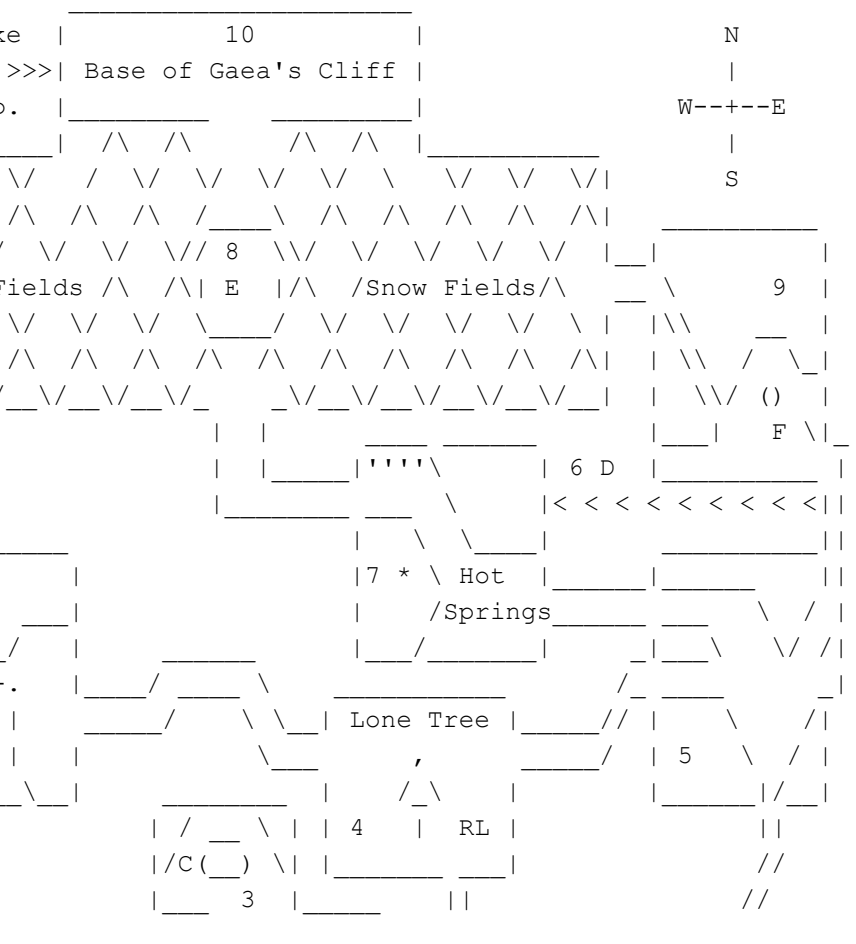
NOTE - If you mess up the snowboarding challenge and you'd rather try again to take the advised path (left, left), then you can exit to the World Map either from the entrance, or even more comically from the area east of the entrance. Head into the cavern on the right to find a shoot that will project Cloud out into the World Map. Here you can head back to Icicle Inn to try the snowboarding game again.

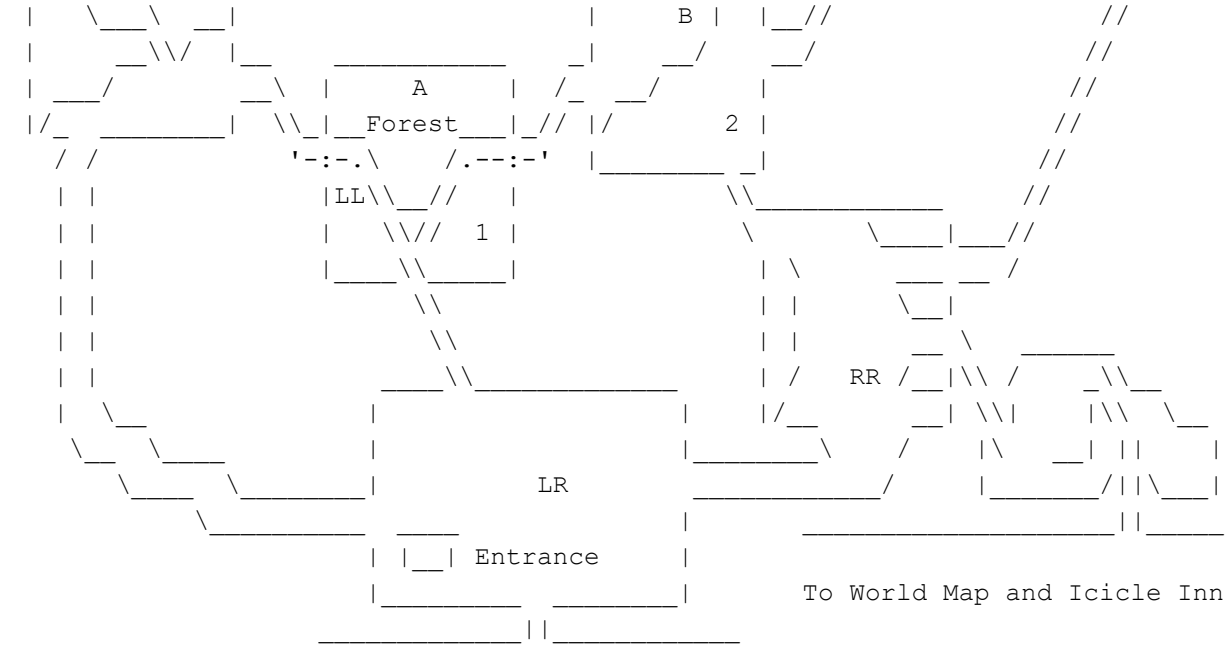
This map should explain where to go far better than I could using just paragraphs:

(This same map can be found in section F.07)

^^

(A) Mind Source, (B) Potion, (C) Safety Bit, (D) Added Cut Materia,
(E) All Materia, (F) Alexander Materia, (G) Elixir





^^

If you'd taken the :-

Left + Right path you would have landed at the entrance. Head north to continue on from the forest.

Right + Left path you would have landed at the Lone Tree. Head south, then west to continue on from the forests.

Left + Left path (as advised) you would have landed in the forest.

Right + Right path you would have landed east of the entrance. Make your way through the south screen to arrive at the entrance then continue north to come to the forest.

Take as much time as you need to study this map, you aren't on a time limit or anything. You can also bring up the Glacier Map that you stole by using Square. Your aim is to make it to area 9 without passing out as it's extremely difficult to pick up the final item at 11 (Elixir) in one trip.

NOTE - Some screens will have more exits than are marked on this map. Most of them will lead back to the same routes. For example, when you get to 11, there will be three northern exits all of which will lead back to the same route in the screen north of 11 with the Moai face on it. Don't be put off by the orientation of the through-screens, either.

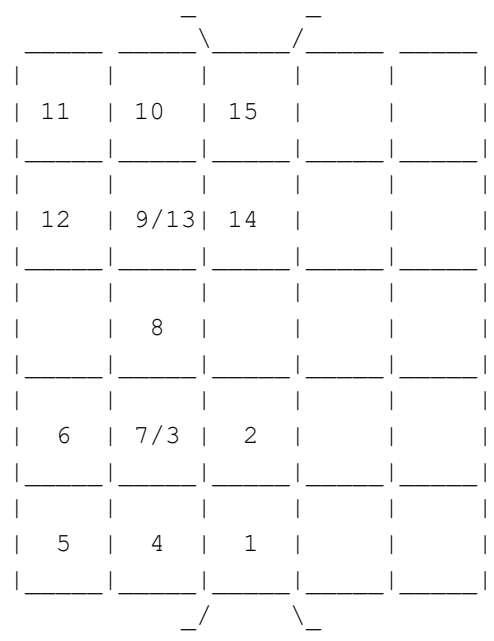
1.) At the very north of the screen in the forests, you'll be able to pick up (A), the [MIND SOURCE]. Now head east two screens to 2.

2.) To the north east of the screen you'll be able to pick up (B), the [POTION]. By not pressing confirm a second time, you can add one to your inventory whilst retaining the Potion's 'source'. Meaning, it'll still be there when you run back. Now head north west to 3.

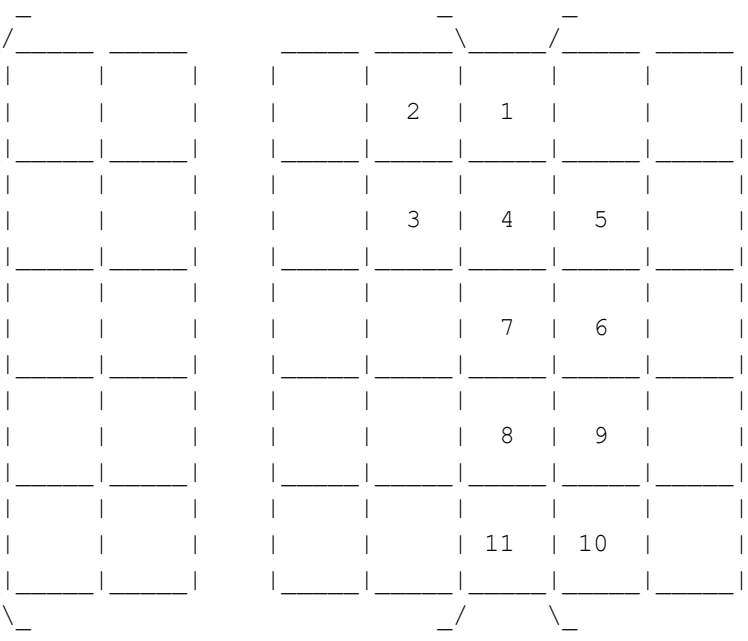
3.) You'll have to step on the ice blocks in a certain sequence here to be able to get to the other side. The same goes for on the way back. In the cave ahead you'll be able to find (C), the [SAFETY BIT] (be sure to get

this).

HEADING NORTH:



HEADING SOUTH:



4.) Picking a second 'infinite' potion as you return through section 3, make your way east two screens to the Lone Tree.

5.) Heading east, make your way 4 screens up to the far eastern mountainside 'split'.

6.) Now head through the far eastern exit, this is a one way path that can only be travelled on from screen 5. Along the path on the second screen to the right, you'll just about to be able to make out (D), the [ADDED CUT MATERIA] in the snow. GRAB THAT AWESOME MATERIA! This whole area is re-visit able.

NOTE - Added Cut can be paired with Deathblow for devastating effect. In fact, it's the only reason I've taken Vincent along with me, if you've followed the exact set-up that I've had (with the Sniper CR) then replace HP Absorb with Added Cut, Now! Also, you could pair it with Steal instead if you wished to turn it into 'Mug'.

7.) You should now emerge at the hot springs. MAKE SURE to examine the left side of it to 'touch it' as you won't be able to grab the Alexander Materia otherwise. Then make your way 3 screens to the north to come to the snow fields.

8.) Every second or so press confirm to lay down a marker. When the wind throws you off direction, stop moving. Use the markers that you have placed to pick up your orientation. Firstly, head north to find and igloo type cavern containing (E) the [ALL MATERIA] (it's not like we need anymore of these things).

9.) Now head out of the igloo and head east. After you've travelled through 4 screens you'll find yourself on more mountain side paths. Head into the eastern cavern and replace Counter Attack with Steal. As long as you touched the hot springs earlier, then you can fight the Snow here, and even though the music suggests a boss battle it's actually just the same Snow as listed above. Make sure to steal a Circlet from her. Once she has been defeated she'll leave behind (F), the [ALEXANDER MATERIA]. Although you can return to this area later on in the game, GRAB THAT

MATERIA! now anyway to save yourselves the hassle (naturally).

NOTE - We now have our first and only piece of Holy Materia! Use it wisely.

10.) As long as you've managed to grab the Alexander Materia without passing out then you'll have succeeded in grabbing as much as I intended for you to grab. Don't even attempt to make your way over to the remaining can make use of there, however. I suggest at this point either making your way back to the Snow Fields and then north to find Holzoff's cabin, or just running around until you pass out, you'll then awaken in his cabin.

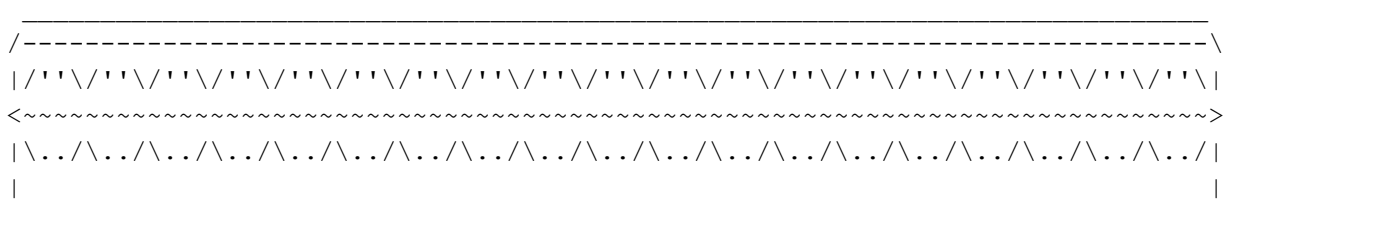
Once at the cabin, you'll have to listen to Holzoff's story to continue. After spending the night there, head outside to hear Barret embarrass himself, then your teammates will join you. If you're really not that bothered by the Elixir nor the exploit, then you can continue down to section D2.03, otherwise head south back to the Snow Fields. When you head back out you'll have a fresh 544 steps to play with.

11.) From the Snow Fields head all the way to the west 3 screens to arrive at more cliff sides. Note the face in the northern cliff is a Moai face that is actually a recurring easter egg found throughout the FF series. They serve no purpose, and can usually be found in remote locations. The only other Moai face found in VII is during the Chocobo Races (Ok, not so remote. Try looking on the bottom of the ocean or on the moon, as in previous FF's).

Now make your way west 3 screens to arrive at a cavern that can be entered from both sides. the final item here, the [ELIXIR] (G) can be duplicated as many times as you please, so long as you don't pick up the source (exactly like the Potion we saw earlier, but unfortunately not the Mind Source). Press confirm once to have the message 'Received Elixir' appear, but DON'T press confirm a second time. Instead, run out of the cavern and back in again. The Elixir will still be there, and you'll have added one to your count. As long as you don't accidentally pick up the source of the eternal Elixir, then you'll be able to keep coming to this spot as many times as you like. This also applies to the Steam/PS4 versions.

NOTE - If you're interested in item duplication, then just remember there's a far, far quicker way of doing so at the end of Disc 2 once you've obtained the W-Item Materia. Probably the oldest trick in the walkthrough-book, the W-Item trick will duplicate any item in less than a second so long as it can be used in battle. Also note that there are other ways of duplicating rare items such as the Alexander Materia, but they are so complicated and difficult to perform that I'm not going to even bother to go into it. For more info see section E.18.

That just about wraps up everything there is to do within the Great Glacier, so head over to the base of Gaea's Cliff and into Holzoff's Cabin once more. Alternatively, you can just run around until you pass out.



{D2.03} - The Promised Land
ITEMS:
|_|Ribbon |_|Speed Source |_|Ether
|_|Javelin |_|Enhance Sword |_|Kaiser Knuckles
|_|Elixir |_|Protect Ring (Boss) |_|Reflect Ring (Boss)
|_|Fire Armlet |_|Neo Bahamut Materia |_|MP Turbo Materia
|_|Megalixir |_|Hi-Potion |_|Poison Ring

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```

--D2.03 A - Gaea's Cliff ("Next time the wound won't be so small.")

ENEMIES:	[HEADBOMBER]	[ZOLOKALTER]	[MALBORO]	[STILVA]
------Lv:	[----------35]	[--------30]	[---------44]	[----------40]
------HP:	[--------1600]	[-------950]	[-------4400]	[--------2000]
------MP:	[---------200]	[--------90]	[--------900]	[---------300]
-----EXP:	[---------640]	[-------700]	[-------1000]	[--------1000]
------AP:	[----------64]	[--------60]	[--------100]	[---------110]
-----GIL:	[---------460]	[-------700]	[--------100]	[--------1100]
---STEAL:	[Tranquilizer]	[----------]	[M-Tentacles]	[------------]
---MORPH:	[Tranquilizer]	[--Antidote]	[-----------]	[--Holy Torch]
--DROP 1:	[-------Hyper]	[--X-Potion]	[M-Tentacles]	[--------Tent]
--DROP 2:	[------------]	[----------]	[Echo Screen]	[------------]
--ABSORB:	[------------]	[-------PSN]	[--------PSN]	[------------]
-NULLIFY:	[------------]	[----------]	[--------GRV]	[---------GRV]
--DOUBLE:	[------------]	[----------]	[--------WTR]	[------------]
E-SKILL1:	[------------]	[----------]	[-BAD BREATH]	[MAGIC BREATH]
E-SKILL2:	[------------]	[----------]	[-----------]	[-------TRINE]

	[EVILHEAD]	[CUAHL]	[BLUE DRAGON]	[ICICLE]
------Lv:	[-----------28]	[-----------33]	[------------41]	[-----------30]
------HP:	[----------740]	[---------1300]	[----------8800]	[---------3000]
------MP:	[-----------45]	[-----------60]	[-----------500]	[----------300]
-----EXP:	[----------650]	[----------720]	[----------1200]	[----------500]
------AP:	[-----------50]	[-----------70]	[-----------200]	[------------]
-----GIL:	[----------400]	[----------800]	[----------1000]	[------------]
---STEAL:	[------------]	[-Tranquilizer]	[--------------]	[------------]
---MORPH:	[---Holy Torch]	[-Tranquilizer]	[--------------]	[------------]
----DROP:	[-Vampire Fang]	[----Hi-Potion]	[-Dragon Armlet]	[------------]
--ABSORB:	[------------]	[------------]	[-----------ICE]	[----------ICE]
-NULLIFY:	[------------]	[------------]	[-----------GRV]	[------------]
--DOUBLE:	[------------]	[------------]	[--------------]	[ERT--GRV--FRE]

NOTE ON ENEMIES:
Make sure that someone has a Ribbon on at all times, and to defend against Ice. This is the last place in the game where you can learn Trine, so if you have defeated the enemy Godo in Wutai then make sure to learn Trine now. Also, equip the Elemental=Leviathan combo to deal with the Malboro if

| you have it, otherwise just use Aqualung. Bad breath will inflict 8 |
| different Status changes, while Magic Breath will inflict Fire Ice & |
| Lightning damage. When fighting the Malboro you can use L4 Suicide |
| straight away as they more likely to use Bad Breath when their health is |
| low, you can also use Magic Hammer against them to use him as a source of |
| MP. Make sure to obtain a few Dragon Armlets from the Blue Dragon, also. |
| |
| Note that the Blue Dragon uses the Enemy Skill Dragon Force which raises |
| the Def and Mag Def of one character, but due its resistance to being |
| Manipulated you won't be able to learn it until you face a different enemy |
| in Disc 3. |
| |
| Grab yourself a Holy Torch while you're here; morphed from the Evilhead or |
| the Stilva. You will be able to grab one again from the Battle Square, but |
| it's easier to pick one up here. The Unknown 3 in the Sunken Gelnika also |
| drops them. |
+---+

--Items - Ribbon, Javelin, Elixir, Fire Armlet, Megalixir, Speed Source,
Enhance Sword
--Boss - Schizo (Left) Lv 43 & Schizo (Right) Lv 43 (Protect Ring)

When you are ready, form a party of your choice and then set up your Materia, rest (by talking to Holzoff) and then finally save. The following area is *not* re-visitable, so make sure to grab all the collectables along the way. This was my set-up heading out, bearing mind that I'm only using these two characters because I haven't used them in a while, and I'm also only equipping the All Materias purely for AP, remember that they're worth 1.4 million gil once mastered!

1) Cloud - Lv 43 (Front)

Organics - All=Restore, Comet, Heal, Enemy Skill, Sense
Aurora Armlet - Steal, Magic Plus, HP Plus, MP Plus
Ribbon

2) Cait Sith - Lv 36 (Front)

Speed Plus
Red M-Phone - Added Effect=Time, Counter Attack, Long Range, Luck Plus,
Dragon Armlet - Added Cut=Deathblow, Enemy Skill, Manipulate, HP Plus,
Champion Belt MP Plus

3) Yuffie - Lv 37 (Back)

Hawk Eye - All=Barrier, All=Gravity, Revive, Enemy Skill
Wizard Bracelet - Elemental=Shiva, All=Poison, Morph, Steal, HP Plus,
Champion Belt MP Plus

When you reach the base of the cliff you will notice that your body temp is on display. Every time you get to a ledge you're going to want to bash Square to raise you temp up to around 35 degrees. If it falls below 26 then you'll collapse and return to Holzoff's Cabin.
After the fourth ledge you'll find the entrance to a cavern.

Head through the archway directly north of the entrance. In the next screen, head up the stairs on the left, and then through the southern exit. Back at the first screen, head over the bridge on the right, and search for the very well hidden passage on the other side for a chest containing a [RIBBON]. I suggest equipping it now.

Now head back to the main screen. Follow the path north and you should be able to make out a chest slightly off route. Make your way round to it for the [JAVELIN]. This weapon for Cid is the best Double Growth weapon in the game, as it has five slots, four of which are linked.

Now head through the opening on the left to arrive back at the 2nd screen, but this time to the right of where you were initially. Head north through the archway that is indicated with a green arrow, then run round to the top ledge. You'll be able to push the boulder here to free up the previously blocked path. Now follow your way back round to head to the newly opened path.

NOTE - The Stilva basically looks like a small red version of the Materia Keeper. When you run into her, don't forget to manipulate her to learn Magic Breath, and more importantly Trine. This is the only time you'll be able to learn the E-skill Trine in a random battle encounter.

- Magic Breath is perhaps one of the strongest Enemy Skills in the game, and surpasses Beta! It does cost a whopping 75MP to cast, though.

The new path will lead you back round to the first screen, then back outside for some more climbing. Hitch yourself up then choose 'up' when prompted. On the next ledge, climb up on the left side and choose 'right' when prompted. Now climb to the next ledge, then climb up the left side of the ledge to climb to one final ledge followed by a large cave.

Head to the right first to grab an [ELIXIR] sitting inside a chest. You can then save if you want using the save point to the north, otherwise just head through the exit to east. Note that this next screen outside with the two snowy paths is the only screen in which the Malboro can be fought, so make sure to learn Bad Breath as it will cause Poison, Sleep, Small, Frog, Darkness, Silence, Berserk and Confusion! BE SURE to be wearing a Ribbon or two. You can fight the Malboro again on Disc 3 if you missed them here.

In the cave above you'll see four giant crystals hanging from the roof. You can equip Elemental=Titan if you like, but it probably isn't necessary. I did anyway on Cait Sith just for the sake of it. You'll have to fight these giant icicles on by one, but first open the chest on the right containing the [FIRE ARMLET].

Like with previous foes, if you kill the main enemy then the fight will end, but you won't reap all of the rewards had you killed them all, plus, the battle spoils here aren't too shabby either. One good blast of Beta should wipe the floor with 'em. Don't jump to the lower level when prompted, instead fight all four of them and then continue to the end for a chest containing a [MEGALIXIR], even though it'll display 'Last Elixir' (fixed in current versions)!

Now make your way to the right of the screen to jump down to the giant cavern below to out find that the icicles have created new paths for us! First head to the left of the save point to find a chest containing a [SPEED SOURCE].

Then head out of the newly accessible exit to come to a chest in the snowy paths area containing the [ENHANCE SWORD], then follow the path round to the next area.

Once outside, you'll have to do the old climbing thing again. This time head 'up', then head 'up' again, and don't forget to keep your body temperature

up. You'll soon come to a save point and a spring in which you can restore your HP/MP. I suggest doing so, as there is a boss battle ahead!

NOTE - These next two screens are the only two in which the Blue Dragons can be fought, and they will drop a Dragon Armlet 100% of the time. I suggest collecting a couple now as you won't be able to obtain these again until Disc 3 otherwise.

Some walkthroughs would advise getting them for the upcoming boss battle, I reckon you don't need 'em. In fact, I think the following set-up is slightly better (note the armour & accessories that I've chosen):

1) Cloud - Lv 45 (Front)

Organics - All=Restore, Comet, Enemy Skill, Sense, Steal
Aurora Armlet - Elemental=Earth, Magic Plus, HP Plus
Fire Ring

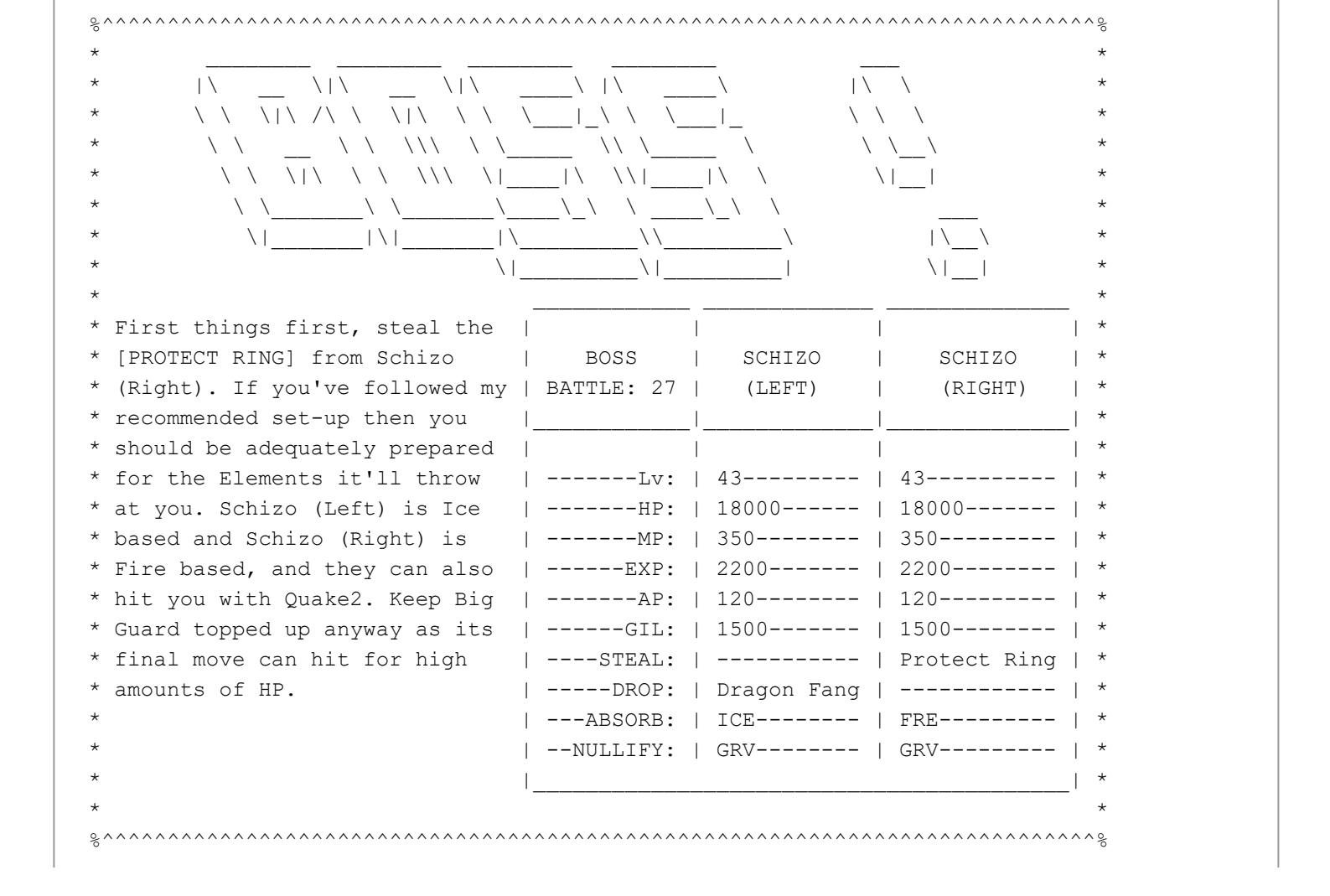
2) Cait Sith - Lv 39 (Front)

Red M-Phone - Added Effect=Time, Revive, Steal, Luck Plus, Speed Plus
Dragon Armlet - Added Cut=Deathblow, Enemy Skill, Manipulate, HP Plus, MP Plus
Champion Belt

3) Yuffie - Lv 40 (Back)

Hawk Eye - All=Barrier, All=Poison, Enemy Skill, Steal
Fire Armlet - Elemental=Titan, HP Plus, MP Plus
Ice Ring

Restore your HP/MP, save, then head to the next screen for the next boss!



First things first, steal the [PROTECT RING] from Schizo (Right). If you've followed my recommended set-up then you should be adequately prepared for the Elements it'll throw at you. Schizo (Left) is Ice based and Schizo (Right) is Fire based, and they can also hit you with Quake2. Keep Big Guard topped up anyway as its final move can hit for high amounts of HP.

Once you've defeated the twin headed-serpent, head back to the spring to change your party. In the next section along Tifa will force herself into your party, so you might aswell have her set up now! This was my set-up, again I'm equipping a lot of Materia here just for the sake of gaining AP:

1) Cloud - Lv 46 (Front)

Organics - All=Restore, Comet, Enemy Skill, Sense, Steal
Wizard Bracelet - All=Heal, All=Gravity, Manipulate, Magic Plus, HP Plus, MP Plus
Ribbon

2) Tifa - Lv 41 (Front)

Speed Plus
Dragon Claw - Added Effect=Time, Revive, Enemy Skill, Luck Plus,
Dragon Armlet - Added Cut=Deathblow, Elemental=Fire, Morph, HP Plus
Champion Belt

3) Red XIII - Lv 40 (Front)

Seraph Comb - Enemy Skill, Steal, HP Plus, MP Plus
Dragon Armlet - All=Barrier, All=Poison, Elemental=Ifrit
Champion Belt

Once you've healed and saved head past the place where you fought Schizo to come to the final climbing section, not before grabbing a Dragon Armlet from the Blue Dragon as this will be your last chance to do so. There is no body temp gauge here as we're virtually at the top. Once you're at the top you'll view a cool bit of CGI.

--D2.03 B - Whirlwind Maze ("What I have shown you is reality. What you remember, that is the illusion.")

ENEMIES:				
	[GIGAS]	[GRENADE]	[GREMLIN]	[IRONITE]
------Lv:	[----------40]	[-------32]	[------36]	[----------30]
------HP:	[--------3500]	[-----2000]	[----1500]	[--------2400]
------MP:	[---------100]	[---------]	[-----100]	[---------100]
-----EXP:	[---------840]	[------900]	[-----750]	[---------900]
------AP:	[----------84]	[------100]	[------60]	[----------48]
-----GIL:	[---------560]	[------400]	[-----750]	[---------680]
---STEAL:	[Gigas Armlet]	[Right Arm]	[----Tent]	[Phoenix Down]
---MORPH:	[------------]	[Right Arm]	[X-Potion]	[------------]
----DROP:	[Earth Mallet]	[Right Arm]	[-Shrivel]	[---Hi-Potion]
-NULLIFY:	[---------GRV]	[------ERT]	[--------]	[------------]
---HALVE:	[------------]	[------FRE]	[--------]	[------------]

	[SCULPTURE]	[KILLBIN]	[DRAGON RIDER]	[WIND WING]
------Lv:	[----------32]	[---------30]	[-----------35]	[-----------36]
------HP:	[--------1700]	[-------3200]	[---------3500]	[---------1900]
------MP:	[---------100]	[--------380]	[----------180]	[----------350]
-----EXP:	[---------860]	[--------700]	[---------1000]	[----------800]
------AP:	[----------60]	[--------150]	[-----------80]	[-----------60]

```
  > -----GIL: [---------640] [-------1000] [----------690] [----------500] <
  > ---STEAL: [------------] [Turbo Ether] [----Hi-Potion] [----Hi-Potion] <
  > ---MORPH: [------------] [Mind Source] [--Mind Source] [-Phoenix Down] <
  > ----DROP: [Tranquilizer] [------Ether] [----Hi-Potion] [-Phoenix Down] <
  > --ABSORB: [------------] [-----------] [-------------] [-------------] <
  > -NULLIFY: [------------] [-----------] [GRV--ERT--WTR] [-------------] <
  > ---HALVE: [------------] [-----------] [-------------] [-------------] <
  > --DOUBLE: [------------] [-----------] [----------WND] [-------------] <
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|                              NOTE ON ENEMIES:                            |
|                                                                          |
| There aren't many Elemental weaknesses to exploit here, so stick your    |
| Elemental Materias in your armour paired with Fire and Ifrit. The Grenade, |
| like the Bomb in North Corel will explode after being hit twice for large |
| amounts of damage. You can try to morph a few Mind Sources from the Dragon |
| Riders and Killbins too, but definitely steal a few Gigas Armlets from the |
| Gigas. Whilst increasing your strength by +30 you'll also gain 0 AP for  |
| Materia linked to that armour, so swings and roundabouts 'eh? Lastly, the |
| Wind Wing carries the enemy Skill White Wind, but the command isn't      |
| available when manipulated for some reason. Oh, and protect yourselves   |
| from Sleep, caffeine should do the trick.                                |
|                                                                          |
|  NOTE - This is the only place in the game to obtain the Earth Mallet;   |
|         dropped from the Gigas.                                          |
+--------------------------------------------------------------------------+

--Items - Neo Bahamut Materia, Hi-Potion, Ether, Kaiser Knuckles, MP Turbo
          Materia, Poison Ring
--Boss  - Jenova-Death Lv 55 (Reflect Ring)
```

Wow, surely this must be the Promised Land? As you descend the hill you'll come across another black caped thing similar to the ones we saw earlier in Nibelheim. The next screen along is where Tifa would've joined you had you decided to not put her in your party earlier.

NOTE - If you're after a Gigas Armlet or two then you must fight the Gigas in the first screen only. As the name suggests, they are huge!

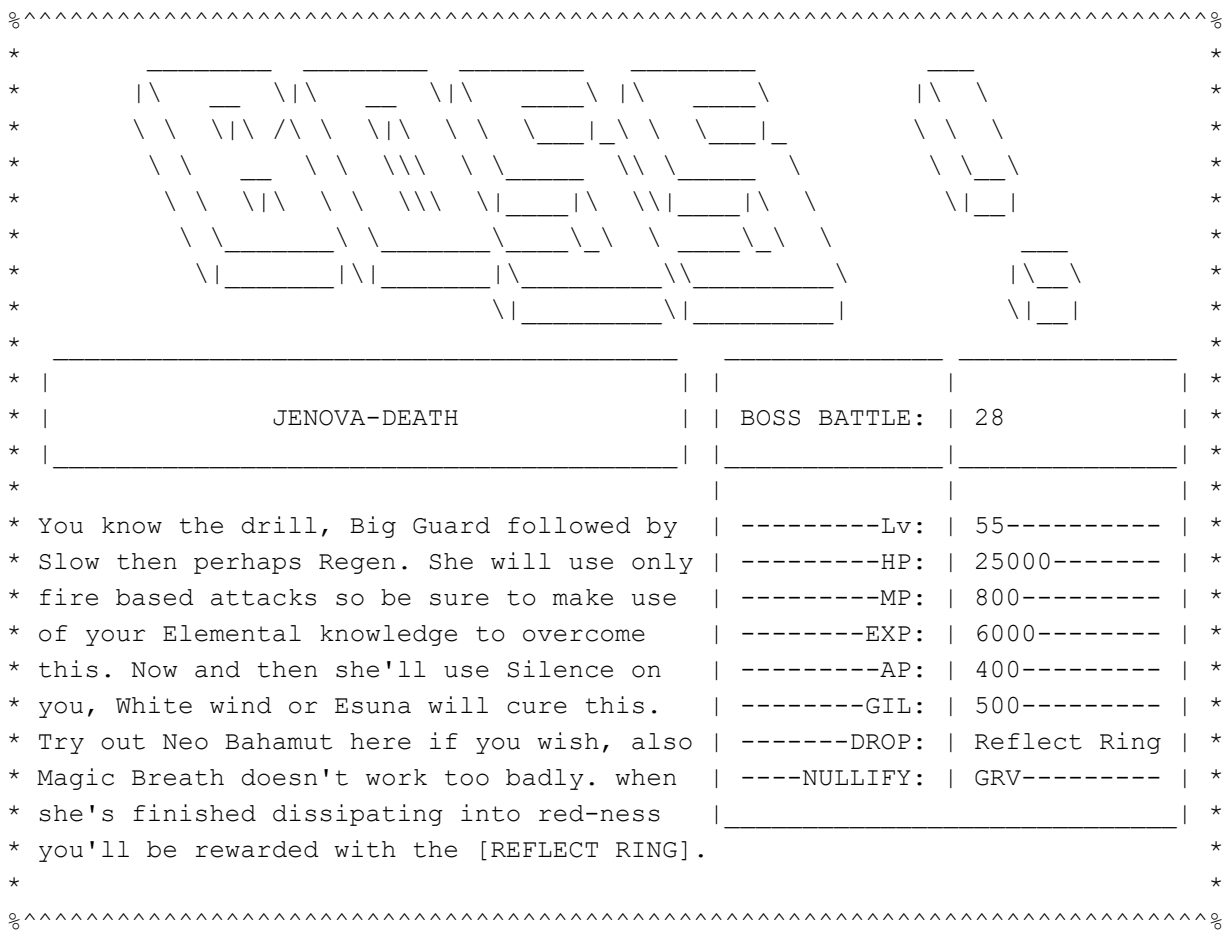
In the next screen along, drop down and follow the path to GRAB THAT MATERIA!, the [NEO BAHAMUT MATERIA]. Now jump over to the save point, as you make your way to the next screen you'll see a little scene involving one of Cloud's adversaries.

In the next screen you'll have to time your runs. When the wind dies down, you'll be able to dash through, it may seem easy now but it'll get slightly more tricky soon. Talk to the hooded creature on the right for a [HI-POTION] and the one on the left for an [ETHER].

I can't imagine you messing it up, but if you did somehow manage to run into the wind (probably because you're so not used to pre-rendered graphics anymore), then you would be forced to fight the Wind Wing. Once you're in the next screen you'll see a load more caped men, follow the winding path round to a chest containing the [KAISER KNUCKLE].

In the next screen along you'll come to another wind barrier, this one slightly more difficult than the last. Once you're through, you're going to want to prepare for a boss battle. Make sure to have some sort of Fire defence on each character, aswell as Silence defence. Try equipping your new Summon Neo Bahamut aswell. You'll have some fairly strange dialogue, then

you'll be up against:



NOTE - the music here I find to be incredible. I had the notion years ago to make a song based on the Jenova Theme. Unfortunately, I didn't follow it up, and a dubstep producer named Datsik beat me to it, although his tune was, well there's only one word to describe 'Jenova Project'. Aggy. The lesson is, if you have a creative itch, scratch it, it's why you're reading this walkthrough right now.

Once Jenova is defeated, Cloud will realise that the real Sephiroth is further within the whirlwind maze. You'll then be given the choice of who you wish to give the Black Materia to. Try as you might to give it away, only Red XIII or Barret will up to the task. Once you've made your choice, talk to Tifa in order to proceed.

GRAB THAT MATERIA! Pick up the yellow [MP TURBO MATERIA] that you see on the floor (even though MP Turbo is a support 'blue' Materia), then head up to the save point to save.

Open the chest to the left for a [POISON RING], then head into the next screen for one more wind barrier. Before progressing, remove Cloud's armour and accessory, and also everyone's Materia. Using the 'Exchange' tab, equip Barret and/or Cait Sith with a few basic bits of Materia.

When you progress to the next screen you will engage in a series of events that will massively shape your knowledge of the story as a whole, so pay close attention. You won't need to pick up this walkthrough again until you have gained control of Tifa in the next section of the game.

NOTE - Sometimes, sometimes Sephiroth is telling the truth and sometimes Sephiroth is lying. And sometime when Sephiroth is lying he is doing so because he believes it to be the truth, and other times he is lying because he likes to confuse Cloud. In other words, don't take

```
        all of what Sephiroth says as gospel, but also at the same time
        listen to every single god-dam word that he is saying!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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D2.04} - Escape!                                                          |
|                                                                            |
| ITEMS:  None                                                               |
|                                                                            |
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--D2.04 A - WEAPON     ("People are ignorant. They'll feel better as long as
                                                        someone is punished.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬


  Before we continue, there's a few things I would first like to mention
about the storyline thus far. Make sure not to read the following section
until you have gained control of Tifa in Junon's prison cells. Also, a lot
more of the story is yet to be revealed as you play on, so I'll be wary to
not to go into too much depth here.
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - STORYLINE CLARIFICATION                                        [
]                                                                            [
] Some incredibly shocking revelations have just taken place, and the whole  [
] story has just twisted and flipped upside down. Please understand that     [
] there's a lot that you are supposed to know at this stage, that you may    [
] not have fully realised due to misleading context:                         [
]                                                                            [
] Sephiroth - When Sephiroth fell into the Lifestream 5 years ago, he never  [
]             emerged from it. When we were in the Temple of The Ancients    [
]             Seph', stated the he had become a traveller of Lifestream,     [
]             absorbing the wisdom of the Ancients, which he did. He'd spent [
]             5 years recovering whilst encapsulated deep within the         [
]             North Crater until his will was strong enough. Then he was     [
]             able to make copies of himself out of the caped figures we've  [
]             been seeing, he was even strong enough to make a copy of       [
]             himself from Jenova. In fact, when we saw Sephiroth on the     [
]             Cargo Ship for the first time (and there was no name above the [
]             text dialogue), this was actually Jenova in the form of        [
]             Sephiroth, being controlled by Sephiroth (crazy, 'eh?). Jenova [
]             herself even spoke to Cloud at the end of Disc 1 - "Because,   [
]             Cloud. You are... a puppet."                                   [
]                                                                            [
] Tifa - Throughout the course of the game Tifa has been harbouring some     [
]        very deep and personal feelings for Cloud, which has been very      [
]        cleverly masked as a love angle. The very first flashback of the    [
]        game at the well, the date, all of the obscure times that Tifa has  [
]        started to say something but then hesitated, all was because she    [
]        knew that something was seriously wrong with Cloud ("All the things [
```

] you didn't know that you should, and other things you shouldn't [
] know that you did.”). She desperately wanted to address these [
] issues but was worried that something terrible would happen if she [
] did. Tifa thinks that it's been 7 years that her and Cloud have [
] been apart as opposed to 5 years because she doesn't remember Cloud [
] ever coming to Nibelheim 5 years ago... More on that later on. [
] [
] Reunion - When Jenova has finished sucking the Lifestream from a planet, [
] she will beckon for all beings that contain her DNA (remember [
] what you learnt in Professor Gast's Lab in the Icicle Inn) to [
] return to her, she will then move onto another planet. This is [
] called 'reunion'. Seeing as Professor Gast mistook the [
] lobotomised Jenova for an Ancient, he began experimenting on [
] infusing Jenova's DNA with condensed Mako energy, then spraying [
] a small amount of that onto a human being. The result was [
] SOLDIER. Believing he was creating synthesised Cetra (my [
] terminology), Gast was actually creating Jenova clones, and [
] seeing as Sephiroth is a perfect clone of Jenova, Seph' was able [
] to summon every being on the planet that contained Jenova's DNA [
] to return to him, with the Black Materia. And of course, Cloud [
] is just another Sephiroth/Jenova Clone. [
] [
] WEAPON - As you've been able to tell by now, the Planet (Gaia) is no [
] ordinary planet. In fact, two thousand years ago, she created a [
] defence mechanism dubbed 'WEAPON'. These were intended to defeat [
] Jenova, however the Cetra were able to finish the job and WEAPON [
] was not needed, so the beasts of ultimate destruction lay dormant [
] for 2 millennia. Sensing impending danger as Sephiroth summons [
] Meteor, Gaia reawakened its defence mechanism and the 5 WEAPONs [
] were called upon once more to protect the planet. (There are [
] actually more than five if you look into the FF VII universe, [
] however in this game you'll only encounter 5.) After watching [
] probably one of the coolest bits of CGI in the game, you'll have [
] seen Ruby, Emerald, Diamond, Sapphire and Ultimate WEAPON fly off [
] in various directions. [
] [
] Cloud - There is still more to learn about Cloud. Just know for now that [
] Cloud was being beckoned to Sephiroth right from the word go. [
] Aside from testing Cloud's memory, the sole purpose of Tifa asking [
] Cloud to recall his promise to her at the well was to persuade [
] Cloud to stay with them. There is a very strong chance that if [
] Tifa had been unsuccessful in her persuasions, and Cloud had left [
] Avalanche, he would have headed north. [
]_____[

O.K., now that you're (almost) fully aware of what's going on, you should now be at a stage in the game where you are playing as Tifa and you're held captive by the Shinra. Cloud is nowhere to be found, and there is a huge ball of doom lingering in the sky. Things really are starting to look bleak.

You'll eventually take control of Barret. Follow Tifa and the Shinra guard, saving along the way until you come to a press room. After an amount of dialogue, you'll have to fight a couple of Attack Squads using Barret and Cait Sith.

Once they're defeated, inspect the gas chamber door to try to make it budge. It won't. You'll then have some more super cool CGI to sit through. For a game that's approaching 2 decades old, you really can't help but appreciate how aesthetically pleasing the cut-scenes are. I suppose you have to pretend that it's 1997 again.

--D2.04 B - The Gas Chamber ("You'd better watch my back till the end... partner.")

NOTE ON ENEMIES:	ENEMIES:	[SOLDIER:2ND]	[ROULETTE CANNON]
If you encounter 2 x SOLDIER: 2nds, then try manipulating one of them, then have him hit the other, the result is rather comical, they will just keep attacking each other until one of them is dead. You won't be using Barret and Cait Sith for very long, so Elemental= Lightning/Ramuh in their weapons and a few other bits will suffice.	-------Lv:	[---------35]	[-------------38]
	-------HP:	[-------4000]	[-----------3000]
	-------MP:	[--------340]	[------------200]
	------EXP:	[-------1000]	[-----------1200]
	-------AP:	[---------85]	[------------100]
	------GIL:	[--------750]	[-----------1600]
	----STEAL:	[-----Remedy]	[---------------]
	-----DROP:	[---X-Potion]	[-------X-Potion]
	--NULLIFY:	[-----------]	[------------PSN]
	---DOUBLE:	[-----------]	[------------LHT]

Once you have control of Barret, set himself and Cait Sith up accordingly. When you make your way out of the press room, Scarlett will lock the door from the inside. Make your way to the right and outside to bump into a reporter that you happen to know, then watch some more CGI.

Make your way to the next screen which happens to be the airport. Make your way up the service lift to come to a dead-end. The POV will switch back to Tifa now. Note that you could return to this airport landing later on in the game, and while the enemies won't have changed, their formations will have, granting you much more EXP than is currently on offer.

Whilst controlling Tifa, you will have to try to pick the key up and then free yourself. It should be pretty easy to work out, plus you're not on a timer or anything. I don't know what type of gas Scarlett is using but it sure isn't lethal.. Once you're free , inspect the orange light to the left, and then check the door. You'll then watch even more CGI!

In case you can't work out how to free yourself, the sequence is X, X, Tr, X + Tr, Sq + Tr, Sq. Descend down the outside of Junon until you arrive at the Sister Ray (or Mako Cannon).

Keep following the cannon to the end to end up in a turn based slap fight with Scarlett, and after a few nail biting scenes you'll eventually be on-board the Highwind!

Make your way to the cockpit to talk to Cid. Once he's finished, talk to Red XIII, and then to Cid again. Now talk to the pilot next to Cid, then head out of the cockpit and into the room marked up 'operations'.

Here you can form a party, save and restore your HP/MP. Make sure to remove everybody's amour and accessory that you've been using, and then form a party to continue. If you haven't defeated Godo in Wutai yet then be sure to bring Yuffie along, as we're about to obtain the fourth and final Enemy Skill

Materia!

As you can imagine, there are a number of optional thing for us to do now, but we won't be able to do everything until we've obtained Cloud back in our party. For now, this would be a perfect time to let the rest of your team catch up with Cloud (in terms of Lv)! Don't forget also, that when navigating in the Highwind, you can hold down square to side strafe left, right and even reverse.

NOTES - Now that some major changes have happened in the game, you will find that people's disposition towards you will have changed. Everyone that you speak to will now be worried and perturbed by the impending extinction level event hanging above their heads. The Gold Saucer is also closed off at this point too btw.

- Although most of the following sidequests are optional, you are going to have to do some of them in order to complete your Materia collection. I will be giving you a full re-cap on Disc 3 of everything there is to do, so don't feel as though you have to do everything now.

- I suggest equipping a double growth weapon or armour, and whacking an All Materia on it now; the sooner you master one the better!

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|                                                                            |
| {D2.05} - Optional Sidequests No.3                                         |
|                                                                            |
|                                                                            |
| QUESTS:                                                                    |
|                                                                            |
| A - Chocobo Sage         E - Costa Del Sol          I - Chocobo Breeding 1 |
| B - E-Skill Trine        F - Shop in Cosmo Canyon   J - Goblin Island      |
| C - Rocket Town          G - Cactus Island          K - Collect E-Skills   |
| D - Tifa's Piano         H - Fort Condor Battle 19                         |
|                                                                            |
| ITEMS:                                                                     |
|     |_|Enemy Skill Materia  |_|Guard Source       |_|Magic Source          |
|     |_|All Creation         |_|Elemental Materia  |_|Full Cure Materia     |
|     |_|Leviathan Materia    |_|Elixir             |_|Chocobo Lure Materia  |
|     |_|Fourth Bracelet                                                     |
|                                                                            |
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--D2.05 A - Visiting The Chocobo Sage
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--Items - Enemy Skill Materia

In your newly acquired mode of transport, head to the Northern Continent.

Just north west of Bone Village you should find a lone house with a patch of green grass that you can land on. This is the Chocobo Sage's house.

Inside you will find a green Chocobo. Interact with it to receive the [ENEMY SKILL MATERIA]. You can now talk to the Sage if you like, enquire about the Chocobo and he will tell you that he doesn't remember anything.

What happens now, is every 5 or so battles his memory will refresh and he'll give you a new piece of information on breeding Chocobos. Obviously you don't need to do any of that seeing as you have this guide, but that's how you would've figured out how to breed Chocobos otherwise. You can also buy some expensive Greens from him, but again we won't need to do that until the time comes for us to Chocobo breed.

To see all of the Chocobo Sage's quotes, use QSI Link [Chocobo Sage]

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--D2.05 B - Obtaining the Enemy Skill Trine

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--Items - Leviathan Materia
--Boss - Godo Lv 41 (All Creation)

Assuming you've been following my guide, you will still have Godo left to defeat. Whack Yuffie in your party (if she isn't already) and make your way over to Wutai. At your current level you shouldn't struggle with him now, just make sure to equip a Ribbon.

If 2 of your Enemy Skills had Trine and 2 didn't, if say you were to equip all four of them on to character then none of the E-Skills would learn Trine. If you're going to equip more than one E-Skill on a person then make sure that the Materia is identical, or that the E-Skill you're trying to learn hasn't already been learnt on one of them.

You shouldn't need to spend ages setting yourselves up, just remember that Demi2 or Laser will weaken him tremendously, then a bit of Added Cut=Deathblow should finish him off. See section D1.18 C for a full boss breakdown.

He has 10,000 HP and will drop a massive 40,000 gil once he's been defeated, you'll also receive Yuffie's Lv 4 Limit Break [ALL CREATION], as well as the only Water based Materia in the game, the [LEVIATHAN MATERIA].

Now make your way over to Rocket Town.

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--D2.05 C - Rocket Town

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--Items - Fourth Bracelet, Guard Source

Head into the Weapon Shop which is the first house on your left as you enter, then head into the room on the left to open a chest containing the [FOURTH BRACELET], a piece of armour that has very high Def.

Now run into the Item Shop (the one with the old man standing outside) and

run into the room on the right. Open the chest here for a [GUARD SOURCE]. The item shop owner now sells a few pieces of Materia that he didn't sell before, such as Deathblow and Manipulate, I've bought an extra Deathblow. I plan to buy a few more later on aswell.

If you were thinking of working on Leveling your Limit Breaks up, then now would be the perfect time. Head over to the forest area near Mt. Nibel and make sure to equip Manipulate and to also give Hypers to those that need them. Don't forget to equip your Alls on double growth weapons.

--D2.05 D - Playing Tifa's Piano in Nibelheim

--Items - Elemental Materia

Make the short flight over to Nibelheim, then head into Tifa's house. It seems as though all of the caped figures (or Sephiroth clones) have made it to the reunion at the Northern Crater, seeing as there's none left here. Head into her bedroom and inspect the piano. As long as you 'jammed on the piano' during the flashback at Kalm earlier, you'll now complete your set of [ELEMENTAL MATERIA]s. Note that this can only be obtained whilst playing as Tifa; if you miss it now then you won't be able to grab it later on!

So it seems that just by playing music you can pass on the 'knowledge of the Ancients' into the instrument you are playing, and that knowledge will then Materialise into Materia over the course of 5 years. And there was me thinking that Materia had to be formed by a Lifestream fountain, or Mako energy. I've always known that music is powerful, but I had no idea it was that powerful!

--D2.05 E - New Weapons in Costa Del Sol

--Required gil - 72,000

Head into the bar and talk to the guy on the left to purchase the next set of weapons, 8 slotted with medium attack power:

1 x Solid Bazooka	O=O O=O O=O O=O	- Barret	- 16,000 gil
1 x Centclip	O O O O O O O O	- Red XIII	- 14,000 gil
1 x Spiral Shuriken	O=O O O O O O O	- Yuffie	- 14,000 gil
1 x Long Barrel R	O=O O=O O=O O=O	- Vincent	- 13,000 gil
1 x Gold M-Phone	O=O O=O O=O O=O	- Cait Sith	- 15,000 gil
		Total	- 72,000 gil

NOTES - After this set of weapons there will only be one more set to buy which will have stronger attack power but fewer Materia slots. This final hoard will set us back a staggering 190,400 gil, so be prepared to sell one of your mastered Alls if you have one. Speaking of which, don't forget to buy the Shinra Villa in Costa Del Sol for 300,000 gil when you do sell an All for 1.4 Mil gil. Although completely pointless and trivial, it is something to spend your dosh on.

- The Long Barrel R is the 2nd weapon in the game that has 255 Attack%.

--D2.05 F - Entering The Back of The Item Shop in Cosmo Canyon

--Item - Elixir, Magic Source, Full Cure Materia

Now head over to Cosmo Canyon. In case you hadn't noticed, the Highwind can only land in grassy areas, so you'll need to run a short distance. Once at Cosmo Canyon, head up to the far right ladder and into the Item Shop. You'll notice that the red barrier that previously blocked our path has now been removed.

Head through the door indicated with a green arrow to emerge in a room containing an [ELIXIR], a [MAGIC SOURCE] and the [FULL CURE MATERIA]. GRAB THAT MATERIA! I would advise against equipping it as it's extremely detrimental to on one's strength and HP, unless of course you have a dedicated magic caster and you don't mind the penalisation. Plus, you'll need to level the Materia up before you can even use it, so I suggest saving it for later on in the game.

--D2.05 G - Cactus Island

NOTE ON ENEMIES:	ENEMIES:	[CACTUER]	[UNDER LIZARD]	[DUAL HORN]
Like the Cactuar in Corel Desert, the Cactuer has extremely high defence%, which means it will dodge most of your attacks. L4 Suicide is the best thing here, then just keep using Morph until you hit it. The Under Lizard and the Dual Horn will only be fought on the grassy area, and are the same ones from the Woodlands area surrounding the Temple of The Ancients.	------Lv:	[----------40]	[-----29]	[-------30]
	------HP:	[----------6000]	[---1400]	[-----2500]
	------MP:	[----------120]	[----140]	[---------]
	-----EXP:	[----------1000]	[----440]	[------550]
	------AP:	[----------100]	[-----45]	[-------45]
	-----GIL:	[----------1000]	[----420]	[------500]
	---STEAL:	[---------------]	[-Remedy]	[Pepio Nut]
	---MORPH:	[Tetra Elemental]	[-Remedy]	[---------]
	----DROP:	[---------------]	[-Remedy]	[Pepio Nut]

From Cosmo Canyon, head directly south until you come to a small dirt island with a patch of grass to land on. Make sure to have Morph equipped, then go into battle with the Cactuer 3 times to Morph them into 3 Tetra Elementals (or just two - you'll obtain one right at the end of the game).

This is an accessory that will absorb Fire, Ice & Lightning based attacks, so basically they're awesome! Also, the 1000 Needle attack is a great way of getting your Limits up. Unfortunately, the Cactuer (unlike the Cactuar) doesn't drop 10,000 gil, they only drop 1000.

NOTE - I tried equipping Vincent with the Long Barrel R, seeing as it is the weapon with the highest Attack%. It seemed to make a bit of an

improvement on the hit ratio , but I'm not entirely sure. Also, Manipulating the Cactuer drops its Def%.

--D2.05 H - Fort Condor Battle No. 19

So this is the last optional Fort Condor Battle, the next one we do after this will be mandatory and will also be the final one of the game. Your prize this time will be 3 x Elixirs. This must be done before heading into Mideel.

When you arrive at the cabin the guy there will tell you that the Shinra have attacked 5 times since you were last there. These attacks took place whilst Tifa was unconscious for the last 7 days, and there's nothing you could've done about it.

Fort Condor will also have updated its Materia shop, although none of the pieces here will be new to us. On a side note, if you did fancy doing some experience farming, then the Heli-pad in Junon would be the best place to visit, you'll receive shed loads of EXP. Junon will also have updated all of its weapons and armour shops, although none of the weapons you see will be new.

--D2.05 I - Chocobo Breeding Step 1

--Items - Chocobo Lure Materia
--Required gil - 60,000

Make your way to the Chocobo Ranch and as you enter look to the right for the [CHOCOBO LURE MATERIA]. Now, there are a few things I'd like to point out before we start the Chocobo Breeding process.

NOTE - To the veteran players out there, it's worth pointing out at this stage that it is possible to breed a Gold Chocobo *WITHOUT HAVING TO COMPLETE A SINGLE CHOCOBO RACE*. Use QSI Link [RNG] for more info.

SIDE NOTE - CHOCOBO BREEDING

1) Chocobo breeding is said to be one of the more tedious mini-games, which is why it's much more preferable to complete it in sections as opposed to doing it all in one sitting. We are currently very limited in how far we can progress anyway due to the fact that the Gold Saucer is currently closed.

2) You're going to need to spend somewhere in the region of 500,000 gil+ to obtain a Gold Chocobo. You are required to increase your Chocobos stats before breeding them, and the only way to do that is to feed them Greens. The Sylkis Greens that are available from the Chocobo Sage are the best ones to buy, costing 5000 gil each!

3) Chocobo racing is a triple-edged sword. In order to condition our wild Chocobos to breed, we must first race them in the Chocobo races at the Gold Saucer. In doing so we will upgrade their class, once they're at

]   class A they are ready to breed. Using Greens is mandatory prior to   [
]   racing your Chocobos as Greens will increase you Chocobos racing stats, [
]   failure to do so will result in a lot of lost races!   [
]   [
]   There are certain unique Materias that are only available within the   [
]   Chocobo Square. Whilst Leveling up your Chocobos, you're also going to   [
]   want to be completing you Materia collection, and it's the pieces here   [
]   that could end up driving you insane. You might get lucky and obtain   [
]   every piece that's available by the time you've finished breeding, but   [
]   then again you might not.   [
]   [
]   Every time you win a Chocobo race you will be given the choice of   [
]   exchanging your winnings for an item or GP. Obviously if a rare item   [
]   pops up then you're going to want to consider choosing that, but most   [
]   of the time you're going to want to pick the GP option. So, whilst   [
]   Leveling up Chocobos and obtaining rare Materias, we're also   [
]   stockpiling a load of GP for the Battle Square. When you think about   [
]   it, Chocobo breeding is quite a well-structured, balanced system with a [
]   lot of incentive to want to partake in it.   [
]   [
] 4) There are 4 Materia Caves scattered about the map, and certain ones can [
]   only be accessed by certain Chocobos. A green Chocobo can cross   [
]   mountains and is used to access the Materia cave near Wutai. A blue   [
]   Chocobo can cross shallow water and is used to access the Materia cave   [
]   near Mideel, a black Chocobo can cross both mountains and shallow water [
]   and can access the cave near North Corel, and lastly a gold Chocobo can [
]   go absolutely anywhere and is used to access the Round Island in the   [
]   far north east corner of the map.   [
]   [
] 5) You can actually acquire a gold Chocobo for free by defeating one of   [
]   the hardest bosses in the game, Ruby WEAPON. The boss is completely   [
]   optional, and is not required to complete the game, although you are   [
]   required to beat it for the Ruby Render Trophy. Although you could skip [
]   out the whole Chocobo breeding process altogether this way, you would   [
]   still need to race at the Chocobo Square in order to obtain every piece [
]   of Materia, and the gold Chocobo that you receive from defeating Ruby   [
]   is an absolutely terrible racing Chocobo. I suggest just obtaining a   [
]   gold Chocobo the old fashioned way, by breeding.   [
]   [
] For a full rundown on how to Chocobo breed, see section E.14.   [
]____[

+---+
| During this walkthrough, I will explain how to breed a Gold Chocobo, step- |
| by-step. If you're familiar with the Chocobo breeding process, and you |
| wish to learn how to breed the 'Ultimate' racing Chocobo, then follow QSI |
| Link [Ultimate Racing Chocobo]. As a reminder, you use a QSI Link by |
| replacing the [] with {} in the search bar (CNTRL +F). |
+---+

So, the first thing that we are required to do is to buy some stables. First head into the house on the left to talk to Chocobo Bill. Select option 1 to rent a stable for 10,000 gil. Repeat this process 6 times if you can afford to, otherwise just buy two seeing as two is all we'll need for now. You will probably want to buy all 6 at some point.

NOTE - If you were to head into the stables and talk to the girl at the back (Chloe) then she would tell you that the white Chocobo likes to be scratched behind its ears, anywhere else and it'll get mad. Remember this for later on. Also, any information that you've learned from the

Chocobo Sage will be relayed back to you by Chloe. Oh, and don't forget to stock up on Gysahl Greens, and also buy around 3 Mimett Greens.

Now we need to go and catch a few Chocobos. Every Chocobo we catch will be rated from Weak - Wonderful. Right now we are after two Great Chocobos.

NOTES - equipping both Chocobo Lure Materias here is advised as the effects will stack against each other, as with the Enemy Lure Materias. Also, you shouldn't need to feed the Chocobos Greens here seeing as you should be strong enough to just wipe out the opposition before the Chocobo flees.

- Save yourself the hassle for later on, make sure to have all Enemy Skills equipped to one character (presuming that none of them have already learned Chocobuckle). When you encounter a Chocobo alongside 1 or 2 Spirals (which will be Lv 36), first throw a Mimett Green at it, then have the Enemy Skill bearer cast L4 suicide. The Chocobo will retaliate with Chocobuckle.

Great Chocobos can be found near Rocket Town alongside 2 x Valrons or 2 x Kyuvilduns. You can also encounter Great Chocobos near Mideel which is the on the south-eastern most continent alongside 1 or 2 x Spirals. You will earn more EXP and AP here, just don't visit the actual town of Mideel yet as you will progress with the story that way (it's our next stop). The sooner you master an All the better, so I'd suggest goto the Mideel Area, but it's up to you, just bear in mind that you'll probably need to start using Greens again here seeing as the Spirals can be quite tough to beat.

When you disembark from a Chocobo, you will now have the option to send it back to the Ranch or let it go.

Back at the ranch, SAVE YOUR GAME!!! When you talk to Chocobo Billy select option 3 to move a Chocobo into the stables. A gender will then be chosen at random, if the wrong genders are chosen then just reset your game and re-enter the Chocobo Ranch, no need to catch them again. You can also name your Chocobos whatever you want, I named mine GreatM and GreatF just to make things easier.

NOTES - Sometimes the 'RNG' (Random Number Generator) can get stuck, resulting in the same sex of Chocobo being chosen every time you move them. If this happens then try performing a 'soft reset' (L1+R1+L2+R2+Start+Select, or 'Quit Game' for Steam/PS4 users). If this fails then try a hard reset (resetting the PS1, or for PC/PS4 users you must close the application then reboot it).

- If you missed the Choco/Mog Materia the first time round then you could grab it now by talking to a Chocobo in your pen.

The last thing to do at this stage is to acquire some nuts. These are required for breeding, and in total we need 3 x Carob Nuts and 1 x Zeio Nut. You can buy the Carob Nuts from the Gold Saucer for 300GP, or, you could just steal them from the Vlakorados in the grassy area near Bone Village.

NOTES - Comet2, Magic Breath, Laser/Gravity and other powerful moves are the quickest way to defeat the Vlakorados, seeing as they have 33,333 HP. Don't hold back, if you run out of MP just use a Tent or run into Bone Village and play the excavation game to sleep for free! Also, here is where I mastered my first All, I flew straight over to the Chocobo sage to buy 99 x Sylkis Greens for 495,000, then I went

and bought the 'Villa Cloud' in Costa Del Sol for 300,000! Then I went and bought some Tents... some Hypers... some Fire Veils..... Yeeeah baby! Livin' the dream!

- PS4 players - don't forget you can earn gil whilst being away from the controller! When you encounter 2x Trickplay, cast Haste on them, active '3x speed' (L3) and 'battle boosters' (R3), and every time the Trickplay cast Gold Mountain their value increases by 800.

Finally, let's go and obtain a Zeio Nut. To do that we must visit Goblin Island!

--D2.05 J - Goblin Island

ENEMIES:	GOBLIN	UNDER LIZARD	DUAL HORN	MYSTERY NINJA Lv 37
Lv:	40	29	30	37
HP:	2000	1400	2500	1950
MP:	80	140		280
EXP:	20	440	550	640
AP:	20	45	45	100
GIL:	20	420	500	2000
STEAL:	Zeio Nut	Remedy	Pepio Nut	
MORPH:		Remedy		
DROP:	Zeio Nut	Remedy	Pepio Nut	
E-SKILL:	GOBLIN PUNCH			

NOTE ON ENEMIES:

As you've probably figured out by now, the Under Lizard and the Dual Horn are the same ones from before. Protect yourselves from Sleep. The Mystery Ninja could also be fought here with a 50% encounter rate chance.

From the Chocobo Ranch, head north to come to a few islands, one of which has a forest in the middle of it. Land on that island, then battle around in the forests to encounter the Goblin. You only need one Zeio Nut, so you should only need to battle here once.

The Enemy Skill Goblin Punch will cost 0 MP, and will do a large amount of damage if your Lv is the same as the enemy's Lv. Make sure to have all 4 Enemy Skills equipped, and also to have Manipulate. You could now head over to Mideel to crack on with the game if you wished, but I like to do one last thing before moving on:-

--D2.05 K - Obtaining Every Enemy Skill Available

Here is a list of every Enemy Skill that is currently available to get, in order that you can get them starting off from Midgar. Remember to have all 4 Enemy Skill Materias equipped, but also remember that if one person has two

Enemy Skills equipped, then an Enemy Skill won't be learnt if one of the Materias has already learnt it. Also, you won't be able to re-acquire Laser, Bad Breath nor Magic Breath until Disc 3.

NOTE - You'll earn quite a bit of AP during the following battles, I suggest equipping things like Fire, Ice, Lightning, Quake, Demi, Enemy Lure, (All!!) and any other Materias that are currently falling behind as you are going to want to get these to Lv 3 at some point.

1	MATRA MAGIC	CUSTOM SWEEPER	Midgar Area (Dirt Area only)
2	L4 SUICIDE	MU	Grasslands Area (near Chocobo Ranch)
3	CHOCOBUCKLE	CHOCOBO Lv 16	Grasslands Area (near Chocobo Ranch)
4	BETA	MIDGAR ZOLOM	Marsh (near Chocobo Ranch)
5	FLAME THROWER	ARK DRAGON	Mythril Mine (Northern caverns)
6	WHITE WIND	ZEMZELETT	Junon Area
7	BIG GUARD	BEACHPLUG	Gold Saucer Area (Beaches)
8	AQUALUNG	HARPY	Gold Saucer Area (Chocobo Tracks only)
9	FROG SONG	TOUCH ME	Gongaga Forests
10	????	JERSEY	Shinra Mansion (in Nibelheim, 2nd floor)
11	DEATH FORCE	ADAMANTAIMAI	Wutai Beaches
12	MAGIC HAMMER	RAZOR WEED	Wutai Area
13	DEATH SENTENCE	BOUND FAT	Corral Valley (past Bone Village)
14	GOBLIN PUNCH	GOBLIN	Goblin Island

NOTES:

3 - Chocobuckle - You need a Mimett Green to use on a Lv 16 Chocobo which will only appear alongside 2 x Levrikon or Elfadunk, then cast L4 Suicide. You can also learn this on the Chocobo tracks near Mideel from a Chocobo fighting alongside the Spirals. Remember that the Chocobo will cast Chocobuckle on the person who cast L4 Suicide only.

4 - Beta - Use Laser or Demi2 four times to trigger a casting of Beta.

6 - White Wind - Must be Manipulated

7 - Big Guard - Must be Manipulated

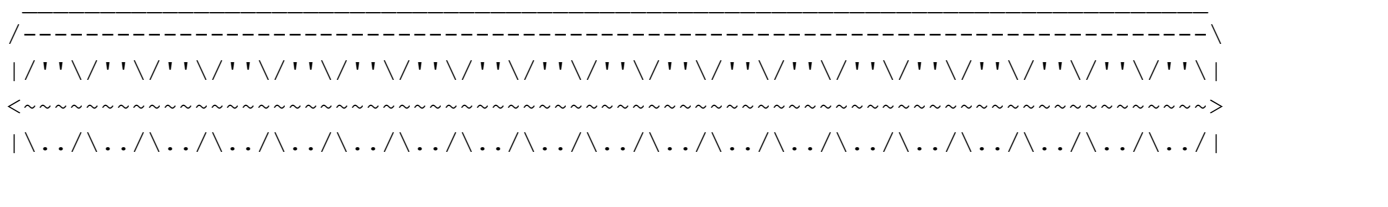
8 - Aqualung - The Harpy will only be found on the Chocobo tracks alongside a Chocobo.

10 - ???? - Remember, the Jersey will only use ???? if they haven't been hit. Also, they can only be found on the 2nd floor of the Shinra Mansion. Be sure to be wearing Ribbons.

11 - Death Force - Must be Manipulated

12 - Magic Hammer - Must be Manipulated

And so concludes yet another side-quest section of this walkthrough. Onwards! Hop into your aircraft and head to the South-Eastern Continent to find the remote village that is Mideel!



```
|                                                                              |
| {D2.06} - Mideel                                                             |
|                                                                              |
| ITEMS:                                                                       |
|         |_|Contain Materia    |_|Curse Ring         |_|Elixir              |
|                                                                              |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
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--D2.06 A - Cloudy With a Chance of Tifa   ("But remember, the light of hope
                                                     can be found anywhere.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:                                                                    <
>          [     SEA WORM] [      SPIRAL] [ HIPPOGRIFF] [ HEAD HUNTER]      <
>                                                                              <
> ------Lv: [-----------22] [----------39] [---------37] [----------30]      <
> ------HP: [---------9000] [--------2800] [-------3000] [--------2000]      <
> ------MP: [----------200] [---------100] [--------280] [---------100]      <
> -----EXP: [---------1300] [---------700] [--------800] [---------650]      <
> ------AP: [----------200] [----------80] [---------80] [----------80]      <
> -----GIL: [---------5000] [--------1300] [-------1500] [--------1000]      <
> ---STEAL: [Dragon Scales] [----X-Potion] [-----------] [Tranquilizer]      <
> ---MORPH: [Dragon Scales] [Guard Source] [-----------] [------------]      <
> ----DROP: [--Turbo Ether] [---Hi-Potion] [Echo Screen] [-------Ether]      <
> --ABSORB: [----------ERT] [------------] [-----------] [------------]      <
> -NULLIFY: [----------GRV] [------------] [-----------] [------------]      <
> ---HALVE: [----------FRE] [------------] [-----------] [------------]      <
> --DOUBLE: [----------ICE] [------------] [-----------] [------------]      <
>                                                                              <
>                          [MYSTERY        *************  #~~~~~~~~~~~~~~~~~~#
>          [    CRYSALES]   NINJA Lv 42] [CHOCOBO Lv 36] < NOTE ON ENEMIES: |
>                                          *************  <                  |
> ------Lv: [----------37] [----------42] [-----------36] < This is the last |
> ------HP: [--------1500] [--------2400] [----------360] < time I shall     |
> ------MP: [---------100] [---------325] [----------100] < list the Mystery |
> -----EXP: [---------800] [---------720] [-----------10] < Ninja as this is |
> ------AP: [----------80] [---------120] [------------1] < the highest      |
> -----GIL: [---------600] [--------2400] [------------1] < level you can    |
> ---MORPH: [Dream Powder] [------------] [-------------] < encounter her    |
> ----DROP: [-------Ether] [------------] [-------------] < at, she has a    |
> -E-SKILL: [------------] [------------] [--CHOCOBUCKLE] < 50% encounter    |
>                                                          < rate chance.     |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#------------------+
```

```
--Items        - Contain Materia, Curse Ring, Elixir
--Required gil - 190,400
--Extra        - Beat-up Useless Old Key
```

Before entering into Mideel, first make sure that you have at least one Mimett Green, and then make sure to strip Tifa of her accessory and armour (and everything else) then step into the small resort of Mideel.

Head into the first shop you see, the Item Shop. If you've managed to sell one of your Alls then I suggest stocking up on plenty of Ethers, Tents and

Remedys. In every shop you come to, *be sure* to talk to the frantic kid who is flapping about like a headless Chocobo. This will help for later.

You should be able to see a small white Chocobo running around also. Interact with it to feed it some a Mimett Green (even though it will display Samolen Green, fixed in later versions), you'll then have the option to tickle the Chocobo in a particular area. If you've been paying close attention then you'll already know to tickle it behind it's ears. GRAB THAT MATERIA! Once you've tickled it it'll give to you the [CONTAIN MATERIA].

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - CONTAIN MATERIA                                                 [
]                                                                             [
] Whilst being highly detrimental to your physical stats, Contain is highly  [
] recommended to start Leveling up asap as it is one of the few Materias in  [
] the game that will hit with Wind damage. You *can't* pair it with          [
] Elemental, but you *can* pair it with Added Effect to attack with/defend   [
] against Confusion, Petrify and Stop.                                        [
]                                                                             [
]  Lv 1 - Freeze. Strong Ice damage, can cause Stop                          [
]                                                                             [
]  Lv 2 - Break. Strong Earth damage, can cause Petrify.                     [
]                                                                             [
]  Lv 3 - Tornado. Strong Wind damage, can cause Confusion.                  [
]                                                                             [
]  Lv 4 - Flare. Strong Fire damage.                                         [
]                                                                             [
] The main downside to Contain is that it cannot be paired with All, so the  [
] attacks will only ever hit one enemy. You could link it with MP Turbo to   [
] make the attacks even stronger, but me personally I'd just keep it paired  [
] with Added Effect. That is until I obtain Hades, of course.                [
]_____________________________________________________________________________[
```

Now head out of the Item shop and make your way over to the shop on the right. This is the Materia Shop, and although there is nothing new here to buy here, do make sure to talk to the frantic kid again.

Now head up the stairs and into the Weapon Shop. First, talk to the frantic kid, then inspect the door at the back to discover that it is locked. Then talk to Weapon Shop owner, but only if you have the required funds. As mentioned, this'll be the last time we'll need to buy any weapons from a shop:

```
1 x Crystal Sword    O=O O=O O=O      - Cloud      - 18,000 gil
1 x Crystal Glove    O=O O=O O=O      - Tifa       - 16,000 gil
1 x AM Cannon        O=O O=O O=O      - Barret     - 18,000 gil
1 x Crystal Comb     O=O O=O O=O      - Red XIII   - 17,000 gil
1 x Crystal Cross    O=O O=O O=O      - Yuffie     - 18,000 gil
1 x Crystal M-Phone  O=O O=O O=O      - Cait Sith  - 18,000 gil
1 x Partisan         O=O O=O O=O      - Cid        - 19,000 gil
1 x Winchester       O=O O=O O=O      - Vincent    - 18,000 gil
3 x Crystal Bangle   O=O O=O O=O      - Armour     -  4,800 gil Each
2 x Wizard Bracelet  O=O O=O O=O O=O  - Armour     - 12,000 gil Each
                                            Total - 180,400 gil
```

NOTE - It wouldn't be the worst idea in the world to buy 7 Wizard Bracelets instead of just 2, as so that any player not in your team can be wearing an 8 slotted piece of armour. This will help you to use the 'Exchange' tab more effectively. We will be able to steal a Wizard Bracelet from a random encounter, not too far into the game.

Now head over the bridge. Just to the left of where the guy is standing you should be able to hear a slight 'click' as you run over one of the wooden boards. Examine it to find the 'Beat-up Useless Old Key'. Now head into the house on the left.

Although this may look like an ordinary house, it's actually the Accessory Shop. Speak to the girl at the stove to buy a new piece, the Amulet for 10,000 gil which will increase your luck by +10 (good for whomever has Deathblow). You can also buy a Bolt Ring if here if you didn't manage to obtain one from the sleeping man that gives you Mythril.

Now head back into the Weapon Shop. Try to use the beat up old key on the door at the back to accidentally brake the key in the lock. Clumsy #!$#! When the store keeper confronts you, be sure to come clean with him. He'll give you the [CURSE RING] if you do, otherwise you'll get squat!

NOTES - The Curse Ring is better than the Champion Belt in terms of its stats boost, however it will give you a 60 second Death Sentence penalty each match. Which is an absolutely minor problem seeing as the Enemy Skill Death Force will clear it, plus, how often does a battle actually go on for more than a minute? The stat boost you receive is +35 Strength, +15 Dexterity, +15 Vitality, +35 Magic, +15 Spirit and +15 Luck.

- If you equip Tifa with the Powersoul then the damage she will deal will be doubled if her HP is critical, and quadrupled when she is inflicted with the Status Death Sentence.... These will stack for a total of 8x normal damage.

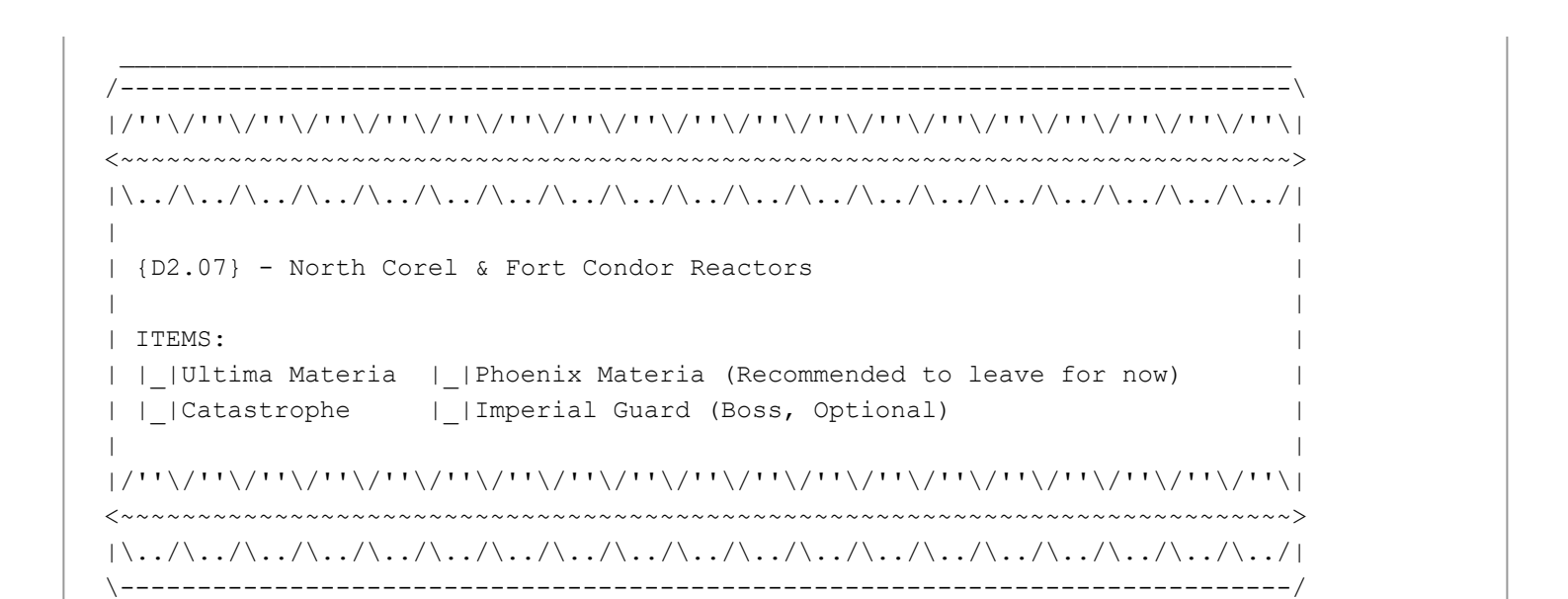
Now head over into the final house to automatically start petting a dog. After an amount of dialogue you'll wind up back on the Highwind. Cait Sith will inform you that Heidegger and Scarlett (Gya ha ha & Kya ha ha) are up to something fishy. Eventually you'll have control of Cid as the party leader.

NOTES - It isn't made fairly obvious during the game, but the Turk that you saw standing at the back was the same Turk that was against the destruction of the Sector 7 support plate at the beginning of the game. His name is Reeve, and he is the one who controls Cait Sith. How? Nobody knows. Also, take note of Red XIII's comment, 'when small Materia nears the larger Materia, something should happen.' Yes indeed, something should happen. More on that later on (Now we know what Scarlett and Tseng were looking for way back when we were in Gongaga).

- Notice Scarlet's right eye? It's bloodshot from the bitch-slap fight! Thanks rsnbau for noticing that!

So, it appears that Cloud has suffered from Mako poisoning as a result of being subjected high densities of Lifestream for a protracted period of time. Bummer. The Huge Materia from Nibelheim has already been retrieved by the ShinRa, so it looks like we're going to be heading to North Corel. Make your way to operations to form a party, then head back into the cockpit to fly the airship.

Before continuing, land the Highwind once more and run back into Mideel. Head back over to the house that you were about to explore earlier on to find an [ELIXIR] sitting on the bed. When you leave you'll be accused by the old man, choose either option to continue, both are fairly comical.



{D2.07} - North Corel & Fort Condor Reactors
ITEMS:
|_|Ultima Materia |_|Phoenix Materia (Recommended to leave for now)
|_|Catastrophe |_|Imperial Guard (Boss, Optional)

--D2.07 A - Huge Materia at North Corel ("Hey, do you know who I am? I'm Cid - that's who the hell I am!")

NOTE ON ENEMIES:	ENEMIES:	[GAS DUCTER]	[WOLFMEISTER]	[EAGLE GUN]
Aside from the new enemies listed above you will still fight all of the previous enemies that you encountered here the first time round. The new enemies are one time encounters only fought on top of the coal train. Be sure to steal the Warrior Bangle, a 4 slotted piece of armour that has incredibly high defence, but 0 growth.	------Lv:	[--------42]	[---------43]	[------------46]
	------HP:	[------3000]	[------10000]	[---------17000]
	------MP:	[-------200]	[--------200]	[------------50]
	-----EXP:	[-------900]	[------10000]	[----------2000]
	------AP:	[--------75]	[--------100]	[------------90]
	-----GIL:	[------1100]	[--------600]	[----------3800]
	---STEAL:	[----------]	[----------]	[Warrior Bangle]
	----DROP:	[----------]	[----------]	[------X-Potion]
	--ABSORB:	[-------PSN]	[----------]	[--------------]
	-NULLIFY:	[----------]	[----------]	[------WTR--ERT]
	--DOUBLE:	[----------]	[--------WTR]	[----------LHT]

--Items - Ultima Materia, Catastrophe
--Extra - Huge Materia

Make your way over to the Mt. Corel Reactor. I'd advise landing the Highwind by North Corel as opposed to the Costa Del Sol side, then taking the long route back to the reactor. Make sure to save beforehand, here was my set-up going in:

1) Cid - Lv 45 (Back)

Partisan - All=Time, Enemy Skill, Morph, Sense, Steal
Wizard Bracelet - Elemental=Lightning, All=Earth, Long Range, Speed Plus,
Champion Belt HP Plus, MP Plus

2) Barret - Lv 43 (Back)

AM Cannon - Added Effect=Contain, Elemental=Leviathan, All=Gravity
Wizard Bracelet - Added Cut=Deathblow, Enemy Skill, Manipulate, Steal
Curse Ring Luck Plus, HP Plus, MP Plus

3) Yuffie - Lv 49 (Back)

HP Plus, MP Plus
Spiral Shuriken - All=Heal, Revive, Enemy Skill, Steal, Magic Plus,
Wizard Bracelet - Elemental=Ramuh, All=Restore, All=Lightning,
Circlet MP Turbo=Comet

NOTE - It is possible to fail this upcoming section. You *MUST* make it to the second train cart (it would be almost impossible to fail this unless you were trying to). For what it's worth, if you do mess the whole thing up then I suggest just reloading your save and trying again.

As you make your way into the reactor you'll be likely to encounter the Bagnadrana, you can cast L4 Suicide on them then use Morph to gain yourselves a few Guard Sources. As you approach the entrance to the reactor you'll have to engage a couple of Attack Squads. These are the same ones the you've fought many times before.

After the a battle has finished a train will depart the reactor moving very, very slowly. Instead of jumping on it, Cid decides to hijack his own train cart instead (if Cloud can jump onto a speeding train in Midgar then surely Cid must be able to).

You are about to engage in a 10 minute race to catch up with the other train, board it and then bring it to a halt before it demolishes North Corel. Again, as long as you make it to cart 2 then it doesn't matter if you fail, but I'd strongly advise against that.

1.) Alternate between pressing Up and Triangle at a steady pace to increase the carts speed. Once you have gained enough momentum you will catch up to the train carrying the Huge Materia.

2.) In the 1st cart you'll have to fight 1 x Gas Ducter. Just don't use Bio.

3.) You'll have to fight 2 x Gas Ducter in the 2nd cart. Don't mess about, Magic Breath will work just fine here.

4.) In the 3rd cart you'll have a Wolfmeister to fight. You should've had Water set up in your weapons, if not just use Aqualung.

5.) Make sure to steal a Warrior Bangle from the Eagle Gun in the 4th cart. Don't use Water, do use Laser, Demi3, Trine and Bolt3.

6.) You will now have to fight one more Attack Squad.

7.) Lastly, when prompted press Up and Triangle simultaneously to speed up the train, then Down and X to speed it up even more.

Once the action has finished, you'll receive the [ULTIMA MATERIA] as a reward, as well as a free night's rest.

If you'd ran out of time, then you will have ruined a town that's already in shambles and Barret will feel like killing himself, not to mention losing out on the Huge Materia (seriously consider re-loading your save). Once you've left the Inn, you can talk to the kid sitting in the train cart. Instead of giving you the Ultima Materia he'll sell it to you for 50,000 gil (believe

me, it's worth it), unless of course you didn't even make it to the 2nd train, in which case you will get NOTHING!

Either way, once you're ready to continue head into the house on the second floor. Talk to the woman on the left and she'll give you Barret's Lv 4 Limit Break, the [CATASTROPHE].

NOTES - If you miss one of the four Huge Materias then it will not affect you trophy progress, however it will mean that you will have a much, much harder time obtaining the Bahamut ZERO Materia, so I suggest making sure that you obtain every one.

- The Huge Materia acquired here is the *Green* Huge Materia. If you did miss this Huge Materia, then you can still obtain the Green Huge Materia from the final Huge Materia mission; it's the Blue that you'd be missing out on.

SIDE NOTE - ULTIMA MATERIA

Probably one of the most powerful spells in the game, Ultima is well.... Ultimate! Unfortunately, just like with Full Cure Materia Ultima needs to be levelled up before it can be used, aswell as heavily penalising your physical stats. It will boost your magical stats though.

NOTE - If you plan to Source farm later on in the Sunken Gelnika then you can boost your Magic stat quite high, in which case Ultima will cease to be the strongest magic you own, and Comet2 will take its place.

--D2.07 B - Huge Materia at Fort Condor ("Gotta have that Materia!")

NOTE ON ENEMIES:

You'll only have to fight the CMD. Grand Horn if the Shinra troops reach your shack.

ENEMIES: [CMD. GRAND HORN]

Lv:	[37]
HP:	[8000]
MP:	[300]
EXP:	[800]
AP:	[80]
GIL:	[9600]
DROP:	[-Imperial Guard]

--Items - Phoenix Materia (leave)
--Extra - Huge Materia

Once You're ready to leave you can head outside and jump into the Highwind... if you'd taken my advice earlier on and parked up just outside North Corel. If not then you'll have to trek back through Mt. Corel until you reach your Highwind. Now head over to Fort Condor saving before you head in, and also make sure to have plenty of gil. This will be the final Fort Condor Battle.

NOTES - During the battle here, let the enemies over-run the shack so that you can defeat the CMD. Grand Horn for the Imperial Guard. This is probably the best piece of armour in the game, and it is possible to obtain a set of three but you'll have to obtain one of them right here and now! You'll still receive the Huge Materia this way.

- If you were to lose to the CMD. Grand Horn, then you would lose out on the Huge Materia, and you would also be banned from ever re-entering the Fort Condor.

- There is a way of illegitimately obtaining 2 Imperial Guards here. Use QSI Link [Repeat Boss Glitch] to find out how to dupe yourself an extra Imperial Guard (you'll have to make use of the Mythril Mines, saving just outside by the Zolom)

If you're not bothered about the Imperial Guard, and you want to defeat the Shinra normally then here's how:

If you've been taking part in all of the previous battles then you should have the strategy down to a fine art. Seeing as this is the final battle and all, expect a much tougher challenge. Try throwing in a few Fighters, Tristoners and Fire Catapults to spice things up a bit.

If you're completely new to the battles, then the main thing that you need to remember is that it is essentially a rock, paper, scissors type strategy:

Attacker - beats Beast - loses to Barbarian
Defender - beats Barbarian - loses to Wyvern
Shooter - beats Wyvern - loses to Beast

Start off by placing three Attackers across the field as far down as you possibly can. Begin the battle by pressing X, then slow the battle speed down by pressing L1. Command each attacker (by pointing and clicking) to march as far down as they can go. Once each Attacker has received his instructions, speed the game up all the way with R1.

When the enemies are about to collide, slow the game right down again and create some new soldiers that are suited to the enemies in play. Just make sure you have enough space to create new enemies and you should be fine. Just stay on the offensive, keep your troops travelling south and keep ganging up on the enemy, if you play it correctly then you'll have finished the battle before the Boss even shows, if not then you'll have to surround him with every troop you've got.

Once you have one the battle, either by taking out all of the Shinra's troops or by defeating the CMD. Grand Horn, you will see some cool CGI of the Condor.

NOTE - If you don't mind making use of exploits, then refrain from grabbing the Materia as instructed below; doing so will really help later on!

When you gave control of Cid again, head out through the door and up to the top of the reactor to EAT THAT BIRD! I mean GRAB THAT MATERIA! the [PHOENIX MATERIA] which will cause Fire damage to the enemy whilst reviving and fully restoring all fallen teammates in the process..... Before grabbing it however, you may wish to know:

NOTE - If you had missed out on the Phoenix Materia because you'd lost to the CMD. Grand Horn, then you can re-obtain the Phoenix Materia later on at Bone Village. You can also duplicate it by *not* picking it up here now, wait until Disc 3 when you'll be able to dig up a copy from

Bone Village, then return to Fort Condor to obtain a second non-mastered Phoenix. I Recommended this for beating Emerald WEAPON.

On your way out *Make Sure* to talk to the guy sitting at the table, he'll hand over the Huge Materia as a way of saying thanks. This is the *Yellow Huge Materia. Your team will hint that the next place to go is the Underwater Reactor, but first it's time to check up on Cloud and Tifa. Hop in the Highwind and head down south to Mideel once more.

SIDE NOTE - OBSCURE ELEMENTS

There are a number of Elemental properties that aren't listed in any part of the game. These are speculated to have been left in the game either as a mistake or as an unfinished project. Either way, it's interesting to know that these Elements can still be implemented into your battle plan.

On top of the main 9 Elements, you also have:

Restorative:
If an enemy is weak against holy then it will take double the damage from Holy based spells, the only one of which being Alexander. On top of that, some will also absorb the 'Restorative' Element. This double positive will act as a negative, meaning you can use items such as Phoenix Downs, Elixirs etc. to damage your opponent.

Cut/Hit/Punch/Shoot/Shout:
All of your characters will hit with at least one of the Elements above, although various weapons will hit with different properties. Certain enemies are weak vs Punch, this is suspected to be accidentally left in. An incredibly large amount of enemy attacks will hit with one of the above Elements, and the Ziedrich armour which we will obtain shortly will halve all of the basic 9 Elements, as well as 4 of the 5 listed above (Shout being the exception).

Hidden:
'Hidden', or the '10th Element' is activated when you attach the Elemental Materia to your armour paired with any Materia that doesn't have an Elemental property, such as Contain, Luck Plus, anything you want really. Basically anything other than another support Materia. There is only one move that is really known about in the game that uses the hidden Element, and that is Ultimate WEAPON's Ultima Beam. Seeing as we're about to face Ultimate Weapon, try equipping Elemental=HP Plus in your armour for all three characters. Equip Steal also.

{D2.08} - Into the Lifestream

ITEMS:
|_|Curse Ring (Boss)

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--D2.08 A - Mideel Re-visited     ("Tender memories... no one can ever know.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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--Boss - Ultimate WEAPON Lv 61 (Curse Ring)

Before heading into Mideel make sure that everyone has Steal equipped, and also make sure to have saved your game. Once inside head straight over to the Doctor's to check up on Cloud. Talk to the nurse on the left to rest, then talk to Tifa to continue.

Once you have regained control of Cid, run outside. Amongst all the commotion, Ultimate WEAPON will decide to rear its ugly head.

```
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
*        ________  ________  ________   ________           ___               *
*       |\   __  \|\   __  \|\   ____\ |\   ____\         |\  \              *
*       \ \  \|\ /\ \  \|\  \ \  \___|_\ \  \___|_        \ \  \             *
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*          \ \_______\ \_______\____\_\  \ ____\_\  \            ___         *
*           \|_______|\|_______|\_________\\_________\          |\__\        *
*                              \|_________\|_________|          \|__|        *
*  __________________________________________   ______________ ____________  *
* |                                          | |              |            | *
* |             ULTIMATE WEAPON              | | BOSS BATTLE: | 29 A       | *
* |__________________________________________| |______________|____________| *
*                                              |              |            | *
* This battle cannot be won at this stage, due | ---------Lv: | 61-------- | *
* to the fact that Ultimate Weapon shall flee  | ---------HP: | 100,000--- | *
* from battle after using Quake2, Claw then    | ---------MP: | 400------- | *
* Ultima Beam. All you need to concentrate on  | ------STEAL: | Curse Ring | *
* at this stage is stealing the [CURSE RING]   | ----NULLIFY: | GRV------- | *
* from it. Make sure to keep Big Guard up at   |___________________________| *
* all times, it's Quake attack will hit hard,                                *
* as will his Ultima Beam, unless of course you followed the Elemental       *
* advice I gave earlier (pairing the Elemental Materia with HP Plus to       *
* defend from the 'hidden' Element). If it flies off before you successfully *
* steal from it, from then just re-load your save. We will have to defeat    *
* him later on in the game, so any HP you knock off him now will make it     *
* easier for later. If you deplete 20,000 HP out of it then it will flee     *
* from battle automatically.                                                 *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
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After the fight the POV will change to Tifa (notice the Battle Square theme), and after a few short animations you will find yourself, well, somewhere else.

What takes place now is the unveiling of the truth, so make sure to pay close attention. I won't be guiding you through this one because I don't want you to be distracted by this guide, you can pick it up again when you are on-board the Highwind.

When you try to leave operations, you'll have to form a party, then head over to the cockpit to learn where the next Huge Materia is. You can head back into Mideel before continuing if you like, you'll find it completely

destroyed. All of the shops now have a minimal stock, aside from the hyper kid with the white Chocobo who'll stock every single item/weapon/Materia that was previously available, provided that you'd spoken to him in each shop previously. He can be found at the top of the hill on the far left, alongside the doctor and the nurse, and if you were to talk to the nurse you would be able to rest for free.

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 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - STORYLINE CLARIFICATION                                        [
]                                                                            [
] If this is your first time playing the game then the events that have just [
] unfolded may leave you with some questions. I will try to clarify things   [
] for you, just make sure to not start reading this until you are on-board   [
] the Highwind.                                                              [
]                                                                            [
] All throughout the game Tifa has desperately wanted to confront Cloud with [
] the truth that he never came to Nibelheim 5 years ago (or so she thought), [
] but was “afraid that if I told you.... something terrible would happen.”   [
] This explains Tifa's dialogue during the dating sequence in the Gold       [
] Saucer. If you had dated Aeris, then she (Aeris) would have told Cloud     [
] that he reminds her of 'him', this is referring to her first boyfriend,    [
] Zack (remember in Gongaga). Aeris also remarks that she is looking for the [
] 'real' Cloud.                                                              [
]                                                                            [
] What isn't explained at all here is what took place after the Nibelheim    [
] incident of 5 years ago. Barely alive, Cloud and Zack (Cloud must have     [
] turned Super Saiyan or something to have done what he did to Sephiroth)    [
] were taken by Hojo as his lab guinea pigs. Whilst Zack had already had his [
] body infused with Jenova cells and was able to resist Hojo's 'Sephiroth    [
] Cloning' experiments, Cloud on the other hand had suffered serious side    [
] effects, and as a result he completely lost his mind. He was only able to  [
] stabilise his mentality by infusing the memories of Zack's as his own. So  [
] when Sephiroth stated that Cloud had made up his memories by listening to  [
] Tifa's stories, they were all LIES! There is still a little bit to         [
] discover about these events later on in the game, so I'll stop explaining  [
] this part of the story now.                                                [
]                                                                            [
]  NOTE - Thanks to DoomSD for pointing this out - Do you recall the piece   [
]         of Materia that Cloud (Zack) had equipped on his Buster Sword      [
]         during the flashback (the one he was excited about using)? It was  [
]         the Pre-Emptive Materia! That's how he (Cloud) was able to sneak   [
]         up on Sephiroth the way he did!!!                                  [
]                                                                            [
] The mysterious voice that Cloud has been hearing is the 'real Cloud'       [
] trying to get out. In fact, when Cloud was handing the Sephiroth clone the [
] Black Materia at the Temple of The Ancients, the child Cloud that you      [
] momentarily had control of was the same Cloud during the Lifestream        [
] events. Also, when you fell through the church roof at the beginning of    [
] the game, this voice tells you that 'you could have gotten by with scraped [
] knees back then', which is a reference to the events where Cloud and Tifa  [
] fell off the cliff-side. Also, I suspect that one of the three boys that   [
] Tifa hung around with was Johnny, who we've met several times during the   [
] beginning of the game.                                                     [
]                                                                            [
] Lastly, it is speculated that the contraption that was in Sephiroth's hand [
] just before Cloud was able to toss him over the side of the reactor was    [
] merely the device that the Cetra had used to lobotomise Jenova, and        [
] Sephiroth had removed it in order to free her from her mental prison.      [
] Others speculate that it was the head of Jenova itself, and due to         [
] graphical limitations the Dev's weren't able to pixelate a decent enough   [
```

```
] Jenova head, so they left it looking like the headpiece. This would       [
] explain why Jenova is headless during your first visit to the Shinra HQ,   [
] although the truth remains unclear to me.                                  [
]____________________________________________________________________________[
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|                                                                            |
| {D2.09} - Underwater Reactor                                               |
|                                                                            |
| ITEMS:                                                                     |
|         |_|God's Hand (Boss)  |_|Scimitar           |_|Leviathan Scales    |
|         |_|Battle Trumpet                                                  |
|                                                                            |
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--D2.09 A - Chocobo Breeding Step 2
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

There are actually a number of sidequests available for us to do now that we have Cloud back in our party, although I feel that it is best to do the next part of the storyline first, seeing as even more optional sidequests will then open themselves up to us, which we can blast in one hit. For now, seeing as the Gold Saucer has re-opened we can take part in the next stage of Chocobo breeding process!

I'm going to assume at this stage that you have mastered one of your Alls and you have sold it for 1.4 Mil gil, and that you have also captured 2 Great chocobos. If you haven't mastered an All yet then you are going to need approximately 250,000 gil.

First head over to the Chocobo Sage's house to buy either 99 Sylkis Greens, or a minimum of 16. Then head over to the Chocobo Ranch and buy either 99 or 30 Pahsana Greens, then buy 99 Curiel Greens. You are going to have to feed your Chocobos somewhere in the region of:

```
 8 x Sylkis  Greens each to max out Speed
15 x Pahsana Greens each to raise Intelligence
60 x Curiel  Greens each to raise Stamina
25 x Mimett  Greens each to raise Acceleration
```

NOTES - The Mimett Greens have a 25% chance of increasing Acceleration by +1, and a 75% chance that they'll do nothing. Also, the game won't actually state that you have received a boost, so there is no way of telling whether or not you have maxed it out!!!

It doesn't matter if you fully max out Intelligence, Stamina or Acceleration at this stage, all that matters is that you max out Speed. See section E.14 G for a full rundown on how each Green modifies which stat.

Some of the names will vary when you go to feed them, for example Curiel Greens will appear as Kurie Greens. Even though the Chocobos won't accept anymore Curiel Greens to improve their Stamina once you've maxed it out, feeding them Sylkis or Reagan Greens will keep boosting their Stamina seemingly indefinitely. This won't be necessary (just yet).

Now that you've raised/maxed out your Chocobos stats, it's time to race them in the Chocobo Races. Also, due to the fact that you've obtained the Highwind, there are a few new things to do in the Gold Saucer. I will cover these during the upcoming sidequests section, for now just head straight for the Chocobo Square, not forgetting to save beforehand. Note that the man who will convert gil into GP will now sometimes appear standing behind the save point in the Gold Saucer. He has a 1 in 8 chance of appearing and will convert a maximum of 10,000 gil into 100 GP (Buy as much GP from him as often as you can - there are some expensive prizes in the Wonder Square).

When you get to the Chocobo Square, talk to Ester who is standing by the Jockey room. It is here where we can register our Chocobos for the races, they'll start off as C class and go up a class every 3 wins that you get. These don't have to be consecutive, and you don't have to get these Chocobos higher than class B if you don't want to but I suggest getting them both to class A for reasons:

1) The GP reward is greater in the higher classes, therefore better preparing us for the Battle Square later on.
2) The Enemy Away Materia can only be obtained in the Chocobo Races, and is only available as a prize from B class upwards. You are going to want to get this out of the way sooner rather than later, again it's completely pot luck! You may get 3 of these by the time you've finished breeding, you may get none (and yes the effects do stack btw).

NOTE - If the combined wins for the Chocobos totals 4 or more, then you will guarantee a 'special' Chocobo (Green/Blue only).

Whilst racing, you can get away with just keeping it set to Auto for C class, but you are going to want to set it to manual for B and above. As long as you've fed them the required Greens as above, you should be fine, just remember to keep R1+R2 held down to keep replenishing your Stamina. Press Square several times at the start of the race aswell to max out you running speed, and watch out for the black Chocobo Teioh, as he can be a real pain at times to beat (his stats are ALWAYS better than yours).

Once both your Chocobos are class A, you are ready to breed them! Head over to the Chocobo Ranch and SAVE before entering. Talk to Billy to select Mating Chocobos, then select GreatM and GreatF to breed. Finally, choose the Carob Nut, and viola! And brand new (and rather large) baby Chocobo. The breed of Chocobo will be chosen at random, you'll either get a green or blue Chocobo, and we'll need to wait until the parents are ready to breed again before we can obtain the chocobo of opposite gender (I got a male Green).

You could take your new Chocobo out for a spin, but I suggest just heading on to the next section of the game for now, which is Junon.

NOTES - A Chocobo that has just mated will not be ready to mate again until you have encountered (and won) between 3 to 10 battles. A baby Chocobo will not be ready to mate until you have fought (and won) between 3 to 19 battles.

- A newborns Acceleration, Stamina and Intelligence will always be the average of its' parents, Cooperation will always be 0, and the 'cap'

of its Max Sprint speed and Max Running speed will vary depending on the type of Nut you use. Refer to QSI Link [Nuts] for more info.

- If you talk to Chloe she will tell you which of your chocobos has the best stats, but only if you've talked to the Chocobo Sage first. When you breed you'll have approximately 20% chance of boosting Sprint, and a 15% chance of boosting Run. You *don't* have to have fed the newborn Greens beforehand, just talk to Chloe and she'll tell you if the newborn is the fastest. If the newborn hasn't received a boost, perform a soft-reset and try again.

- If you keep getting the same results, try running in and out the barn once before breeding. The try twice, then try three times (to keep the RNG advancing)

--D2.09 B - Descending to The Ocean Floor ("Doesn't it feel like we're missing something?")

ENEMIES:	**********			
	[SLALOM]	[DEATH MACHINE]	[SOLDIER:2ND]	[GUARD SYSTEM]
	**********			
------Lv:	[----------37]	[----------35]	[----------35]	[----------35]
------HP:	[--------1600]	[---------2500]	[--------4000]	[--------2200]
------MP:	[----------30]	[----------150]	[---------340]	[---------200]
-----EXP:	[---------700]	[----------900]	[--------1000]	[--------1100]
------AP:	[----------70]	[-----------80]	[----------85]	[----------80]
-----GIL:	[--------1500]	[---------1200]	[---------750]	[--------1200]
---STEAL:	[--Smoke Bomb]	[W Machine Gun]	[------Remedy]	[------------]
---MORPH:	[---Hi-Potion]	[------------]	[------------]	[------------]
----DROP:	[Deadly Waste]	[------------]	[----X-Potion]	[-----Molotov]
--ABSORB:	[---------PSN]	[------------]	[------------]	[------------]
-NULLIFY:	[------------]	[------------]	[------------]	[---------LHT]
-E-SKILL:	[------------]	[--MATRA MAGIC]	[------------]	[------------]

	[SUBMARINE CREW]	[DIVER NEST]	[GHOST SHIP]	[CORVETTE]
------Lv:	[------------32]	[--------38]	[----------44]	[-----------36]
------HP:	[----------1500]	[------2800]	[--------6600]	[---------3200]
------MP:	[------------85]	[-------100]	[---------100]	[----------260]
-----EXP:	[-----------850]	[------1340]	[--------1600]	[---------1050]
------AP:	[------------80]	[--------60]	[----------60]	[-----------60]
-----GIL:	[-----------500]	[------1250]	[--------2000]	[---------2200]
---STEAL:	[-8-Inch Cannon]	[----------]	[Phoenix Down]	[--------Hyper]
---MORPH:	[--------------]	[----------]	[--Guide Book]	[Light Curtain]
--DROP 1:	[--------S-Mine]	[--X-Potion]	[Phoenix Down]	[----Loco Weed]
--DROP 2:	[---Shinra Beta]	[----------]	[------------]	[------------]
--ABSORB:	[--------------]	[----------]	[---------RES]	[------------]
-NULLIFY:	[--------------]	[-------ERT]	[----GRV--ERT]	[----------ERT]
---HALVE:	[--------------]	[-------WTR]	[---------WTR]	[----------WTR]
--DOUBLE:	[--------------]	[----------]	[---------HLY]	[------------]

NOTE ON ENEMIES:

None of the enemies here pose a threat, but whack lightning in your weapons anyway. You've fought the SOLDIER:2nd, Death Machine and Slalom

| before. Make sure to have Ribbons equipped, and MAKE SURE to Morph the |
| Ghost Ship into a Guide Book, we will need this for later. Watch out, as |
| the Ghost Ship uses a move called Goannai, which will remove one player |
| from battle. |
| |
| The Guard System is much like the Warning Board from the Shinra HQ in the |
| sense that it can spawn in 2 enemies - Quick Machine Gun or the Rocket |
| Launcher which are both weak against lightning. Neither pose a threat, and |
| I didn't have room to fit them in but their details can be found in |
| section G.09. Saying that, the Rocket Launcher can inflict you with |
| Confusion. |
| |
| Lastly, the Corvette is weak against Confusion, which means equipping |
| Added Effect with Mystify will result in double damage! |
+--+

Here was my set-up going into Junon:

1) Cloud - Lv 48 (Front)

Crystal Sword - Elemental=Lightning, Enemy Skill, Morph, Sense Steal
Wizard Bracelet - All=Restore, MP Turbo=Comet, Ultima, Magic Plus,
Circlet HP Plus, MP Plus

2) Cait Sith - Lv 45 (Back)

HP Plus
Crystal M-Phone - Elemental=Alexander. Added Effect=Contain, Luck Plus,
Gigas Armlet - Added Cut=Deathblow, Enemy Skill, Manipulate, Steal,
Curse Ring Long Range

3) Red XIII - Lv 47 (Front)

Crystal Comb - Elemental=Ramuh, Revive, Enemy Skill, Steal, Speed Plus
Wizard Bracelet - All=Time, All=Heal, All=Gravity, HP Plus, MP Plus
Ribbon

Talk to the Shinra guard at the far end to ride the elevator to upper Junon. As you make your way through you'll notice that something is missing. Head to the T-shaped tunnel, as you make your way south you'll be encounter a fleet of Shinra guards.

Although they might run in the opposite direction, the Slaloms won't. Be sure to steal some Smoke Bombs from them for the Battle Square later on. When you're ready head into the service lift at the far end to fight 2 x Submarine Crew.

At the base of the lift you'll have to fight another 2 Submarine Crew. Once they've been taken care of, follow the screens down until you reach a save point (don't worry about the dog blocking the passageway). In the next screen you'll be able to descend the cargo lift, then follow the path to reach an underwater pipeline, follow this to reach the reactor.

NOTES - Before heading into the reactor, you are going to want to morph the Ghost Ship into a Guide Book, and these two screens are the only two that you'll be able to encounter it at. This area is re-visitable, but it's a rather annoyingly long way to travel if you miss it now. L4 Suicide will do the trick nicely.

- Although the underwater tunnel is re-visitable, the reactor itself

isn't so make sure to pick everything up along the way.

--D2.09 C - The Reactor ("Maybe we shouldn't piss them off...")

ENEMIES:	[SENIOR GRUNT]	[GUN CARRIER]	[HARD ATTACKER]	[GUARDIAN]
Lv:	[35]	[39]	[32]	[40]
HP:	[2600]	[3400]	[2500]	[4000]
MP:	[245]	[240]	[150]	[340]
EXP:	[930]	[860]	[750]	[940]
AP:	[90]	[75]	[58]	[60]
GIL:	[800]	[1600]	[600]	[500]
DROP:	[ ]	[S-Mine]	[Molotov]	[ ]
HALVE:	[WTR]	[ ]	[WTR--FRE]	[ ]
DOUBLE:	[ ]	[LHT]	[ ]	[ ]

	[UNDERWATER MP]	[CAPTAIN]
Lv:	[34]	[34]
HP:	[1000]	[2000]
MP:	[100]	[90]
EXP:	[820]	[850]
AP:	[80]	[84]
GIL:	[600]	[1050]
STEAL:	[-Shinra Alpha]	[Shinra Alpha]
DROP:	[Grenade]	[S-Mine]

NOTE ON ENEMIES:

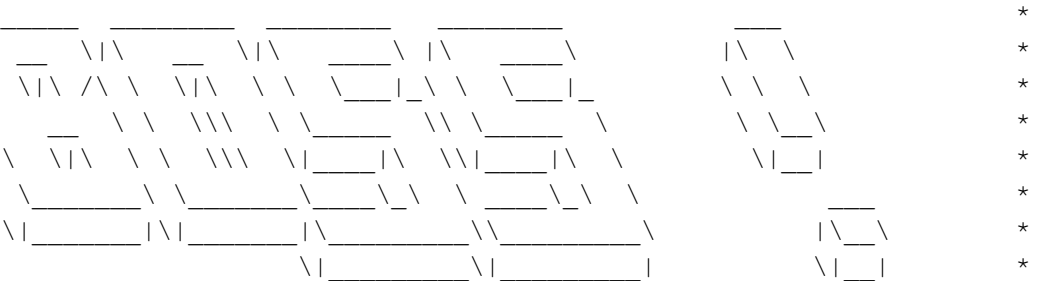
Not much to note other than to steal a few Shinra Alphas from the Underwater MPs.

--Items - Battle Trumpet, Scimitar, Leviathan Scales
--Boss - Carry Armor Lv 45 (God's Hand)

Once Inside the reactor push the purple switch on the far wall. Plunge even further down to emerge on a catwalk. Follow it all the way to the west to come to a save point. Make use of it.

Follow the path to the next screen which looks vaguely like the No 1 reactor that we blew up in Midgar. Here you will have to fight two lots of Submarine Crews and 1 lot of Underwater MPs. Make sure to steal a few Shinra Alphas from them.

Once you're at the _|‾ shaped bridge you'll see the Huge Materia. You'd better be prepared because there's a Boss up ahead. Following the bridge you'll come to none other than Reno, and he'll have brought a playmate for us!



* You must be on point whilst fighting Carry Armor, seeing as it can pick up two of your characters, effectively removing them from battle until you have killed the arm holding the character. Make sure to keep Big Guard on at all times, and also remember to cast Slow on Carry Armor. As with previous boss battles, you will receive greater EXP etc. if you defeat it's counter parts before defeating the main boss, but it isn't mandatory. Comet2, Magic Breath, Bolt3 etc. should finish it off fairly quickly, you'll receive Tifa's [GOD'S HAND] once he's finished, the 3rd and final weapon in the game to have 255 Attack% (along with Vincent's Sniper CR and Long Barrel R).

BOSS BATTLE: 30	CARRY ARMOR	RIGHT ARM	LEFT ARM
-------Lv:	45--------	45------	45------
-------HP:	24000-----	10000---	10000---
-------MP:	200-------	100-----	100-----
------EXP:	2800------	1400----	1500----
-------AP:	240-------	95------	90------
------GIL:	4000------	--------	--------
-----DROP:	God's Hand	--------	--------
--NULLIFY:	GRV--PSN--	GRV--PSN	GRV--PSN
---DOUBLE:	LHT-------	LHT-----	LHT-----

After the battle has ended you will realise that the Submarine with the Huge Materia has departed. Head to the left first off to open the chest containing the [BATTLE TRUMPET], a strong weapon for Cait Sith with 0 growth.

Then head through to the next screen to come to a chest containing Cid's [SCIMITAR], which is our first Triple Growth weapon of the game! This will REALLY help for later on, and as previously mentioned is the reason why Cid will be in my final team.

Before heading into the Sub, BE SURE to grab the final chest on the left which contains a Key Item, the [LEVIATHAN SCALES]. This is required to put the flames out at the Da-chao cavern in Wutai.

Now head up the staircase to fight two more sets of Submarine Crew, you'll then board the Sub. Inside you'll have another set of Submarine Crew to face, then make use of the save point.

Head into the Operations room to engage in an optional battle with the troops that you were entertaining Rufus with when you were sneaking onto the Cargo Ship on Disc 1. I suggest sparing them, but it'll make no difference either way, unless you wanted to steal another Shinra Alpha from the Captain (you'll get another chance to steal one later on).

Head up to the control seat, after Cloud has a minor panic attack he'll then be eager to control the Sub, so sit in the driver's seat and enjoy another mini-game!

] SIDE NOTE - SUBMARINE MINI GAME [

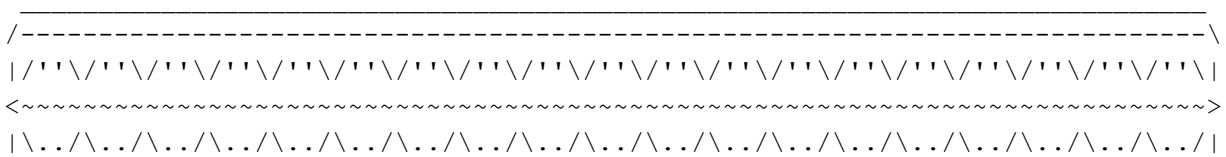
] This game is fairly straight forward, press triangle to speed up, X to slow down and Square to fire a torpedo. Watch out for mines, pressing up will make you descend and pressing down will make you ascend (the way it should be). You can locate the Red sub using R1, when you see it simply blast it to hell, you can ignore all of the other yellow submarines. If [

] you don't manage to destroy it within the 10 minute time limit then the [
] Huge Materia is lost forever and you should consider re-loading your save. [
] [
] NOTE - If you're not bothered about Huge Materia, then it is worth [
] pointing out that if you fail this mission, you can return to [
] Junon's pathways leading up to the reactor to find that the path [
] that was previously blocked by the barking dog will now be [
] unblocked, and when you go through you can steal the Red [
] Submarine, although the Huge Materia will not be inside. [
] [
] You will need to acquire a Submarine to progress past a certain [
] point in the game, so be sure to get the Red Sub if you do fail [
] the mission. [
]_____[

Once the Red Submarine has been destroyed Cloud will remark that we should forget about the Huge Materia at the bottom of the sea for now. We'll come back to grab it shortly. There is one last thing to do before finishing up with this section, and that is to head into Junon and ride the cargo lift to the top (note that this is optional btw).

Head outside to the airport to see a short sequence of one of Junon's Gelnikas departing with the Huge Materia on board. Looks like it's headed towards Rocket Town which is our next destination, but not before embarking on a world of excitement first!

NOTE - As previously mentioned, If you don't do everything now then I'll give you a full re-cap on Disc 3 of everything there is to get.



{D2.10} - Optional Sidequests No.4

QUESTS:

A - Chocobo Breeding 3	G - Da-chao Fire Cavern	L - Under The Ocean
B - Key to Sector 5	H - Chocobo Breeding 4	M - The Sunken Gelnika
C - Premium Heart	I - Lucrecia's Cave I	N - Lucrecia's Cave II
D - Kalm Traveller	J - Ancient Forest	O - Chocobo Breeding 5
E - Final Heaven	K - The Materia Caves	P - Round Island
F - Shinra Mansion Secrets		Q - More Gold Saucer

ITEMS:

|_|Key To Sector 5	|_|Mime Materia	|_|Highwind
|_|Premium Heart	|_|Quadra Magic Materia	|_|Death Penalty
|_|Sneak Glove	|_|Huge Materia	|_|Chaos
|_|Underwater Materia	|_|Key to Ancients	|_|Knights of Round Materia
|_|Final Heaven	|_|Heaven's Cloud	|_|Flayer
|_|Oritsuru	|_|Escort Guard	|_|Sprint Shoes
|_|Steal as Well Materia	|_|Conformer	|_|Precious Watch
|_|Supershot ST	|_|Double Cut Materia	|_|Cat's Belt
|_|Spring Gun Clip	|_|Megalixir	|_|Chocobracelet
|_|Slash-All Materia	|_|Touph Ring (Boss)	|_|Counter Attack Materia
|_|Minerva Band	|_|Ziedrich (Boss)	|_|Gil Plus Materia
|_|Typoon Materia	|_|Megalixir	|_|EXP Plus Materia

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| |_|Apocalypse           |_|Spirit Lance        |_|Omnislash                |
| |_|Elixir                |_|Hades Materia       |_|W-Summon Materia         |
| |_|HP<->MP Materia       |_|Outsider                                          |
|                                                                               |
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--D2.10 A - Chocobo Breeding Step 3

Head over to the Chocobo Ranch making sure to save before entering. Now you should be able to mate the same two Chocobos that you did previously, again using a Carob Nut. You must make sure to obtain a Chocobo that is of a different breed and gender to its sibling. For example, earlier on I obtained a green male, so this time they must produce a blue female (yes we are going to mate brothers and sisters). This may take some time, so be patient.

NOTE - If you find that you keep producing the same sex and/or breed of Chocobo, then remember that the RNG can get stuck. Talk to Chocobo Billy and feed a random Green to a random Chocobo, then save your game, then try a soft reset. This should fix the problem. If it doesn't, try a hard reset, followed by running in and out of the pen area a few times.

Now feed the Green + Blue Chocobos the following:

```
 9 x Sylkis  Greens to max out Speed + Intelligence
30 x Mimett  Greens to max out Acceleration
50 x Curiel  Greens to max out Stamina
```

NOTE - Remember, once you have maxed out both parents stats for Intelligence, Acceleration, and Stamina, the new-born will also be born with those stats maxed out.

Now make your way over to the Chocobo Square. Same drill here, race both of your Chocobos until they are class A (they'll need 9 wins minimum between them). Once you've done that you'll have quite a few battles to complete before you can breed these new Chocobos, but there is one more thing you can do for now:- head over to the small grassy area closest to the Icicle Inn.

You're going to want to try to capture a Wonderful Chocobo, so equip the Chocobo Lure Materias and head towards the Icicle Inn. Before heading east, you should see the tracks to your left, battle around until you encounter either 1 or 2 Jumping alongside the Chocobo, then capture it for a Wonderful Chocobo. Once you've caught one, don't move it from your pen into the stables just yet, instead head over to Bone Village.

--D2.10 B - Obtaining the Key to Sector 5

There is now a new item available to be dug up in the excavation site. Head over to the foreman and ask him to search for normal treasure. There are three places where the Key To Sector 5 can be dug up, the easiest of which is

just to the right of the entrance, above where the guy was digging (Spot 5). Once you've dug up the key you can return to Midgar, yaaay!

NOTES - It's very note-worthy to point out that if you had missed out on the Phoenix Materia earlier on because you'd lost to the CMD. Grand Horn at Fort Condor, then you could dig it up at the excavation site when you reach Disc 3. The same goes for two other pieces of Materia, W-Item and Bahamut ZERO. I also heard somewhere that you can dig up the Weapon and Armour that Aeris was wearing when you lost her, I also heard that you could dig up a Steal Materia here. All lies (confirmed).

- A lot of people aren't aware of this. If you obtained all 4 Huge Materias, the you WILL NOT be able to dig up Bahamut ZERO, even if you missed out on Bahamut or Neo Bahamut.

¬¬

--D2.10 C - Obtaining Tifa's Premium Heart

¬¬

--Items - Premium Heart, Sneak Glove
--Required gil - 129,000

As you head into Midgar you will now be able to return through door '7' to return to Sector 5. If you were to head into the church you would see a small surprise, but it's just an illusion. Keep making your way through to the Wall Market. Wow. How different does the game feel now compared to earlier when we were first travelling around this part of Midgar?

NOTES - If you put Cid and Tifa in your party then you'll view an additional comical scene.

- Remember to win as many battles as you can, as they will count towards your Chocobos being ready to breed again.

If you wanted to, you could have a little look around Sector 5's Slums although not much will have changed. Elmyra and Marlene are no-where to be found, in fact the last thing I remember about them is that Cait Sith (aka Reeve) had them held hostage somewhere, what ever happened to that anyway...

Once you're in the Wall Market head into the shop marked ITEM outside. Interact with the terminal here to receive Tifa's Ultimate Weapon, the [PREMIUM HEART]! This weapon will get stronger as Tifa's Limit gauge fills up. Keep reading to learn exactly how the damage output is modified:

```
 ___________________________________________________________________________
]                                                                           [
] SIDE NOTE - ULTIMATE WEAPON'S                                             [
]                                                                           [
] Every character will have an Ultimate Weapon, and these weapons will have [
] devastating attack power. Unfortunately though, they will also have 0     [
] Growth, meaning any Materia equipped to the weapon will not level up.     [
] Swings and roundabouts, I suppose.                                        [
]                                                                           [
] Every ultimate weapon will have stronger attack power when a certain      [
] condition is met. These conditions are as follows:                        [
]---------------------------------------------------------------------------[
] Cloud - Ultima Weapon                                                     [
]                                                                           [
]     The damage dealt is proportionate to Cloud's current HP, and is       [
```

]   indicated by the colour of the sword. Bright blue and white when   [
]   Cloud's HP is full, and dark blue and purple when his HP is critical. [
]   [
]   At full HP Cloud's damage will triple, at 2/3's HP his damage will   [
]   double, and 1/3 HP his attack power will be normal. Anything less than [
]   1/3 will result in lower than normal attack power.   [
]--[
] Barret - Missing Score   [
]   [
]   The damage dealt is proportionate to the amount of AP equipped to   [
]   Barret's weapon, so equipping mastered Materia would be a good idea   [
]   seeing as this weapon has 0 growth. Master Magic/Command/Summon,   [
]   Underwater and Enemy Skill will not contribute to the attack bonus.   [
]   [
]   With 640,000 AP Barret's attack damage will quadruple, with 320,000 AP [
]   his damage will double and with 160,000 AP his attack power will be   [
]   normal. Anything less 160,000 AP will result in less than normal   [
]   attack power.   [
]   [
]   Barret's Ultimate weapon is regarded as one of the strongest in the   [
]   game, and it is possible to cause damage overflow. You can kill   [
]   Emerald in one hit by equipping 3 mastered Knights of the Round   [
]   Materias and using 4 Hero Drinks, Berserk & Critical (Strength must be [
]   255 & Lv 99).   [
]--[
] Tifa - Premium Heart   [
]   [
]   The damage dealt is proportionate to Tifa's Limit gauge.   [
]   [
]   With Limit Level 4 selected, Tifa's damage will quadruple if her gauge [
]   is full, double if her gauge was at 1/2, and will be normal if her   [
]   gauge is at 1/4. Anything less than 1/4 will result in lower than   [
]   normal attack power.   [
]   [
]   With Limit Level 3 selected, Tifa's damage will triple if her gauge is [
]   full, double if her gauge was at 2/3's, and will be normal if her   [
]   gauge is at 1/3. Anything less than 1/3 will result in lower than   [
]   normal attack power.   [
]--[
] Aeris - Princess Guard   [
]   [
]   The damage dealt is increased when one or two party members are KO'd. [
]   [
]   With two if Aeris's companions her attack power will triple, and with [
]   one of Aeris's companions KO'd her attack power will double.   [
]--[
] Red XIII - Limited Moon   [
]   [
]   The damage dealt is proportionate to Red XIII's current MP.   [
]   [
]   At full MP Red XIII's damage will triple, at 2/3's MP his damage will [
]   double, and 1/3 MP his attack power will be normal. Anything less than [
]   1/3 will result in lower than normal attack power.   [
]--[
] Yuffie - Conformer   [
]   [
]   The damage dealt is proportionate to the target's average level. Also, [
]   the command Morph will hit for the same amount of damage as a normal   [
]   attack would.   [
]   [

]   Yuffie's attack power will quadruple with her targets level at 64,   [
]   double with her targets level at 32, and will be normal at level 16.   [
]   Anything less than Lv 16 will result in lower than normal attack   [
]   power.   [
]   [
]   If Yuffie targets a single enemy, then only that enemy's Lv is taken   [
]   into account. If she targets all enemies, then an average Lv is taken. [
]---[
] Cait Sith - HP Shout   [
]   [
]   The damage dealt is proportionate to Cait Sith's current HP.   [
]   [
]   At full HP Cait Sith's damage will triple, at 2/3's HP his damage will [
]   double, and 1/3 HP his attack power will be normal. Anything less than [
]   1/3 will result in lower than normal attack power.   [
]---[
] Vincent - Death Penalty   [
]   [
]   The damage dealt is proportionate to the amount of kills Vincent has. [
]   [
]   With 6912 kills Vincent's attack power will quadruple, with 2816 kills [
]   his attack power will double, and with 786 kills his attack power will [
]   be normal. Anything less 786 kills will result in less than normal   [
]   attack power, with a minimum of 62.5% of normal damage output.   [
]   [
]   Vincent's Death Penalty is the only weapon other than the Missing   [
]   Score that can cause damage overflow. By feeding him 4 Hero Drinks, he [
]   would need to have 18,048 kills to one-hit kill Emerald, along with   [
]   255 Strength, Berserk and land a critical hit (and have in the front   [
]   row, oddly enough).   [
]---[
] Cid - Venus Gospel   [
]   [
]   The damage dealt is proportionate to Cid's current MP.   [
]   [
]   At full MP Cid's damage will triple, at 2/3's MP his damage will   [
]   double, and 1/3 MP his attack power will be normal. Anything less than [
]   1/3 will result in lower than normal attack power.   [
]____[

NOTE - Due to the Premium Heart's unusual damage modifier, a lot of people
veer away from the weapon. Just after Tifa has used her Limit Break,
she could be hitting for as low as 200HP. The thing is though, only
Barret, Vincent, Yuffie and Tifa can reach quadruple power, so the
best thing to do would be to equip Tifa with Added Cut and Deathblow,
then let her (Lv4) Limit bar fill up and don't use it.

The last thing to do in Midgar is to head into the Weapon Shop. Talk to the guy on the left here (the same one who sold you the batteries earlier) and he will offer you something for 129,000 gil! Buy it, it's the [SNEAK GLOVE], an accessory which will greatly increase your chances of stealing. There is no 'Shiny Golden wire of hope' leading up to the Shinra HQ anymore, so we can do nothing more in Midgar (for now). Make your way back to the World Map and then over to Kalm.

--D2.10 D - The Kalm Traveller

--Items - Underwater Materia

Head into the eastern-most house in Kalm and make your way to the top floor. The man here remarks that he is looking for the Guidebook, the Desert Rose the Earth Harp. You should have morphed a Ghost Ship by now, so talk to him a second time and he'll trade you his [UNDERWATER MATERIA] for the Guidebook.

If you hadn't morphed the Ghost Ship earlier on then you'll have to make your way back down to the underwater reactor the long way, via Upper Junon. Or you could just wait to face one at the Battle Square to morph it then. The Underwater Materia will help us for one battle only, and doesn't require mastering for the Materia Overlord Achievement.

¬¬

--D2.10 E - Obtaining Tifa's Final Heaven

¬¬

--Items - Final Heaven

Now make your way over to Nibelheim. Make sure that Tifa is in your party and head into Tifa's house to play on her piano once more. Do you remember the notes from earlier? They are:

X, Sq, Tr, L1+Tr, L1+Sq, x, Sq, Tr, L1+X, O, X, Sq, X

After playing these notes press Start to finish, Tifa will then read an important letter from her mentor, Zangan. She'll then receive her Lv 4 Limit Break, [FINAL HEAVEN]! Go ahead and teach it to her if she is ready to learn it (also obtaining the Packing A Punch Trophy).

¬¬

--D2.10 F - Shinra Mansion Secrets

¬¬

Make the short journey over to the Shinra Mansion and head into the basement. As you make your way into Hojo's lab you'll have a very important flashback to watch, perhaps even the final flashback of the game!

Don't continue reading until the flashback has finished.

Just so you are made aware, Final Fantasy VII Crisis Core for the PSP is basically the events of 5 years ago leading up to the point you just saw whilst playing as Zack. After Sephiroth had burned down Nibelheim, Zack and Cloud were held in the test tubes for nearly 4 years!! They then spent roughly 8 months travelling until they eventually reached Midgar, Cloud was then able to re-stabilise his poisoned mind, after watching the traumatic event of Zack's death, fusing the stories and plans that Zack had fed him as his own. This took place probably roughly 4 weeks before the start of the game!

I have never played/watched/read a story like FF VII, and even playing it now after all these years I find myself revelling in how deep and well thought out the plot is. And there's still more to go! For now, you can examine the test tubes once more, Specimen B is 'codeC' (Cloud) and Specimen A is 'codeZ'

(Zack). You can then read the reports in the library at the back pertaining to Zack's execution before moving on if you wish.

--D2.10 G - Da-chao Fire Cavern

--Items - Oritsuru, Steal as Well Materia

Now that we have the Leviathan Scales we can now put out the flames in Wutai's Fire Cavern (we will also be visiting the Materia Cave very shortly). If for some bizarre reason you haven't done Yuffie's Sidequest, then now is the time to do it (section D1.18), as it won't be available after you've re-enter Midgar later on.

Heap up the Da-chao Statue and into the Fire Cavern once more. Run into the roaring flame to make 'the scale of the sea God shine', then run into the second flame to reveal a chest containing the [ORITSURU], Yuffie's strongest weapon after her Ultimate Weapon, and also the strongest weapon in the game to have both Normal Growth and 8 Materia slots (although only 4 are linked).

Now run round to put out the 3rd and final flame to GRAB THAT MATERIA! the [STEAL AS WELL MATERIA]. You can pair this with steal if you wish to enable a double steal attempt every time you steal! Just bear in mind that a second steal animation will not take place, so even though it may look like just one steal attempt you're actually attempting to steal twice. Also, thanks to trueOgre_Killer for pointing out the fact that when you link Steal as Well with Comet2, you get a steal attempt per Comet hit.

--D2.10 H - Chocobo Breeding Step 4

You should now be ready to breed your Green and Blue Chocobos. Head over to the Chocobo Ranch making sure to save before entering, then mate them using a Carob Nut. This should produce a Black Chocobo which can cross mountains and rivers! Your chances of breeding a Black Chocobo should be 100%, so if for some reason you don't then you probably haven't won enough races (they'll need to win a total of 9 between them).

NOTES - If your Chocobos aren't ready to be mated yet then head outside and engage in four or five battles, or skip down to the Ancient Forest section (D2.10 J).

- Remember, if you want a Chocobo that has better Top Sprint than its' parents, then talk to Chloe. If she doesn't tell you that the newborn is the fastest, soft-reset and try again, running in and out of the stables more times than you did previously.

Once you have your Black Chocobo head outside and save. Now re-enter the Ranch and move your Wonderful Chocobo into the stables, making sure that it is the opposite sex to the Black Chocobo. You can also release your Good and Great Chocobos back into the wild now.

The last step to obtain a Gold Chocobo is to breed your Black Chocobo with your Wonderful Chocobo, but obviously you'll need to feed them Greens and

then race them at the races to class A first. Feed the Black Chocobo:

 9 x Sylkis Greens to max out Speed
99 x Curiel Greens to max out Stamina (or Kurie Greens)

Feed the Wonderful Chocobo:

 9 x Sylkis Greens to max out Speed
30 x Pahsana Greens to max out Intelligence
75 x Mimett Greens to max out Acceleration (it'll say 'no improvement')
99 x Curiel Greens to max out Stamina (or Kurie Greens)

Before leaving the Chocobo Ranch, speak to Billy and select 'Riding Chocobos'. Now take your Black Chocobo out for a spin, you can ride it straight onto the Highwind if you wish, when you disembark from the Highwind you'll be riding your Chocobo. Pressing Triangle whilst on the Highwind will bring you to the cockpit, you can then head to the right of Operations to pet your Chocobo.

The last thing to do now is to race them both to class A. Your Black Chocobo should be quick enough to hold its own in the class A races, so if you wanted to you could race it to class S. So long as both Chocobos 'wins' total 12 then you will guarantee a Gold Chocobo when you breed them.

 NOTES - The Sneak Attack Materia, along with the Enemy Away Materia, are only available in the Chocobo Square. The Enemy Away is available from class B upwards, but the Sneak Attack is only available from class A upwards. Once you have obtained these two pieces, you won't need to worry about grinding away at the Chocobo Races post-breeding, although you will need a fair amount of GP (over 3000) to obtain everything from the Wonder Square. Also, you can obtain Magic Counter at the races which won't be obtainable until much later on in the game, and also Counter Attack (which is spelt Counter). Grab as many of these as you can. Sprint Shoes are also worth grabbing.

       - If you have either Cid or Tifa in your party then they will occasionally request to try their luck on the back of a Chocobo. If you have both Cid and Tifa in then Tifa will always be the one to ask.

--D2.10 I - Lucrecia's Cave I

  After finishing up at the Chocobo Races (I got lucky and walked away with 1 x Sneak Attack Materia and 1 x Sprint Shoes), head out of North Corel and jump on your Black Chocobo. Now head south to come to a waterfall, jump off your Chocobo and stick Vincent in your party.

 NOTE - You could also have come to this waterfall in your submarine, but it can be a little bit long-winded to get to.

Here you will learn a great deal about Vincent's past, and how he, like Sephiroth came to be. We shall be returning to Lucrecia's Cave shortly...

 NOTE - We need to return to the cave after having fought between 1 ~ 11 battles. Thank you Simon Drake for helping me work that one out!

--D2.10 J - Ancient Forest

NOTE ON ENEMIES:	ENEMIES:	[RILFSAK]	[DIABLO]	[EPIOLNIS]
Some the enemies here have very high Defence%, so weapons with 255 Attack% work well here (such as Tifa's God's Hand or the Long Barrel R), also equip a few Ribbons as the enemies can inflict you with Darkness.	------Lv:	[------40]	[------41]	[----------36]
	------HP:	[----2000]	[----4000]	[----------1800]
	------MP:	[-----500]	[-----200]	[----------90]
	-----EXP:	[----1000]	[----1100]	[----------950]
	------AP:	[------70]	[------70]	[----------70]
	-----GIL:	[-----900]	[----1100]	[----------1500]
	---STEAL:	[--------]	[--------]	[Wizard Bracelet]
	----DROP:	[X-Potion]	[--------]	[----------]
	--ABSORB:	[--------]	[--------]	[----------PSN]
	-NULLIFY:	[-----ERT]	[FRE--ICE]	[----------]

--Items - Supershot ST, Spring Gun Clip, Slash-All Materia, Minerva Band, Typoon Materia, Apocalypse, Elixir

You are going to want to come to this forest as early on in the game as possible, namely for the Slash-All Materia, and the Apocalypse which is the second and last Triple Growth weapon in the game (for Cloud). If you haven't as of yet obtained a 'special' Chocobo, then bear in mind that you will be able visit here without the need for one shortly on in the game.

If you have managed to breed a Green, Black or Gold Chocobo, then you can climb the ridge just south of Cosmo Canyon to find the Ancient Forest. Here you will have a series of puzzles which you must try to work out. If you mess up then remember that you can reset the puzzle by pressing Square, this will then take you back to the entrance.

SCREEN 1:

There are various life forms in the forest, I'll explain what each is for along the way. First off, head over the bridge to come to a giant flytrap. *Walk* into the flytrap whilst pressing confirm to pick up the [SUPERSHOT ST] in the centre of it.

Giant Flytrap:
Running into a giant flytrap is a bad idea seeing as it will simply chew off a large chunk of your HP and then spit you right back out again.

Now head back over the bridge collecting an insect along the way (ignoring the frog), then head back round under the bridge.

Insect:
Insects are used for accessing new areas. If you've used all the insects in an area the you'll need to press Square to reset the screen if you've missed something.

Now run up the slight hill and place the insect *near* the hanging plant using confirm, but not too close otherwise it'll get swallowed by the plant.

Hanging Plant:
Used as pathways to get to new areas. If an insect is placed in near one then it'll get swallowed by the plant and its lid will close, which can then be jumped on to reach a new area. After roughly 10 seconds, the insect will get digested and the hanging plant will then open its lid closing off the pathway.

Now run back and do the same thing for the remaining two insects. Without hesitation, release the first insect into the first hanging plant, run back to pick up the second insect for the second hanging plant, and then finally the third insect will close the third plant to complete the bridge.

On the other side, head down to the spring plant (still ignoring the frogs) to jump to the other side. Before heading through to the next screen be sure to grab the [SPRING GUN CLIP] just north of the tree.

Spring Plant:
These can usually be used to access new nearby ledges but can even sometimes be used to access new areas.

SCREEN 2:

Pick up the first insect you see, then use the spring plant to reach the higher ledge. Then, release the insect to be able to jump across the two hanging plants past the giant flytrap (ignore the yellow orb for now). Then pick up a frog.

Frog:
A frog, like an insect can be used to close the lids on hanging plants. The only difference being, when lid opens if Cloud is standing on it then he will get launched to new areas. Also, the frog will still be alive as the hanging plants cannot swallow a frog.

Climb the small green ledge and place the frog in the left hanging plant first. Jump on the plant, and when the frog is spat out Cloud will land on the upper ledge containing the beehive. Pick it up then jump back down to the ground.

Beehive:
Beehives are used to permanently close the giant flytraps.

Place the beehive near the flytrap to close it off, then you can GRAB THAT MATERIA! the [SLASH-ALL MATERIA]. I suggest equipping it right away. Now pick up the frog once more and use it on the right hanging plant to jump over the flytrap. We'll return for the pouch a little later on.

SCREEN 3/TREETOPS:

As in the first screen, catch then release the insect near the hanging plant without feeding to the plant, then head right for a second insect. Now release both insects into each hanging plant to reach the spring plant.

In the treetops, head left then down to reach the previously unattainable pouch that you saw, the [MINERVA BAND]. This piece of armour will nullify Fire/Ice/Gravity/Holy and can only be worn by women.

Now make your way back to the third screen using the frog again, then use the spring plant as you did before to head back up to the treetops.

This time head left, up, then right, ignoring the fork leading back down to

the third screen. Head right to jump over 3 spring plants, here you be able to GRAB THAT MATERIA! the [TYPOON MATERIA] which is our second and last Wind based Materia that can be paired with Elemental (Contain doesn't count).

NOTE - The Steam/PS4 release has had the spelling corrected for the name 'Typhon'.

Now head back over to the fork and head down to a new area in the third screen. After descending the tight-rope, pick up the nearest insect and use it to jump on the two hanging plants to the right (one of which is already closed).

Grab the beehive at the top, then use it to close the giant flytrap to the left. Now use the second insect to jump back to the first half of this area, then run to the left and pick up the insect you see.

You can use the insect to lure the frog out of the hole in the tree. Now use the frog to jump over to the right side again, then use the frog on the furthest hanging plant on the right to projectile over to the next screen.

SCREEN 4:

It's safe to say that you don't need my help for this one. Simply open the two chests that you see, one containing the [APOCALYPSE] which is Cloud's Triple Growth weapon, and the other containing an [ELIXIR]. Now head through the northern exit to return to the World Map.

NOTE - Although you can return here as many times as you wish, you shouldn't have any need to unless you'd missed something.

¬¬

--D2.10 K - The Materia Caves

¬¬

--Items - HP<->MP Materia, Mime Materia, Quadra Magic Materia

From the Ancient Forest, head north on your Black Chocobo to reach the Materia Cave just north of North Corel. Here you will find the [HP<->MP MATERIA]. This piece doesn't have many practicalities seeing as it will simply switch your total HP with your total MP.

Now ride your Chocobo back to the Highwind and head for Wutai. Landing near Wutai itself, head south and to the east you will see a huge peninsula, the Materia Cave is at the end. Here you will find the [MIME MATERIA]. This is probably the most practical piece to find from the Materia Caves, as it will mimic the move made by the previous ally, so you can Morph, Steal etc. You ARE going to want to master two of these.

Now make your way to Mideel to visit the third of four Materia Caves. In the Highwind, make your way to the northern tip of the continent to find the Materia Cave, then head to the closest grassy area to land the Highwind. Inside you'll find the [QUADRA MAGIC MATERIA]. It does what it says on the tin - uses paired magic four times!

The last Materia Cave is situated in the far north-eastern corner of the map and can only be reached using a Gold Chocobo. You'll have to wait and see what prize awaits...

--D2.10 L - Under The Ocean

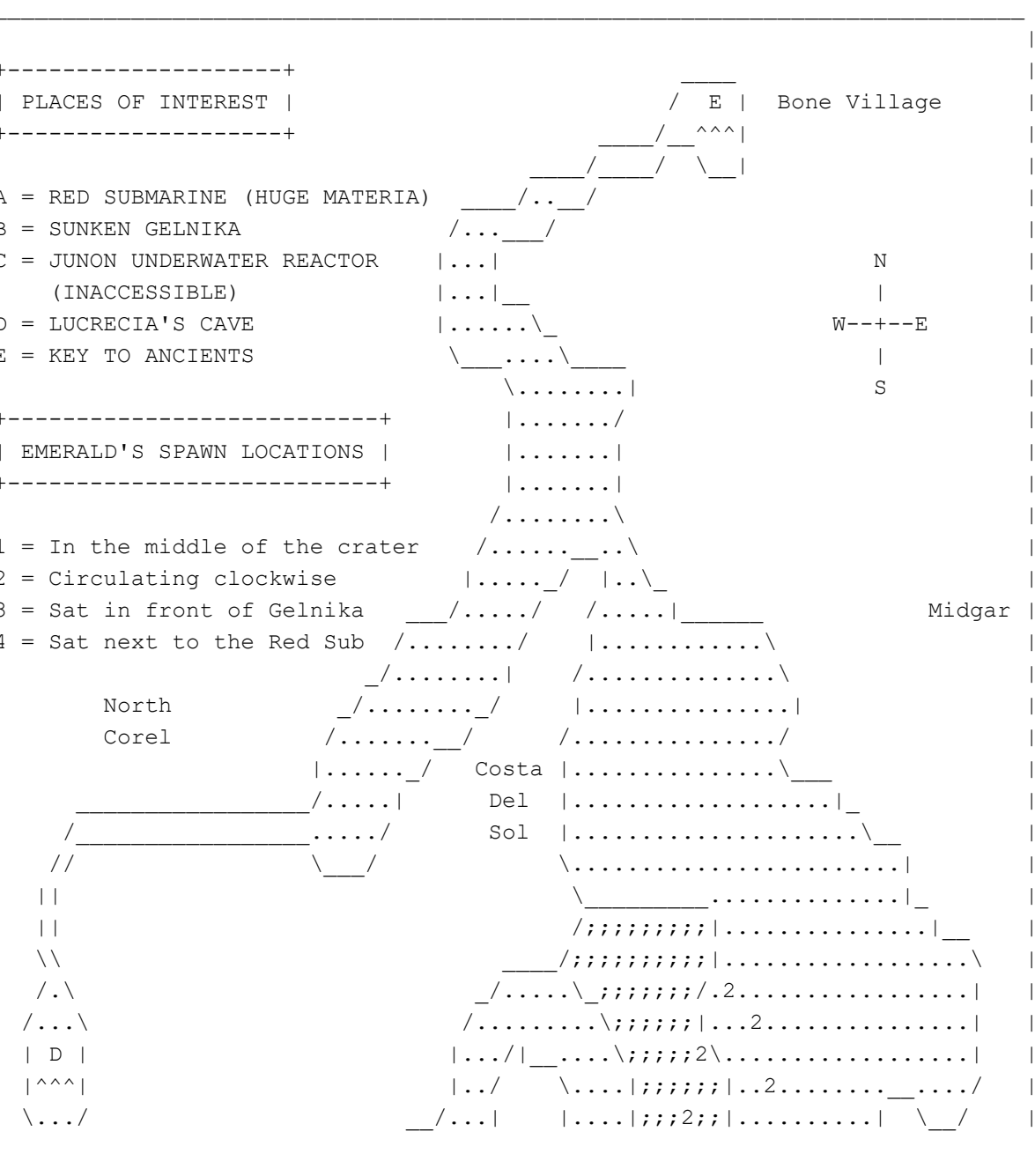
--Key Items - Huge Materia, Key to Ancients

Now is the time to grab the Huge Materia that Cloud mentioned earlier. Get into your sub, and when you submerge you'll be given a quick tutorial on how to operate the submarine, then SAVE YOUR GAME! You'll see a huge beast underwater, this is Emerald WEAPON, and is considered the hardest boss in the game.

NOTE - If you pilot your sub at maximum height, you'll avoid Emerald altogether. Also, Emerald is one of the few boss battles that you can actually flee from!

Avoiding this super-boss, head to the southern part of the map to find the Red Submarine along the ridges, approach it to obtain the [HUGE MATERIA]. Be mindful of Emerald WEAPON, who sometimes likes to lurk by the red sub.

Here is a Map of the ocean floor: (The same map can be found in section F.06)



Once you have obtained the Huge Materia (which is the *Red* Huge Materia) you can the head all the way to the north to find the small opening leading to the [KEY TO ANCIENTS]. This will be used later on.

--D2.10 M - The Sunken Gelnika

ENEMIES:				
	[UNKNOWN]	[UNKNOWN 2]	[UNKNOWN 3]	[BAD RAP]
------Lv:	[----------50]	[----------51]	[----------52]	[---------38]
------HP:	[--------11000]	[--------13000]	[-------15000]	[-------9000]
------MP:	[----------110]	[----------130]	[---------150]	[--------120]
-----EXP:	[---------1500]	[---------3000]	[---------900]	[-------1100]
------AP:	[----------150]	[----------300]	[---------200]	[---------70]
-----GIL:	[---------5000]	[--------10000]	[--------7500]	[-------2500]
---STEAL:	[--Fire Armlet]	[Aurora Armlet]	[-Bolt Armlet]	[--------Ink]
---MORPH:	[-Power Source]	[-Guard Source]	[Magic Source]	[Luck Source]
----DROP:	[Light Curtain]	[Lunar Curtain]	[--Holy Torch]	[-----Dazers]
--ABSORB:	[----------FRE]	[----------PSN]	[---------LHT]	[--------PSN]

[POODLER]	[SERPENT]	NOTE ON ENEMIES:
------Lv:	[----------42]	[----------40]
------HP:	[--------6000]	[--------14000]
------MP:	[---------220]	[----------290]
-----EXP:	[---------900]	[---------1400]
------AP:	[----------70]	[----------70]
-----GIL:	[--------2500]	[---------2500]
---STEAL:	[-Turbo Ether]	[---Water Ring]

Earlier on I mentioned that the Shinra Mansion held the enemies nightmares were made from. Well you can forget about nightmares, these monsters are straight out of hell. BE SURE to have a ribbon

```
> ---MORPH: [Speed Source] [--Mind Source] <  equipped, and expect to die    |
> --DROP 1: [----X-Potion] [Dragon Scales] <  here a few times if you're a   |
> --DROP 2: [------------] [-----Stardust] <  low level, you've really got   |
> --ABSORB: [------------] [----------WTR] <  to be careful! Stick all of    |
> -NULLIFY: [------------] [-----GRV--ERT] <  your players in the back row   |
> --DOUBLE: [------------] [----------WND] <  and start every battle off     |
> -E-SKILL: [------------] [-----AQUALUNG] <  with Big guard then Regen, and |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  don't forget to heal after     |
|                                           every battle.                   |
|                                                                           |
| As you are probably more than aware by now, this really is the place to   |
| boost your stats for later on in the game. Be sure to morph everything you |
| see, and also steal from Unknowns 1, 2 & 3 and the Serpent. Also, the     |
| Unknown 3 & the Serpent can be hit with L4 Suicide. Demi3 works well.     |
+---------------------------------------------------------------------------+

--Items - Heaven's Cloud, Escort Guard, Conformer, Double Cut Materia,
          Megalixir x 2, Spirit Lance, Hades Materia, Outsider, Highwind
--Boss  - Turks:Reno III Lv 42 (Touph Ring) + Turks:Rude II Lv 49 (Ziedrich)
```

So we finally get around to visiting the legendary Sunken Gelnika. Head over to the Gold Saucer area in your Sub un-submerged and Save Your Game! If you bump into Emerald WEAPON by mistake you WILL die if you try to defeat it. Remember you can flee from the battle. Also, make sure to have Yuffie and preferably Cid in your party. If you sub-merge near the submarine dock you should be able to see the Gelnika in plain sight (mind the pun).

NOTE - If you were to battle Emerald now then you would see a 20 minute countdown timer in the top right corner of the screen. This is what the Underwater Materia is used for; removing the time limit for defeating Emerald WEAPON, and nothing else.

This was my set-up heading into my sub:

1) Cloud - Lv 52 (Back)

```
    Apocalypse      - MP Turbo, Slash-All, Magic Plus
    Wizard Bracelet - All=Restore, Added Effect=Contain, HP Absorb=Steal,
    Circlet                                              Enemy Skill, HP Plus
```

2) Yuffie - Lv 49 (Back)

```
                                                              Sense, Manipulate
    Oritsuru        - Added Cut=Deathblow, Steal as well=Morph, Enemy Skill
    Wizard Bracelet - Elemental=Leviathan, All=Heal, Steal, Luck Plus,
    Ribbon                                                    HP Plus, MP Plus
```

3) Cid - Lv 50 (Back)

```
    Scimitar        - Mime, Quadra Magic
    Wizard Bracelet - Sneak Attack=Mug, Enemy Skill, Revive, Gravity,
    Ribbon                                        Speed Plus, HP Plus, MP Plus
```

If Emerald WEAPON happens to be sat in front of it then simply emerge then submerge to make him appear elsewhere.

Once on board make use of the save point, you'll definitely need it. Then open the nearby chest for the [HEAVEN'S CLOUD].

Go through the northern door next and head right opening the chest containing

the [ESCORT GUARD], which is the men's version of the Minerva Band.

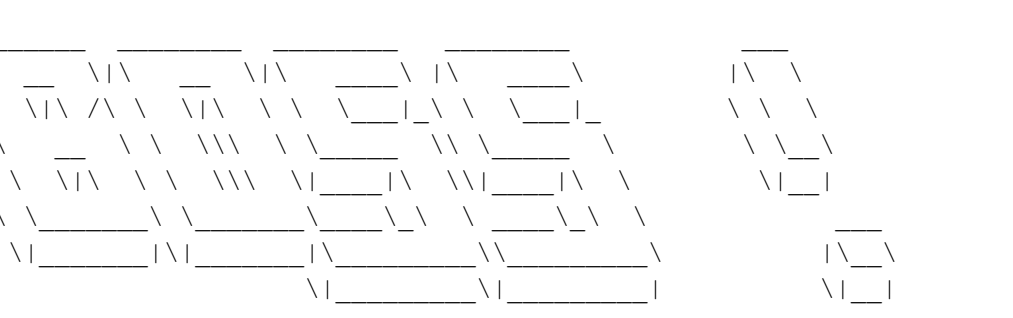
Then head down the stairs, and check the top left corner for a hidden chest containing Yuffie's ultimate weapon, the legendary [CONFORMER]!

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - THE CONFORMER                                                   [
]                                                                             [
] At last, we finally have our hands on the Conformer! Although it has 0      [
] growth, the Conformer is the only weapon in the game that can Morph for     [
] the same amount of damage as normal, and I very strongly doubt that this    [
] weapon was placed here, the treasure house of morphing, accidentally.       [
] Equip it to her right away to start Source farming, not forgetting to       [
] steal from the 3 Unknowns and the Serpents.                                 [
]                                                                             [
]  NOTE - The Conformer will deal damage based on the enemies Lv; the higher  [
]         their Lv is the more powerful the Conformer will become. If Yuffie  [
]         attacks multiple foes then an average is taken. If the enemies Lv   [
]         is 64 then Yuffie's attack power quadruples, Lv 32 Yuffie's attack  [
]         doubles, and Lv 16 would be normal attack power. Anything below     [
]         Lv 16 and Yuffie's attack power would be less than normal.          [
]_____________________________________________________________________________[
```

When you're ready to move on head to the top right of the screen to GRAB THAT MATERIA! the [DOUBLE CUT MATERIA]. You can fill Yuffie with whatever Materia you like, just bear in mind that none of the Materia linked to her weapon will level up so long as you have the Conformer equipped.

Now head back to the top floor and follow the catwalk round to the chest containing the [MEGALIXIR]. Ignore the suspiciously interesting looking yellow light, it's nothing, instead head back to the entrance and save. When you head through to the next screen you'll have a familiar Boss battle on your hands.

 NOTE - You can revisit the Sunken Gelnika as many times as you like, but if
        you visit after the raid on Midgar later on then this boss battle
        won't be here.



TURKS 04	BOSS BATTLE: 31	RUDE III	RENO III
	-------Lv:	49------	42--------
	-------HP:	20000---	15000-----
	-------MP:	280-----	230-------
	------EXP:	5500----	5000------
	-------AP:	360-----	300-------
	------GIL:	5000----	4000------
	----STEAL:	Ziedrich	Touph Ring

Make sure to steal the amazing [ZIEDRICH], aswell as the [TOUPH RING] before doing anything else. The Ziedrich will 1/2 all Elemental attacks, including the obscure ones I mentioned earlier on. Once you've obtained these items you can then

```
* just unleash hell, I'm sure you     | -----DROP: | Elixir-- | Elixir---- | *
* know what you're doing by now.      | --NULLIFY: | GRV----- | GRV------- | *
*                                     |____________________________________| *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

NOTES - If you're wondering why you've only fought Rude twice yet the above states that this is your 3rd Rude encounter, it's because the game actually intends for you to fight Rude in Rocket Town first before coming to the Gelnika.

- This hallway is the only place in which you can encounter the Bad Rap and the Poodler to Morph for Speed and Luck Sources. Bear in mind that it's much easier to farm here once you've obtained the Mega-All Materia.

- I haven't misspelt it, it really is called the 'Touph Ring' (spelling fixed in later versions).

Head into the final Cargo Room and open the chest on the left for a [MEGALIXIR]. Then follow the top pathway round to a chest containing the [SPIRIT LANCE].

Now head into the pit that is the cargo room and GRAB THAT MATERIA! the just visible [HADES MATERIA] on the right.

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - HADES MATERIA                                                  [
]                                                                            [
] Without a doubt this is the best Materia to combine with the Added Effect  [
] Materia. It will protect you from or allow you attack with:                [
]                                                                            [
] Sleep, Poison, Confusion, Silence, Frog & Small                            [
]____________________________________________________________________________[
```

Now head south and open the chest on the left for the [OUTSIDER] and the chest on the right for the [HIGHWIND], Cid's Lv 4 Limit Break. Use it if you're ready to unlock the Gale Warning Trophy.

We're now done with the Gelnika, for now. Unless you wish to Source farm some more, head out to the save point. Make sure to save as Emerald WEAPON may be waiting directly outside the Gelnika.

Now is the time to evaluate how many Sources you have. At this stage, I had:

7 x Power Sources - all to Yuffie
8 x Guard Sources - all to Yuffie
6 x Magic Sources - all to Cloud
7 x Mind Sources - 3 to Yuffie and 3 to Cid
4 x Speed Sources - all to Cid
4 x Luck Sources - all to Yuffie

HOW YOU DISTRIBUTE YOUR SOURCES IS ENTIRELY UP TO YOU! First choose an end-game party, then decide how you wish to use you characters:

I'm giving Yuffie the Power Sources because I want her to be my strongest physical character, the Magic Sources to Cloud because I want him to be my main sorcerer, the Luck Sources to Yuffie to help with her critical hits and the rest were distributed to even out the stats.

Lastly, here is a list of random battle encounters in which you can morph Sources:

```
Power Source -      Heavy Tank - Reactor in Gongaga
                      Screamer - Mt. Nibel, winding pathway to rector
                       Unknown - Sunken Gelnika Cargo Room

Guard Source -     Bagnadrana  - Mt. Corel Reactor
                        Spiral - Mideel Area
                     Unknown 2 - Sunken Gelnika Cargo Room
                Maximum Kimaira - Midgar Mako Cannon Area (& Battle Square)
                  Armored Golem - Northern Cave

Magic Source -           8 eye - Temple of The Ancients (& Battle Square)
                     Unknown 3 - Sunken Gelnika Cargo Room

Mind Source  -   Dragon Rider - Whirlwind Maze (& Battle Square)
                       Killbin - Whirlwind Maze (Can't re-visit)
                       Serpent - Sunken Gelnika Cargo Room

Speed Source -         Poodler - Sunken Gelnika Corridor

Luck Source  -         Bad Rap - Sunken Gelnika Corridor
```

So as you can see, the Magic, Mind, Speed and Luck Sources can only be farmed right here, in the Gelnika, unless you were to try Morphing at the Battle Square. If however you wanted an easier time obtaining Power Sources then I suggest fighting the Heavy Tank in Gongaga, and if you wanted easier Guard Sources then I suggest fighting the Spiral in the Dirt Area near Mideel.

NOTES - If you wanted to, you could head over to Gongaga now before doing anything else to obtain a few Power Sources from the Heavy Tanks. I got Yuffie's base level up to 85 before I moved on (equip Sneak Attack and Morph, if you have Sneak Attack that is).

- If you wanted to, you could utilise the Extended W-Item Trick once you've obtained the W-Item Materia later on to duplicate Power Sources and Magic Sources with ease. Use QSI Link [Extended W-Item Trick] for more info.

--D2.10 N - Lucrecia's Cave II

--Items - Death Penalty, Chaos

Jump back on your Chocobo and return to Lucrecia's cave with Vincent in your party once more. Provided you've engaged in 11 battles (or less), Lucrecia will have left you two items, the [DEATH PENALTY] which is Vincent's ultimate weapon, and [CHAOS], Vincent's Lv 4 Limit Break. The Death Penalty's attack power will increase with the total amount of kills Vincent has; with 6912 kills Vincent's attack quadruples, with 2816 kills his attack doubles, and with 786 kills his attack is normal. If Vincent has fewer then 786 kills then his attack power will be less than normal, with a minimum of 62.5% da,age output.

Due to the absurd amount of kills required before the Death Penalty becomes

useful to us, most people don't bother with it. It is useful to know that if you were prepared to get at least 18,048 kills with Vincent, then you could send his damage counter into overflow, causing a 1 hit kill to Emerald WEAPON (you'd also need Vincent to have 255 strength, use 4 Hero Drinks, be in Berserk and land a critical hit, as well as being level 99).

Teach Vincent Chaos to unlock the Inner Demons Trophy.

NOTES - It's around this time that I mastered Revive. As soon as you do, equip the new Revive and start mastering that one too. In fact, any Materia that you've mastered should be swapped out with the new one if it's a unique piece.

--D2.10 O - Chocobo Breeding Step 5

Head over to the Chocobo Ranch. If all is well, you should now be able to breed your Black Chocobo with your Wonderful Chocobo using a Zeio Nut to make a Gold Chocobo (obviously save before you try). You will have a 3.1% chance of getting a Gold Chocobo if both Chocobos 'wins' total *less* than 12 between them.

NOTE - You *MUST* select the Black Chocobo first, regardless of whether or not you've won 12 combined races .

If the Black Chocobo is still too young to breed, then battle around for a while or consider continuing on with the story. When you have your Gold Chocobo, feed it 25 Sylkis Greens to max out Speed, Stamina & Co-op, all other stats (Acceleration & Intelligence) should already be maxed if they were for the parents. You may need to feed a few Curiel Greens to max out Stamina if it isn't at 999.

Congratulations, not only do you have an awesome racing Chocobo, but you also have a Chocobo that can go almost anywhere on the World Map!

--D2.10 P - Round Island

--Items - Knights of The Round Materia

Take your brand new Chocobo out for a ride, then head directly north-east until you get to the corner of the map. Here you should see a huge round island, climb it to find the Materia Cave. Inside you'll discover the [KNIGHTS OF ROUND MATERIA], which is the most powerful and most painstakingly long-winded Summon in the game, not just in terms of how long it takes for the animation to play out, but also how long it takes to master; It requires an insatiable 500,000 AP!

Note that you can encounter the Goblin and the Mystery Ninja on this island. When you are ready, head over to the Gold Saucer for the final section of the sidequests.

```
--D2.10 Q - More Gold Saucer Stuff
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬

--Items - Sprint Shoes, Precious Watch, Cat's Belt, Chocobracelet,
          Counter Attack Materia, Flayer, Gil Plus Materia, EXP Plus Materia,
          Omnislash, W-Summon Materia,


  There is a reason why I have chosen the Gold Saucer section till last, and
that is because I don't expect you to get it all done in one sitting if you
don't want to. You should have stockpiled a fair whack of GP by now, so now
is the time to fight in the Battle Square some more. Set Yuffie up this time
and save before heading into the Gold Saucer, making sure that she has the
Conformer equipped. Here was my set-up:

 Yuffie - Lv 50 (Back)
                                                              Enemy Skill, Slash-All
    Conformer      - Added Effect=Hades, Added Cut=Deathblow, Heal, Restore,
    Imperial Guard - Steal as well=Morph, Counter Attack, Counter Attack,
    Ribbon                                                        HP Plus, MP Plus

 NOTE - The second Counter Attack Materia has come from the Chocobo Races, or
        rather, will come. I haven't actually obtained it yet.

Here's a rundown of what's new in the Gold Saucer:

 Chocobo Square -
    O.k. so I know you're probably already familiar with how the Chocobo
    Races work by now, but I just wanted to fill you in on a few things. If
    you win 10 times with the same Chocobo in class S then you will receive
    the Sprint Shoes, Precious Watch, Cat's Bell, Chocobracelet and the
    Counter Attack Materia!

     NOTE - Common misconception is that you are required to win 10 races in
            a row whilst in S Class to receive the prizes as mentioned. This
            is false. The criteria is that you need to have won 19 races with
            one Chocobo.

    As previously mentioned, you're going to want to save up over 3000 GP to
    obtain everything there is to obtain at the Wonder Square and Battle
    Square, so hopefully by that time you will have obtained the two
    exclusive items found only at the Chocobo Square by the time you are
    done - the Sneak Attack Materia and the Enemy Away Materia. Also, try your
    hardest to get at least one, if not two Magic Counters as they will
    greatly help for later, as will Counter Attacks.

 Speed Square -
    If you were skilled enough to obtain 5000 points last time around for the
    Umbrella, then you're going to want to try it again to obtain a weapon
    for Cid, the [FLAYER] which is the strongest weapon in the game to have
    normal growth. Just make sure to save enough GP for the Battle Square

     NOTE - Remember - PS4/PC users will be able to hit the 'Zeppelin
            Propellor' to earn a crazy amount of points, and also, if the
            game bugs out at the big UFO part, remember to set the date
            manually to a date after 5th Dec 2015 but before 1st Jan 2016, or
            alternatively install the 1.01 patch.

 Wonder Square -
    There are a few new games and prizes available to us now, these are:
```

Snow Game -

This is basically the same as the snowboarding game that we played at the Icicle Inn, and is probably the most entertaining of all the games at the Wonder Square. There are 3 courses, and scoring 70+ on any course will unlock the next one.

Your overall score is based on 3 things - how many balloons you hit, your finishing time and how many obstacles you didn't hit. If you score 90+ then you will win a prize, the prizes are as follows:

Course A - 30GP & Safety Bit
Course B - 100GP & All Materia
Course C - 300GP & Crystal Bangle

I recommend obtaining the Safety Bit, as they will help out for the final dungeon. You can always buy them from Rocket Town, of course!

You can also unlock a time attack mode, although no new prizes can be won that way. If you have Tifa or Cid in your party then they will occasionally request to have a go. To learn more about Time Attack mode use QSI Link [Snowboarding].

Torpedo Attack -

If you found the Red Submarine chase to be fairly boring then you'll probably find this to be quite boring too seeing as it's basically the same game. Each difficulty that you beat it on you'll receive 20GP and a prize (once only), the prizes are as follows:

Stage 1 - 20GP & an Ink
Stage 2 - 20GP & a T/S Bomb
Stage 3 - 20GP & a Dragon Fang
Stage 4 - 20GP & a Dragon Scales
Stage 5 - 20GP & a Cauldron (spelt Caldron)

You don't need to beat the next difficulty along to win the next prize, you could just keep beating it on the lowest setting to get all 5 prizes if you wish!

GP Exchange -

Talk to the woman standing by the Arm Wrestling machine to find a few new prizes up for grabs:

Gil Plus Materia - 1000GP
EXP Plus Materia - 2000GP

I don't expect you to be able to afford to buy them right away, but you will need to buy these at some point as they aren't obtainable anywhere else in the game. This is where the Chocobo grinding comes into play, also, don't forget about the man who can convert gil into GP!

As you can probably ascertain for yourself, these two pieces of Materia will GREATLY help for some of the more 'grindy' trophies.

Battle Square -

There are a few new prizes available to us now, the most prestigious being the W-Summon Materia for 64,000BP! Note that Clouds Lv 4 Limit Break, Omnislash has now gone down in price to 32,000 BP, so make that your first target. You can also get Remedys for 100 BP, these are good

to spend your left over BP on.

The monsters here are much harder, if you were able to stock up on Smoke Bombs earlier on then they will really help. Remember, the bigger the handicap, the bigger the reward. There are two unique monsters found only at the Battle Square, and they are Ho-chu and Tonberry. Ho-chu looks a little bit like the Malboro's cousin, and the Tonberry shouldn't be confused with the Master Tonberry found in the North Crater:

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  Make sure to do the usual stuff
>  ENEMIES: [ HO-CHU] [   TONBERRY] <  such as Big Guard, Regen, etc. and
>                                   <  use Death Force if you see the
> ------Lv: [-----39] [---------25] <  Tonberry, he'll kill you in one
> ------HP: [---4300] [------15000] <  move otherwise. Don't hold back on
> ------MP: [----290] [--------250] <  using your strongest magic,
> -----EXP: [----750] [--------999] <  Aqualung and Magic Breath will work
> ------AP: [-----70] [---------99] <  well. Also, if you encounter the
> -----GIL: [---2500] [--------999] <  Ghost Ship don't forget to cast L4
> ---STEAL: [Circlet] [Turbo Ether] <  Suicide on it (and then morph it if
> ---MORPH: [-Ribbon] [-----Elixir] <  you haven't already). Don't forget
> --ABSORB: [----PSN] [-----------] <  that the Dragon Riders can be
> -NULLIFY: [----GRV] [--------GRV] <  morphed into Mind Sources, and the
> --DOUBLE: [----WTR] [-----------] <  8 eye can be morphed into Magic
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  Sources.
```

Remember - you can see which handicap yields the highest BP rewards by visiting section E.08 D.

After you have obtained the Omnislash and W-Summon, you must then return once you have obtained Cloud's ultimate weapon, which is called Ultima Weapon, and is obtained by defeating... Ultimate WEAPON (I'm not lying). You can then talk to the clerk to engage in a special match, winning this match will result in the Final Attack Materia which can't be obtained elsewhere. Note that Cloud needs to have learned Omnislash.

NOTE - If you were to win 10 of these special battles in a row you would earn the special prize of a Ribbon. Or, you could just simply Morph a Ho-chu when you see one. It's up to you. To be honest, the only reason I'm choosing Yuffie for these battles is so that I can obtain a third Ribbon now the easy way, by morphing a Ho-chu.

And that just about concludes perhaps the longest sidequest section of the game, and quite possibly the last (or not..)! Note that if you fancy saving some of the grinding for later on then that's absolutely fine, we'll have to return later on anyway once we've obtained Cloud's Ultima Weapon. I'm only grabbing Omnislash for now (which will also net me The Slash to End All Slashes Trophy).

Next stop, Rocket Town! Make sure to have Cid in your party and then set up for a fairly easy Boss Battle! Make sure to have Steal equipped, also.

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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D2.11} - Cid! The Astronaut!                                              |
```

```
|                                                                             |
| ITEMS:                                                                      |
|        |_|Ziedrich (Boss)    |_|Venus Gospel                                |
|                                                                             |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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\-----------------------------------------------------------------------------/
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¬¬

--D2.11 A - The Final Frontier ("Science just might be what saves the planet")

¬¬

--Items - Venus Gospel
--Boss - Turks:Rude III Lv 42 (Ziedrich)
--Extra - Huge Materia

Note that you will fight the same Senior Grunts and Attack Squads here that you've fought before, and neither enemies pose much of a threat. Although load-out advice probably isn't necessary here, I'll tell you my set-up anyway:

```
 1) Cloud - Lv 53 (Front)

     Heaven's Cloud - Full Cure, Contain, Enemy Skill, Mime, Sense, Magic Plus
     Crystal Bangle - All=Restore, Sneak Attack=Steal, HP Plus, MP Plus
     Circlet

 2) Barret - Lv 48 (Back)

     AM Cannon    - Added Effect=Hades, Revive, Heal, Slash-All, Steal
     Shinra Alpha - Added Cut=Deathblow, Enemy Skill, Luck Plus, HP Plus,
     Curse Ring                                                       MP Plus

 3) Cid - Lv 51 (Front)

     Spirit Lance    - All=Time, MP Turbo=Comet
     Wizard Bracelet - Steal as Well=Mug, Enemy Skill, Manipulate, Sense,
     Curse Ring                           Double Cut, Speed Plus, HP Plus
```

If you missed the Fourth Bracelet and Guard Source then you can pick them up from the Weapon Shop and the Item Shop, respectively. Otherwise, make your way to the Shin-Ra Type 26, and as you ascend the rocket you'll have to fight 2 x Attack Squads twice, followed by a third fight with 2 x Attack Squads and 1 x Senior Grunt.

Then you'll have to fight one of the Turks.

```
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
*        ________  ________  ________   ________         ___                *
*       |\   __  \|\   __  \|\   ____\ |\   ____\        |\  \              *
*       \ \  \|\ /\ \  \|\  \ \  \___|_\ \  \___|_        \ \  \            *
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*           \|_______|\|_______|\_________\\_________\         |\__\        *
*                               \|_________\|_________|         \|__|       *
*                                                                           *
*  ______________________________________________   ____________ ___________  *
* |                                              | |            |           | *
* |                  TURKS  03                   | |    BOSS    |  RUDE II  | *
```

```
* |                                                  | | BATTLE: 32 |           | *
* |__________________________________________________| |____________|___________| *
*                                                     |            |           | *
* You'll have to destroy the Attack Squads before     | -------Lv: | 42------- | *
* you can hit Rude, unless of course you use          | -------HP: | 9000----- | *
* magic. Make sure to use Death Force if you have     | -------MP: | 240------ | *
* the Curse Ring equipped, and also make sure to      | ------EXP: | 3400----- | *
* steal the precious [ZIEDRICH]. Other than that,     | -------AP: | 80------- | *
* this boss shouldn't be difficult at all.            | ------GIL: | 3000----- | *
*                                                     | ----STEAL: | Ziedrich- | *
*                                                     | -----DROP: | Hi-Potion | *
*                                                     | --NULLIFY: | GRV------ | *
*                                                     |____________________________| *
*                                                                                    *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

After you've taken care of Rude, head inside the rocket to take out one more Senior Grunt. Then head through into the shuttle's control room and after some dialogue and an FMV you'll have control of Cloud again (how the hell did Palmer survive the truck incident on Disc 1???)

Note that it makes no difference to the *story* whether you take the Huge Materia here or not, the outcome is the same (however your still going to want to obtain the Huge Materia for 'other' purposes). Head to the right and then climb the ladder to find the chamber holding the Huge Materia. You'll now have three minutes to try to work out the correct sequence of buttons whilst Cid will shout out clues.

To be honest, this is probably one of the hardest mini-games in the game, seeing as it's pretty much based on pot luck, Cid's 'clues' aren't really that much help. If you give up then the sequence is O, Sq, X, X. Again, if you fail this mini-game then it will not affect you achievement progress, it'll just make it that much harder to obtain the Bahamut ZERO Materia, so do make sure to walk away the fourth and final Huge Materia.

NOTES - The Materia you obtain here is completely dependent on the Huge Materia you already have, and there is a priority to the order in which the checks are performed:

1) If you are missing the GREEN Huge Materia from North Corel, then you will receive the GREEN Huge Materia here. Otherwise:
2) If you are missing the YELLOW Huge Materia from Fort Condor, then you will receive the YELLOW Huge Materia here. Otherwise:
3) If you are missing the RED Huge Materia from Junon's Red Sub, then you will receive the RED Huge Materia here. Otherwise:

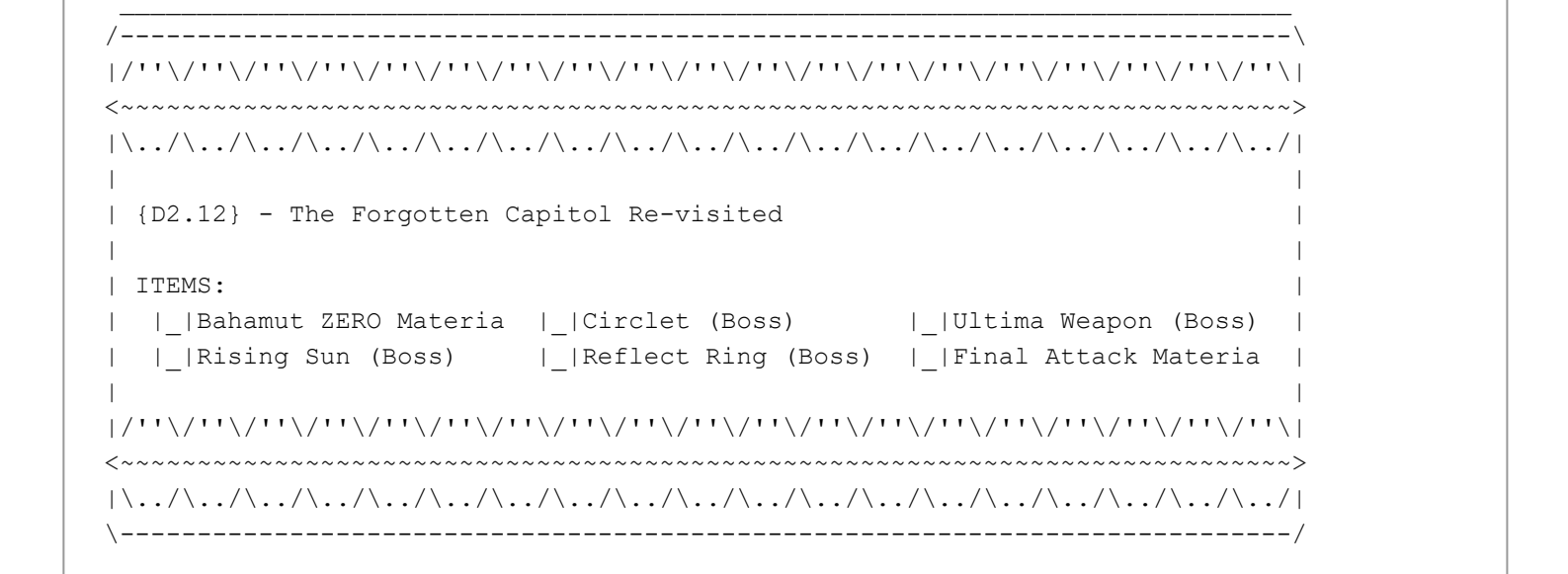
If you are in possession of all three Huge Materias, then you will receive the BLUE Huge Materia here.

- When you receive the Blue Huge Materia, a flag pops up which disables the Bahamut ZERO Materia from being dug up at Bone Village.

Once you've finished, head back down the ladder and into the Control Room, then head south and down another ladder. You shouldn't need this guide now for the following events, you can pick it up once you have regained control of Cloud on the Highwind.

Before continuing, head back into Rocket Town (your Chocobo will be still be there if you'd left one outside). Talk to the man that you spoke to before who gave you the Yoshiyuki. After speaking to him 3 times he'll give you

Cid's ultimate weapon, the [VENUS GOSPEL]. The more MP Cid has, the stronger this weapon will become; with full MP Cid's attack power triples, at 2/3's it doubles, and at 1/3 it is normal. Anything below 1/3 MP will result in lower than normal attack power.



--D2.12 A - Bugenhagen's Laboratory ("You haven't remembered. You haven't forgotten.")

--Items - Bahamut ZERO Materia

If you hadn't obtained the Key to Ancients as advised earlier during the sidequest section, then now is the time to do so. Head over to where your submarine is docked and save your game (just in case you bump into WEAPON). Keep heading north until you come to an underwater ravine. If you were to head left you would come to a long tunnel leading to Lucrecia's Cave. Instead, keep heading north to come to a much shorter tunnel leading to the 'Key to Ancients'. Look in section F.06 for a map.

Note - It is at this point in the game where you are intended to pick up the Huge Materia from the red submarine along the depths of the southern ridges, and also explore the Sunken Gelnika to the west, so do so now if you haven't already. (Technically speaking, the game intends for you to get to a point in the Forgotten Capitol where you cannot progress any further without the key, and then you would have been expected to explore underwater until you found it. I'm just making it so you can do the Forgotten Capitol section in one visit.)

Now head over to Cosmo Canyon. You don't have to bring Red XIII along if you don't want to, but I shall along with Tifa. By now you should have all 4 Huge Materias, you can check by looking under the Key Items tab in 'Items'. Make your way up to Bugenhagen's observatory then head into his 'machine' to talk to him.

After an amount of dialogue, Cloud will ask if he can store the Huge Materia within the machine. If you'd missed one (it doesn't matter which) then you would have missed out on the Huge Blue Materia, however if you had missed out on two Huge Materias then the Materia you get will very much depend on the missions that you failed.

] SIDE NOTE - HUGE MATERIA [
] [
] Huge Green Materia - When you have mastered all Magic Materias, you can [
] (North Corel) then exchange them for the Master Magic Materia. [
] This will equip every single Magic spell available [
] to one character. [
] [
] Huge Yellow Materia - When you have mastered most (but not all) Command [
] (Fort Condor) Materias, you can then exchange them for the Master [
] Command Materia. This will equip: Coin, Deathblow, [
] Manipulate, Mime, Morph, Sense, Steal and Throw to [
] one character (these are the ones that need [
] mastering). [
] [
] Huge Red Materia - When you have mastered all Summon Materias, you can [
] (Junon) then exchange them for the Master Summon Materia. [
] This will equip every single Summon spell available [
] to one character. [
] [
] Huge Blue Materia - If you have obtained the Bahamut and Neo Bahamut [
] (Rocket) Materias then you will be rewarded with the Bahamut [
] ZERO Materia (whilst still retaining Bahamut and Neo [
] Bahamut). [
] [
] Bone Village - If you failed to obtain the Huge Blue Materia then you [
] will be able to dig up Bahamut ZERO from the Excavation [
] Site on Disc 3, although there will only be a 4% chance [
] of finding it so you could be there for a while. [
] [
] Kalm Traveller - If you failed to receive one of the other 3 Huge [
] Materias then you will still be able to receive one set [
] of Master Materia from the Kalm Traveller by trading him [
] the Earth Harp. More info on how to obtain that later on. [
] [
] NOTE - You will need to have in your possession at least one set of [
] Master Materia for the Materia Overlord Achievement to pop. [
]_____[

As the side note suggests, EXAMINE THAT HUGE BLUE MATERIA! to obtain the [BAHAMUT ZERO MATERIA], provided of course that you have obtained all four Huge Materias and the Bahamut & Neo Bahamut Materias (you'll also unlock the Bahamutype-0 Trophy). Then examine one of the Huge Materias to descend back to the lower level, as you leave you'll be transported back to the Highwind.

NOTE - You can return to Bugenhagen's machine any time you like, you just need to operate the switch on the right.

Before continuing you can make use of Operations to restore your HP/MP if you wish, then you can head to the cockpit. Try talking to your comrades to hear their thoughts on Aeris before taking off, you can also talk to Yuffie if you wish to hear Cloud talk about SOLDIER as if he still thinks he was in it...

Make sure to pick up your Chocobo from Cosmo Canyon assuming you had one, then head over to Bone Village, but instead of heading through the Excavation Site and then Corral Valley you can simply land your Highwind in the small area between Corral Valley and the Forgotten Capitol.

NOTE - You could also return to the Great Glacier by using a Chocobo (or by snowboarding) if you wished, but you can only go as far as the base of Gaea's Cliff (Holzoff won't allow you to go any further).

¬¬
--D2.12 B - Aeris's Prayer ("When the time comes, we must search for 'Holy'.")
¬¬

At the three-way split, take the left path and follow it round until you come to the giant cave. As before, I'm not going to walk you through this part, just *make sure* to pay attention as you'll learn a lot about Aeris.

When you try to leave you'll get a phone call from Cait Sith. After an impressive FMV you'll then get some dialogue from the Shinra. Once that's all finished, make your way back out to the World Map, and then board the Highwind.

¬¬
--D2.12 C - Diamond & Ultimate WEAPON   ("No, it's... feeling something.
                                                  ...Yeah, it senses murder.")
¬¬

--Items - Final Attack Materia
--Boss - Diamond WEAPON Lv 49 (Rising Sun),
          Ultimate WEAPON Lv 61 (Circlet, Reflect Ring, Ultima Weapon)

After watching Diamond Weapon emerge from the ocean, head over to Midgar to await its painfully slow march towards land. You can try ramming it with the Highwind, you can even running up to it in a Gold Chocobo, it'll all be a waste of time. Instead, try setting up yourselves with Triple and Double Growth weapons and armour, the next two boss battles will give out huge amounts of AP:

1) Cloud - Lv 54 (Front)

    Apocalypse - Quadra Magic, Mime, Double Cut
    Rune Armlet - Contain, Sneak Attack, Steal, Hades
    Curse Ring

2) Yuffie - Lv 50 (Back)

                                                                              Mug
    Oritsuru   - All=Restore, Elemental=Ramuh, Comet, Enemy Skill, Morph,
    Rune Armlet - Revive, Added Cut, MP Turbo, Speed Plus
    Ribbon

3) Cid - Lv 51 (Front)

    Scimitar   - Added Effect, Knights of Round
    Rune Armlet - Ultima, Steal, Long Range, Luck Plus
    Curse Ring

Some of my selections have been purely based on my end-game strategies (which materias I want duplicates of), others are to do with the upcoming boss. Make sure that each character has a strong magic spell that they can hit with, and make sure to have Steal equipped. When Diamond has reached the shores, run into him to engage him.

%^^^%
*   ________ ________ ________ ________   ___   *

DIAMOND WEAPON	BOSS BATTLE:	33
	---------Lv:	49--------
	---------HP:	30000-----
	---------MP:	30000-----
	--------EXP:	35000-----
	---------AP:	3500------
	--------GIL:	25000-----
	------STEAL:	Rising Sun
	-----HALVES:	FRE-------
	----NULLIFY:	GRV-------
	-----DOUBLE:	LHT-------

The first thing you're going to want to do is cast Big Guard followed Death Force followed by Regen with Yuffie, while the other two attempt to steal the [RISING SUN]. This boss will be impervious to physical attacks to begin with, so just blast him with your strongest magic moves. When he uses Diamond Flash he will drain your characters HP to critical whilst also casting Silence, at this stage have Yuffie cast White Wind (if you gave her the Ribbon as advised). From this point onwards, Diamond WEAPON will now be impervious to magic attacks, so just keep attacking it physically until it is dead.

NOTE - Once you've stolen the Rising Sun, you could just cast Knights of The Round once to finish it off in one go, but it'll probably take just as long as the method shown above. Also, Diamond won't use Diamond Flash if no-one has used a Summon or Limit Break. Once defeated PS4 players will receive the Diamond Disintegrator Trophy.

Once you have defeated Diamond Weapon you will see some things happening with President Rufus, and After a few FMVs you'll be back on board the Highwind. The game intends for you to approach the North Crater, but instead we're going to take out Ultimate Weapon who has now appeared near Junon.

NOTE - Make a fresh save for this bit. *If* you were to fly up to the North Crater, and then fly over Midgar you would trigger the point of no return for Disc 2, and there's still a few things left to do first so make sure to not accidentally progress with the storyline. There's a fair amount of flying around to do, also.

What proceeds now is a series of fights in which you gain 0 AP, it's not until the final fight that you'll receive the huge rewards. This is my temporary load-out, bearing in mind that I'm protecting myself from the 'Hidden' Element:

1) Cloud - Lv 55 (Back)

MP Plus

Heaven's Cloud - Ultima, Contain, Enemy Skill, Long Range, Magic Plus,
Shinra Alpha   - Elemental=HP Plus, All=Restore, Sneak Attack=Mug
Sneak Gloves

2) Yuffie - Lv 52 (Back)

Double Cut, Typoon

```
     Conformer      - All=Barrier, MP Turbo=Comet, Revive, Enemy Skill,
     Crystal Bangle - Elemental=HP Plus, Steal, Counter Attack, MP Plus,
     Champion Belt                                                Bahamut Zero

 3) Vincent - Lv 50 (Back)
                                                     Counter Attack, Speed Plus
     Death Penalty  - All=Time, Steal as Well=Steal, Enemy Skill, Mime,
     Imperial Guard - Elemental=HP Plus, Added Cut=Deathblow, Luck Plus,
     Champion Belt                                                    MP Plus

When you're ready, save the game then head over to the small crater near
Junon to find Ultimate WEAPON waiting.

%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
*        ________  ________  ________   ________           ___              *
*       |\   __  \|\   __  \|\   ____\ |\   ____\         |\  \              *
*       \ \  \|\ /\ \  \|\  \ \  \___|_\ \  \___|_        \ \  \             *
*        \ \   __  \ \  \\\  \ \_____  \\ \_____  \        \ \__\            *
*         \ \  \|\  \ \  \\\  \|____|\  \\|____|\  \        \|__|            *
*          \ \_______\ \_______\____\_\  \ ____\_\  \            ___         *
*           \|_______|\|_______|\_________\\_________\          |\__\        *
*                              \|_________\|_________|          \|__|        *
*  ____________________________________________   _______________ _______________ *
* |                                          | |               |               | *
* |            ULTIMATE WEAPON               | | BOSS BATTLE: | 29 B          | *
* |__________________________________________| |_______________|_______________| *
*                                             |               |               | *
* NOTE - Ultimate will only be immune to      | ---------Lv: | 61----------- | *
*        water and earth when he is aerial.   | ---------HP: | 100,000------ | *
*                                             | ---------MP: | 400---------- | *
* This boss will not be defeated in one go.   | --------EXP: | 35000-------- | *
* After either 5 turns, or 20,000 HP has      | ---------AP: | 3500--------- | *
* been knocked off, he will flee, you'll      | --------GIL: | 25000-------- | *
* then have to chase him to ram into him.     | ----STEAL 1: | Circlet------ | *
* After being rammed a few times he'll then   | ----STEAL 2: | Reflect Ring- | *
* fly over to a fixed location, and           | -------DROP: | Ultima Weapon | *
* depending on his location he'll either be   | ----NULLIFY: | GRV--WTR--ERT | *
* aerial or on the ground. This is why the    | ENEMY SKILL: | SHADOW FLARE- | *
* Long Range Materia is advised.              |_______________________________| *
*                                                                               *
* Here is where he can be found:                                                *
*                                                                               *
* Near Gongaga      - Ground Battle                                             *
* Near Fort Condor  - Ground Battle                                             *
* Near Midgar       - Ground Battle                                             *
* North Crater      - Ground Battle                                             *
* Near Junon        - Aerial Battle                                             *
* Near Mideel       - Aerial Battle                                             *
* Near North Corel  - Aerial Battle                                             *
* Near Cosmo Canyon - Final, Aerial Battle.                                     *
*                                                                               *
* If you are fighting him on the ground then you can steal the [REFLECT        *
* RING], and if he's in the air then you can steal the [CIRCLET]. He'll have *
* something on him every time you battle him, so try to steal 2 Reflect        *
* Rings from him. Save before every battle, then straight after the battle     *
* make sure not to lose sight of him, he can be a real pain to track down      *
* otherwise. Only save the game when he is stationary.                          *
*                                                                               *
*  NOTE - Be wary when searching for him to not accidentally progress with     *
*         the story. If you find yourself parachuting into Midgar then         *
```

```
*         re-load your save.                                                  *
*                                                                             *
* In terms of strategy there's nothing really to tell you other than to do    *
* what you know to do; Big Guard, Regen etc. Yuffie s Conformer works the     *
* best here seeing as its attack power grows if it's up against a high        *
* levelled enemy. Remember, you won't receive any battle rewards until the    *
* final fight, which will be after his HP has dropped to below 20,000. He     *
* will then fly over to the area near Cosmo Canyon.                           *
*                                                                             *
* You'll need to be more careful in this final fight seeing as before he      *
* dies he'll use one final attack which will be the Enemy Skill Shadow        *
* Flare. This is an extremely powerful attack, but it'll only hit the last    *
* player to have hit him. If the player dies from the attack then you won't   *
* learn the skill, so make sure to have the Reflect Ring equipped. You'll     *
* also get the rewards for this final fight, so make sure to have changed     *
* your load-out, mine was:                                                    *
*                                                                             *
*  NOTE - Ultimate will not have a stealable on him for this final battle.    *
*         Also, setting up the Reflect Ring will result in Shadow Flare       *
*         reflected back unto Ultimate, but you'll still learn the Enemy      *
*         Skill!                                                              *
*                                                                             *
*  1) Cloud - Lv 55 (Back)                                                    *
*                                                                             *
*      Apocalypse     - Quadra Magic, Mime, Double Cut,                       *
*      Imperial Guard - All=Restore, Enemy Skill, Enemy Skill, Enemy Skill,   *
*      Reflect Ring                                              Enemy Skill *
*                                                                             *
*  2) Yuffie - Lv 52 (Back)                                                   *
*                                                                             *
*      Rising Sun  - Sneak Attack=Morph, Added Cut, Speed Plus                *
*      Rune Armlet - Revive, Heal, Counter Attack, Magic Plus                 *
*      Champion Belt                                                          *
*                                                                             *
*  3) Cid - Lv 53 (Back)                                                      *
*                                                                             *
*      Scimitar    - Added Effect, Knights of Round                           *
*      Rune Armlet - Contain, Comet, Slash-All, Counter Attack                *
*      Champion Belt                                                          *
*                                                                             *
* Make sure that Cloud gets the final blow as so that all four Enemy Skills   *
* learn Shadow Flare, although you can learn it again on Disc 3. Once it is   *
* dealt with you'll receive Cloud's ultimate weapon, [ULTIMA WEAPON] which    *
* will gain higher attack power the higher Cloud's HP is: at full HP Cloud's  *
* attack power triples, and 2/3's it doubles and at 1/3 it is normal. Below   *
* 1/3 HP and Cloud's attack power will be less than normal.                   *
*                                                                             *
*  NOTE - Shadow Flare is regarded as one of the strongest Enemy Skills in    *
*         the game, although it'll only target one opponent.                  *
*                                                                             *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

After the battle has finished Ultimate WEAPON will crash into the canyon leaving a huge clearing in its path. If you hadn't been Chocobo breeding then now would be the time to visit the Ancient Forest seeing as you'll now have access to it, see section D2.10 J - Ancient Forest for the walkthrough.

NOTES - Now that you have defeated Ultimate WEAPON, Ruby WEAPON will now have appeared in Corel Desert near the Gold Saucer. Be warned, if you accidentally fly into this thing then you WILL get wiped out, just as

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           you would if you tried to fight Emerald WEAPON now (the underwater
           creature), although you can also flee from Ruby (until it's buried
           its Tentacles that is). If you do escape then you will see Ruby on
           the World Map standing proud!

         - Ruby will not appear until you have engaged in one random encounter.

There are two things that I suggest doing before continuing on with the
story. Now that you have the Ultima Weapon for Cloud, you can finish
obtaining the W-Summon Materia and/or Omnislash at the Battle Arena, then you
can talk to the clerk to engage in an extra battle that only Cloud can
partake in. The battle sequence is fixed:

Round 1 - Sea Worm
Round 2 - Ho-chu
Round 3 - Unknown 3
Round 4 - Serpent
Round 5 - Wolfmeister
Round 6 - Behemoth
Round 7 - Maximum Kimaira
Round 8 - Proud Clod

 NOTE - You don't need to have W-Summon or Ultima Weapon equipped, but you DO
        have to have learned Omnislash before you can partake in the special
        battle. If Cloud isn't ready to learn Omnislash then I suggest
        heading over to the forests near Rocket town to fight and Manipulate
        the Valron.

Upon winning the battle you'll be rewarded with the [FINAL ATTACK MATERIA],
start Leveling it up immediately! If you win 10 of these battles then you
would be rewarded with a Ribbon, but there are easier ways of getting them
(like morphing a Ho-chu). I also suggest finishing up all of the other things
to do in the Chocobo Square and the Wonder Square, but it's entirely up to
you whether you do them now or later on (I'll give a full side-quest recap
when we get to Disc 3).

If you're skilled enough, try scoring 5000 at the Speed Square for the
Flayer, the strongest weapon in the game to have normal growth (for Cid - 6
un-paired slots). Also, try to obtain a Sneak Attack  a and Magic Counter or
two from the Chocobo Races, if you haven't already. When you're ready, head
over to the North Crater to continue on with the story.

 NOTE - There's an interesting but pointless glitch here. If you were to hold
        down the 'right' direction whilst the following scenes take place
        then you would skip out the entire Midgar sequence, and jump straight
        to the boss! Pointless, because you'd be missing out some great
        weapons that you won't be able to go back for, so this glitch isn't
        advised unless you're going for a speed-run. Confirmed to work on the
        PS4 version, too.

$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
?   ____________________     ____________________     ____________________   ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
?   ````````````````````     ````````````````````     ````````````````````   ?
?                                                                            ?
?   ACHIEVEMENT NOTE - YUFFIE'S SIDEQUEST                                    ?
?                                                                            ?
?   You should be aware by now that Yuffie's sidequest will only be          ?
?   available until you return to Midgar at the end if Disc 2. That time is  ?
?   nigh, so if for some freak-ish reason you still haven't barked up that   ?
```

```
?   tree then do so now, otherwise the MP Absorb Materia will be permanently ?
?   missed, making it impossible to obtain the Materia Overlord Achievement. ?
?   You'll still be able to complete the Pagoda Sidequest, meaning the       ?
?   Making Waves Trophy (Obtain Leviathan) and the Meet Your Maker Trophy    ?
?   (learn Yuffie's last limit) will still be obtainable.                    ?
?                                                                            ?
?   _____________________    _____________________    _____________________  ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
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After watching a few scenes involving Heidegger, Scarlett and Reeve you'll have to make your way back to Midgar. When you fly over the round city you will have effectively reached the point of no return for Disc 2, so if there's anything you wish to do make sure to do it now. Otherwise, save your game then set up your party, I'm bringing Barret and Vincent along.

NOTES - There is a weapon for Barret coming up that is only available if you have Barret in your team. You have time between now and then to change your party around, but for what it's worth I'm sticking him in now so I don't have to change things around later on.

- If you've mastered you HP Plus Materias or you're about to master them, be sure to equip the new HP Plus's to start mastering those too.

- Should you talk to the pilot before dropping into Midgar, you'll notice he has his Limit Break up!

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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D2.13} - Midgar Re-visited                                                |
|                                                                            |
| ITEMS:                                                                     |
|         |_|Elixir            |_|Magic Source         |_|Speed Source       |
|         |_|Megalixir         |_|W-Item Materia       |_|HP Shout           |
|         |_|Aegis Armlet      |_|Ziedrich (Boss)      |_|Grow Lance         |
|         |_|Starlight Phone   |_|Touph Ring (Boss)    |_|Behemoth Horn      |
|         |_|Elixir            |_|Minerva Band (Boss)  |_|Ragnarok (Boss)    |
|         |_|Max Ray           |_|Pile Bunker          |_|Elixir             |
|         |_|Power Source      |_|Master Fist          |_|Mystile            |
|         |_|Guard Source      |_|Mind Source          |_|Missing Score      |
|         |_|Mind Source                                                       |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D2.13 A - Sector 8    (“Hey, hey, whaddaya think we have the Highwind for?”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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    #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
    >  ENEMIES:                              ************                    <
```

```
    >           [   CRAZY SAW] [ MANHOLE] [    BEHEMOTH] [     CROMWELL] <
    >                                      ************                    <
    > ------Lv: [----------44] [------35] [----------45] [-----------42] <
    > ------HP: [--------3900] [----2500] [--------7000] [---------3500] <
    > ------MP: [---------340] [-----110] [---------400] [----------120] <
    > -----EXP: [---------800] [-----900] [--------1500] [----------800] <
    > ------AP: [----------80] [------80] [---------100] [-----------80] <
    > -----GIL: [--------1300] [----3000] [--------2200] [---------1500] <
    > -STEAL 1: [---Mute Mask] [--------] [Phoenix Down] [-------------] <
    > -STEAL 2: [------------] [--------] [----War Gong] [-------------] <
    > ---MORPH: [-Turbo Ether] [--------] [------------] [-------------] <
    > --DROP 1: [Phoenix Down] [X-Potion] [----Stardust] [8-Inch Cannon] <
    > --DROP 2: [-------Ether] [--------] [------------] [-------------] <
    > --DOUBLE: [---------LHT] [--------] [------------] [----------LHT] <
    > -E-SKILL: [------------] [--------] [--------????] [-------------] <
+---#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#---+
|                              NOTE ON ENEMIES:                            |
|                                                                          |
| Stick Lightning in your weapon and make sure someone has a Ribbon. If you  |
| weren't able to learn ???? from the Jersey in the Shinra Mansion then now  |
| would be your chance.                                                    |
+--------------------------------------------------------------------------+
```

--Items - Elixir x 2, Megalixir, Aegis Armlet, Starlight Phone, Max Ray

Before parachuting your way into Midgar, you're going to want to set up a solid load-out. Here was mine:

1) Cloud - Lv 57 (Back)

Crystal Sword - Elemental=Lightning, All=Restore, Final Attack=Revive
Wizard Bracelet - Steal as well=Comet, Enemy Skill, Mime, Counter
Ribbon Attack, Long Range, Magic Plus, HP Plus

2) Vincent - Lv 51 (Back)

Sneak Attack=Deathblow
Long Barrel R - Elemental=Ramuh, Added Effect=Hades, Sneak Attack=Mug,
Wizard Bracelet - Added Cut=Deathblow, Enemy Skill, Slash-All, Counter
Sprint Shoes Attack, Luck Plus HP Plus, MP Plus

3) Barret - Lv 50 (Back)

AM Cannon - Elemental=Lightning, All=Time, Enemy Skill, Sense
Imperial Guard - Steal, Double Cut, Counter Attack, Speed Plus, HP Plus,
Ribbon MP Plus

Save your game, then fly over the top of Midgar. Note that this whole area ISN'T re-visitable, so make sure to grab everything along the way. After watching a cool FMV you'll regain control of Cloud in the slums of Midgar. Follow Cait Sith to a save point, then talk to him again to have him open the hatch.

As you descend you'll come to a huge area filled with long ladders and stairways. Before heading down the long stairway, head right along the catwalk.

When you come to a T-fork, head left to open the chest containing an [ELIXIR]. Then head all the way right behind the support column for another chest containing a [MEGALIXIR].

Now make your way make to the entrance, this time heading down the stairway. At the bottom, hitch up to the ladder to descend into the next screen.

Head left first to come to the very long ladder that you saw in the first screen. At the top you'll find a chest containing the [AEGIS ARMLET], which has great stats but low Materia slots. Now head back down the ladder.

Now run past the first ladder to the right, and as you jump on the platform it'll lower down, forcing you to head to the left. Climb the two sets of ladders here back to the first screen. Now follow the pathway round to the hug chute, when you emerge you'll be able to grab the [STARLIGHT PHONE] from the chest on the left and an [ELIXIR] from the chest on the right.

Head down the southern ladders and jump into 'Chute 42' on the right. Back at the first screen you can follow the path round to another long ladder, at the top you'll find a incredibly strong weapon for Barret, the [MAX RAY], I suggest equipping it. (this isn't the aforementioned obtainable that is only found when Barret is in your party btw, no that weapon would be the Missing Score and is Barret's ultimate weapon).

NOTE - The Max Ray is the third strongest weapon in the game to have normal growth (1st being Cid's Flayer, and the 2nd being Cloud's Ragnarok, which we'll be obtaining shortly).

There's nothing left to collect in this area now, so head back down to 'Chute 42' and ascend the ladder. Now climb the long stairway to come to the save point you saw earlier. Make use of it, then head through the exit. crawl through the crawlspace to emerge in some winding tunnels very similar to the ones at the beginning of the game.

--D2.13 B - Winding Tunnels ("...Elena, don't act so weak.")

NOTE ON ENEMIES:	ENEMIES:		
		[CRAZY SAW]	[SHADOW MAKER]
Shadow Makers will drop Turbo Ethers 100% of the time, so battling here isn't the worst thing in the world (unless of course you're planning on using the W-Item Materia trick, which we'll obtain very shortly). Wear Ribbons and/or Sprint Shoes.	------Lv:	[----------44]	[----------42]
	------HP:	[--------3900]	[--------2000]
	------MP:	[---------340]	[---------120]
	-----EXP:	[---------800]	[---------500]
	------AP:	[----------80]	[----------25]
	-----GIL:	[--------1300]	[---------500]
	---STEAL:	[---Mute Mask]	[---Graviball]
	---MORPH:	[-Turbo Ether]	[------------]
	--DROP 1:	[Phoenix Down]	[-Turbo Ether]
	--DROP 2:	[-------Ether]	[------------]
	--DOUBLE:	[---------LHT]	[---------LHT]

--Items - Power Source, Guard Source, Mind Source, Magic Source, W-Item Materia
--Boss - Turks:Rude IV Lv 51 (Ziedrich) + Turks:Reno IV Lv 50 (Touph Ring) + Turks:Elena Lv 53 (Minerva Band)

So, just like the first time we were in the winding tunnels, north is the

direction we want to be travelling in, but not before heading south first. This time however we won't have an infinite battle encounter waiting for us, instead we'll have some goodies to collect.

Make your way south one screen and you'll notice the number 7 sprawled across the northern wall (presumably it means Sector 7). Keep making your way south until you get to number 3, here you'll find a chest containing a [POWER SOURCE]. You'll also see various teammates along your travels.

Head south two more screens (to number 2) to find a chest containing a [GUARD SOURCE]. Now head to number 1 to find two more chests, one containing a [MIND SOURCE] and the other containing a [MAGIC SOURCE]. Lastly, head south one more screen to find a save point and the infamous [W-ITEM MATERIA]. GRAB THAT INFAMOUS MATERIA!

NOTE - As with the Phoenix Materia and Bahamut ZERO, if you missed W-Item here now then you can dig it up from the Excavation Site in Bone Village on Disc 3.

SIDE NOTE - THE W-ITEM TRICK

Those of you who are not in favour of using exploits to further you progress, look away now. This glitch has been known about for many years, and is probably the oldest glitch in the book.

So how exactly do you do the W-Item Trick? Well first off, make sure that you have your ATB settings to 'Wait' (in the Config options). Then, arrange your items by 'Type'. Equip the W-Item Materia and get into a battle. What we are now going to do is duplicate a usable item.

First, select the item that you wish to duplicate (such as a Megalixir or Turbo Ether), then select another item. Before confirming the target that you would like to use the second item on, press cancel to return to item selection. Your *Megalixir* will now have increased by one. Rinse and repeat until you have 99 Turbo Ethers, Sylkis Greens, whatever!

There are various ways of exploiting the W-Item glitch, and the above only shows how to duplicate items that are usable in-battle. To learn how to use the Extended W-Item glitch to duplicate Sources, Weapons, Armour, Accessories, and even fill two inventory slots with the same item, use QSI link [Extended W-Item Trick].

SIDE NOTE - Lucky 7's

While I'm on the topic, I feel now is a good time to educate you about Lucky 7's. This isn't really a glitch as such, more of a fun easter egg. If your characters current HP lands on 7777, then his/her Status will change for the better.

They will enter into '7777 fever' mode, and will continuously hit for 7777 damage until every enemy is dead (or nearly dead if it's a super boss - the player/s will attack 64 times to inflict 497,728 HP). It's like being in ultimate Berserk mode as you will also lose control of the afflicted player. Once the battle has finished the players HP will have reduced to 1.

One way that people will invoke Lucky 7's is to have run away from 2222

] battles, this will make the Enemy Skill Chocobuckle hit for 2222 HP. Once [
] you've managed to max out your HP (which is 9999), you could then use [
] Chocobuckle on yourself to leave you with bang on 7777 HP. [
] [
] For more ways of setting up All Luck 7's, see section E.18 A. [
] [
] NOTE - Thanks to James Baxter's 7777 FAQ on GameFaq.com, I now have a [
] method for setting up All Lucky 7's with minimal effort! See 'The [
] Super-Duper-Quick And Easy But Long To Explain' method contained [
] within section E.18 A to find out how to use HP Plus's and Magic/ [
] Summon Materia to manipulate your HP accordingly (content of [
] JBaxter's 7777 FAQ has been used with permission). [
]_____[

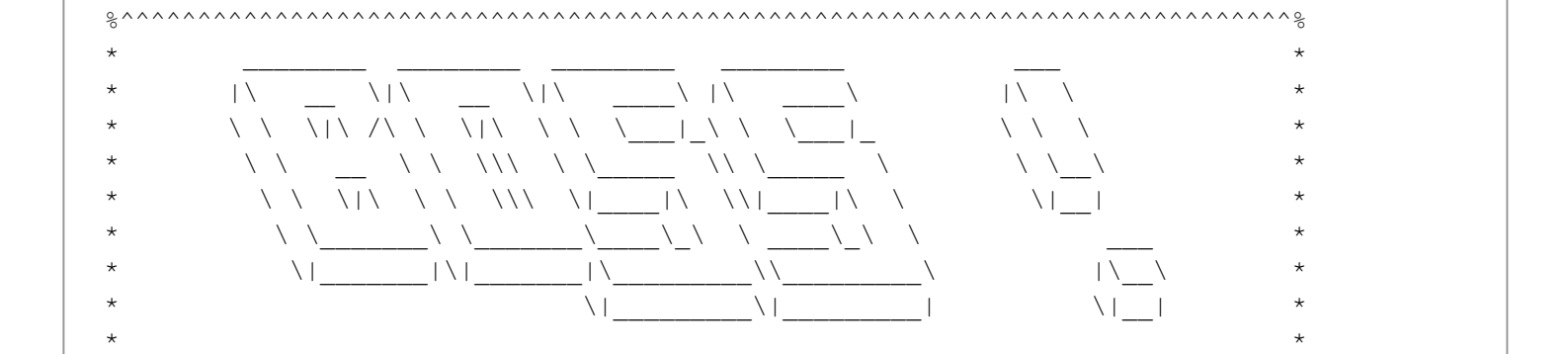
O.K., back to the game. Head all the way back to the crawlspace that you entered from then hold tight, as you progress you'll have to fight the Turks. This is your hardest Turk battle yet, although they still shouldn't pose too much of a challenge, just make sure to have Steal equipped and also take out your Elemental=Lightning combo. Make sure to have Ribbons equipped on everyone aswell, and a few powerful Summons wouldn't go amiss.

DON'T FORGET TO SAVE! Head back through the crawlspace to save your game, you are going to want to gain all of the items up for grabs here, not to mention the battle rewards. When you're ready head back to the Winding Tunnel and head north slightly to engage the Turks.

NOTES - If you've completed Yuffie's sidequest then you'll have the option to not fight them. I advise against this as there are some pretty nifty items that you can steal from them.

- The main reason I equipped Steal as well with Comet2 was for this battle.

- Another pointless glitch - if you were to run around the inside of the support beam (so basically touching it) then you could skip out this boss battle altogether!



TURKS 05	BOSS BATTLE: 34	RUDE IV	RENO IV	ELENA
This will be your final Turk battle, so hit them with everything you've got, not before stealing the [ZIEDRICH], [TOUPH RING] and [MINERVA	Lv:	51	50	53
	HP:	28000	25000	30000
	MP:	250	200	100
	EXP:	5500	4500	6400
	AP:	600	450	800
	GIL:	5000	3000	7000
	STEAL:	Ziedrich	Touph Ring	Minerva Band
	DROP:		Elixir	

```
* BAND] first. Stay    | ---ABSORB: | FRE----- | LHT------- | ICE--------- | *
* away from the basic  | --NULLIFY: | GRV----- | GRV------- | GRV--------- | *
* 3 Elements, other    |____________________________________________________| *
* than that go all                                                            *
* out, just remember to try to kill all three at once. If you deplete on of  *
* the Turks HP then the other two will flee, reducing the amount of EXP etc. *
* gained. Moves such as Bahamut ZERO, Ultima and Comet2 work well.           *
*                                                                            *
* Trying to finish them all off in one go can be a bit of a pain, I suggest  *
* saving Bahamut Zero till the end. Take 5000 from Elena first, then 3000    *
* from Rude to level out their HP. Try to use moves that take out a fixed    *
* amount of damage to each character, such as Aqualung. You may need to do a *
* practise run to see how much Bahamut Zero inflicts; I was hitting for      *
* 9999, so once I estimate their health is in the 4 figure range, boom! 1850 *
* AP!                                                                        *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

Once the battle has finished make sure to set up your lightning based attacks once more, the majority of the enemies we face will be weak vs lightning. Now make your way north to reach a the V section. Heading north west would continue on with the story, which we're not quite ready to do just yet. Instead, head north east, and then north west (NE twice would have taken you to a dead-end). Climb the ladder you see here to arrive back at the Shinra HQ.

--D2.13 C - Return to Shinra HQ ("The Sister Ray's not this way!")

--Items - Pile Bunker, Master Fist, Mind Source, Speed Source, HP Shout, Grow Lance, Behemoth Horn

Note that all of the enemies you fight here will be the same as the ones you fought the first time round. Also, you can now encounter enemies on the 63rd Floor, which you couldn't previously. Firstly, if you'd missed the **'Turtle Paradise News No.2'** on the northern billboard on the 1st Floor then now's the time to grab it, you won't get another chance after now.

Next head up to the shop on the 2nd Floor. Remember those two chests that were previously locked? Well now there not, so grab the one on the left for the relatively worthless [PILE BUNKER] for Barret (seeing as we have just picked up the Max Ray), and the oh-so spectacular [MASTER FIST].

```
 ____________________________________________________________________________
]                                                                            [
] SIDE NOTE - TIFA'S MASTER FIST                                             [
]                                                                            [
] Earlier on I told you that Tifa's Powersoul would quadruple in attack      [
] power if she was wearing the Curse Ring. Well the Master Fist will triple  [
] in attack power, and given its base damage this makes it potentially the   [
] strongest weapon in the game.                                              [
]                                                                            [
]       The Master Fist will double in power if Tifa is inflicted with:      [
]             Near-Death, Poison, Sadness, Silence, Slow and/or Darkness     [
]                                                                            [
]       The Master Fist will triple in power if Tifa is inflicted with:      [
]             Death Sentence and/or Slow-Numb                                [
]                                                                            [
] And yes, the effects do stack. So to start off with, equip Tifa with the   [
```

```
] Curse Ring and then give her a Tranquilizer to send her attack power       [
] sky-rocketing.                                                             [
]____________________________________________________________________________[
```

So, it looks like most of the Shinra HQ is deserted following Diamond WEAPON's attacks, and now we have free reign to do as we please. Well, not quite, we can only go as far as the 65th Floor, above that and we'll get stuck in the stairwell.

NOTE - I find it quite amusing to revisit Hojo's laboratory on the 68th Floor. Even though we can't fully explore everywhere, it is rather comical to find out that no-one has cleaned up since the Sephiroth incident which must have happened months ago.

When you're ready, head to the 64th Floor. If you'd put some gil into the vending machine on your first visit to the Shinra HQ then you could check it now for it to dispense a [MIND SOURCE] and a [SPEED SOURCE].

Now head into the northern locker room. Check the very back wall roughly in the middle to find Cait Sith's ultimate weapon, [HP SHOUT]. As with Cloud's Ultima Weapon, the HP Shout will increase in attack power if Cait Sith's HP is full; at full HP Cait Sith's attack power triples, and 2/3's it doubles and at 1/3 it is normal. Below 1/3 HP and Cait Sith's attack power will be less than normal.

Now head to the 63rd Floor. You'll now find that all of the doors have been lowered, and in the eastern room you be able to grab the [GROW LANCE] for Cid.

Lastly, head down to the 59th Floor. Take the stairwell down once more, and after descending 4 screens you'll come to the [BEHEMOTH HORN]. It's quicker then to run back to the top to then take the elevator back down to the 1st floor seeing as we are now finished with the Shinra HQ, so wave goodbye as it's the last time you'll see it!

NOTE - There is a glitch in these stairs involving the Behemoth Horn not showing. This is due to the way in which the game recognises which screen your on - make sure that you're running from the 59th Floor down, and not from the 1st Floor up. Also, if you missed the Elixir the first time round, you can grab it now.

```
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--D2.13 D - The Mako Cannon (“What are we all fighting for? I want us all to
                                                        understand that.”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES: [GROSSPANZER-   [GROSSPANZER-   [GROSSPANZER-                    <
>                      BIG]         MOBILE]          SMALL] [ SOLDIER:1ST]   <
>                                                                            <
> ------Lv: [-----------46] [-----------50] [-----------42] [----------44]   <
> ------HP: [---------4600] [--------10000] [---------2900] [--------5000]   <
> ------MP: [----------200] [----------300] [----------160] [---------400]   <
> -----EXP: [----------800] [----------400] [----------600] [---------960]   <
> ------AP: [-----------80] [-----------80] [-----------80] [----------90]   <
> -----GIL: [---------2100] [---------1400] [----------700] [--------2400]   <
> ---STEAL: [-------------] [-------------] [-------------] [Shinra Alpha]   <
> ----DROP: [8-Inch Cannon] [-------------] [-------------] [------------]   <
> --DOUBLE: [----------LHT] [----------LHT] [----------LHT] [------------]   <
>                                                                            <
```

```
>                                              #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>            [    XCANNON] [MAXIMUM KIMAIRA] <       NOTE ON ENEMIES:         |
>                                            <                                |
> ------Lv: [---------46] [-------------49] <  The Grosspanzer can only be    |
> ------HP: [------20000] [-----------4000] <  found on the screen where you  |
> ------MP: [--------100] [------------350] <  find the Mystile, and          |
> -----EXP: [-------2000] [-----------1200] <  according to MGSB this is the  |
> ------AP: [---------90] [-------------90] <  best place on Disc 2 to        |
> -----GIL: [-------3000] [-----------3800] <  train, provided you kill       |
> ---STEAL: [-----------] [---------------] <  every part of the              |
> ---MORPH: [-----------] [---Guard Source] <  Grosspanzer. Use moves such    |
> ----DROP: [Turbo Ether] [---------------] <  as Magic Breath and Trine and  |
> --DOUBLE: [--------LHT] [---------------] <  you'll find yourself earning   |
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#  very high amounts of AP, not   |
|                                              to mention EXP and gil (not    |
|                                              that we need those anymore).   |
|                                                                             |
| Make sure to steal a third Shinra Alpha from the SOLDIER:1st if you         |
| haven't obtained three already, this is the only place in the game where    |
| you'll encounter them. Make sure to wear Ribbons aswell, and unless you're  |
| bringing Yuffie then don't bother trying to Morph the Kimaira, there's      |
| much easier places to get Sources from!                                     |
+-----------------------------------------------------------------------------+
```

--Items - Elixir, Mystile, Missing Score
--Boss - Proud Clod Lv 53 (Ragnarok), Hojo Lv 50,
          Heretic Hojo Lv 55 + Left Arm + Right Arm, Lifeform Hojo Lv 58

Back in the Winding Tunnels head south three screens then head north west. Before climbing the structure as indicated, make sure to prepare yourself for the upcoming boss battle. He isn't too tough, I replaced my Elemental=Lightning set-up for Quadra Magic=Contain for Cloud, HP Absorb=Ultima for Vincent and Bahamut Zero and Destruct for Barret.

NOTE - Make Sure to equip the Destruct Materia.

When you're ready make your way up the structure to fight a boss that I believe may have had his name misspelt!

```
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*         ________  ________  ________   ________          ___                *
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*          \ \  \|\  \ \  \\\  \|____|\  \\|____|\  \       \|__|             *
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*            \|_______|\|_______|\_________\\_________\        |\__\          *
*                               \|_________\|_________|        \|__|          *
*                                          ____________ __________ _________  *
* This Boss's high amount of HP is        |            |          |         | *
* probably the scariest thing about him.  |    BOSS    |  PROUD   |  JAMAR  | *
* His attacks won't cause too much        | BATTLE: 35 |   CLOD   |  ARMOR  | *
* damage, and as long as you're careful   |____________|__________|_________| *
* you really shouldn't struggle, just     |            |          |         | *
* remember to keep Big Guard and Regen    | -------Lv: | 53------ | 62----- | *
* up. The most annoying thing Proud Clod  | -------HP: | 60000--- | 20000-- | *
* can do is cast Reflect on one of your   | -------MP: | 320----- | 300---- | *
* characters, when this happens you       | ------EXP: | 7000---- | 8000--- | *
* won't be able to cure that character.   | -------AP: | 1000---- | 1500--- | *
```

```
* Don't fret, simply cast DeBarrier to   | ------GIL: | 10000--- | 10000-- | *
* remove the effect. Make sure to finish | -----DROP: | Ragnarok | ------- | *
* off Jamar Armor so that you receive    | --NULLIFY: | GRV----- | GRV---- | *
* all of the battle rewards, when Proud  |____________________________________| *
* Clod is finished you'll receive                                               *
* Cloud's [RAGNAROK], which is the 2nd strongest normal growth weapon after  *
* the Flayer! Equip it straight away.                                           *
*                                                                               *
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After obtaining the Ragnarok you can then make your way to Ultimecia's Castle, not before obtaining some GFs first.... Oh wait, wrong Ragnarok, my bad. Simply *equip* the Ragnarok (that was from FF8 btw) then change back to your Elemental=Lightning combos. Note that this is the same screen from the beginning of the game where Cloud jumped onto a moving train to get away from the Shinra after blowing up Reactor No.1 (I believe, anyway).

Head north to find two chests, one containing an [ELIXIR] and another containing the [MYSTILE] which is rated as the best piece of armour in the game. Its defence isn't as high as the Imperial Guard, but remember that magic defence doesn't matter as your Magic Def and Spirit are always identical (unless playing the Steam/PS4 version). The Mystile does have the highest Defence% and Magic Def%, which means your enemies will have a very hard time hitting you.

Make use of the save point here, and *MAKE SURE* to put Barret into your party, that weapon I mentioned earlier is about to be obtained. Note that this is the only screen in which you can fight the Grosspanzer (rated as the best place in Disc 2 for training, but you must kill the Grosspanzer Mobile *last*).

Head up the stairs to have Cait Sith beckon you on, then make your way into the next screen. After one flight of stairs you'll come to the chest containing the [MISSING SCORE], but as mentioned, it'll only appear if Barret is in your party.

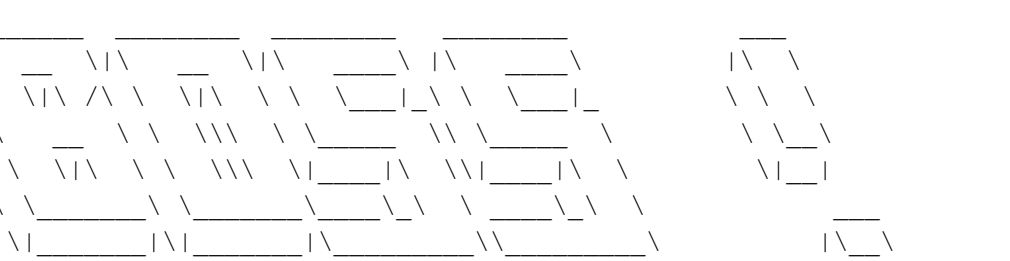
This weapon is only marginally stronger than the Max Ray, which btw has normal growth whereas the Missing Score has 0. But, the more AP you feed into the Missing Score, the stronger it becomes, so lots of mastered Materia would indeed make it stronger (I'm sticking with the Max Ray)! With 640,000 AP equipped to it the weapons damage output would quadruple, with 320,000 AP equipped to it the output would double. Anything less than 160,000 AP and his attack power would be less than normal.

NOTES - Before continuing make sure to steal a Shinra Alpha or two before continuing as this is the only screen in which you'll encounter the SOLDIER:1st in the whole game (other than in Cloud's warped mind).

- There is a glitch involving the Missing Score that enables you to send Barret's damage into overflow. To activate the glitch, you must place 3 mastered Knight of The Rounds on his weapon, then give him 4 Hero Drinks in-battle, and he'll be able to one-hit Emerald (also with Critical & Berserk, Lv 99 & 255 Attack).

Make sure to have Ribbons equipped to all three characters, other than that there's not much preparation needed for the upcoming boss, although feel free to remove your Lightning combo's for anything you like (Summons, etc.).

When you're ready, approach Hojo to talk to him. After an amount if fascinating dialogue you'll have to fight Him!



As long as you have Ribbons equipped you should be fine for this battle. Hojo is fought in three stages:

BOSS BATTLE: 36	HOJO	POODLER SAMPLE	BAD RAP SAMPLE	Hojo:
-----Lv:	50---	42-----	34-----	Probably the easiest of the three, Hojo should be defeated in no time. Use this time to cast Big Guard and Regen. When he creates his Bad Raps and Poodlers, cast Bad Breath on them to put them to sleep, then just concentrate on Hojo.
-----HP:	13000	10000--	11000--	
-----MP:	250--	200----	120----	
NULLIFY:	GRV--	-------	-------	

	HELLETIC HOJO	LEFT ARM	RIGHT ARM	Helletic Hojo + Left & Right Arm
-----Lv:	55------	55---	55---	The main thing to do here is to take out the Right Arm as quickly as possible; it has the lowest amount of HP and delivers the strongest blow. After that you can just take care of Helletic Hojo without having to worry about his Left Arm.
-----HP:	26000---	24000	5000-	
-----MP:	200-----	400--	300--	
NULLIFY:	GRV-----	GRV--	GRV--	

	LIFEFORM HOJO	Lifeform Hojo:
-----Lv:	58----------	Just blast him with things like Shadow Flare, Ultima etc. he shouldn't pose too much of a threat, just so long as you are wearing Ribbons. Counter Attack works well here as his 4-hit combo can be countered on every hit.
-----HP:	30000--------	
-----MP:	100---------	
----EXP:	25000--------	
-----AP:	2500---------	
----GIL:	6000---------	
---DROP:	Power Source-	
NULLIFY:	GRV----------	

After Hojo is defeated you will have effectively finished Disc 2! Sit back, relax and enjoy the upcoming events and I'll see you on the other side once you have gained control of Cloud on Disc 3!

NOTE - If Tifa's affection towards you is high enough (+50) then you will experience a very slightly different set of event.

```
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                                               Disc 2 Finished 25/May/2015

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|                                                                             |
|                                  CONTENTS                                   |
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| {D3.01} - Optional Sidequests Re-cap                                        |
| {D3.02} - The North Crater                                                  |
| {D3.03} - The Final Battle                                                  |
| {D3.04} - The Final Grind                                                   |
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| {D3.01} - Optional Sidequests Re-cap                                        |
|                                                                             |
| ITEMS:                                                                      |
|         |_| Limited Moon      |_| Phoenix Materia   |_| Phoenix Materia    |
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If you've been following this walkthrough to the letter then there will be three things for you to do now, however if you've been holding off on a few side quests until later on then now's the time to do them. I'll very briefly go over all that there is to do (welcome to Disc 3 btw), for now just resist the urge to descend down the ladder and instead make your way to the cockpit of the Highwind.

LIMITED MOON

Stick Red XIII in your party and make your way up to Bugenhagen's Observatory. You'll watch a few touching scenes, after which you'll receive the [LIMITED MOON], which is Red XIII's ultimate weapon. As with Cid's Venus Gospel, the more current MP Red XIII has, the stronger the Limited Moon will become; with full MP Red XIII's attack power triples, at 2/3's it doubles, and at 1/3 it is normal. Anything below 1/3 MP will result in lower than normal attack power.

NOTE - You should have now completed your collection of Level 4 Limit Break manuals and Ultimate Weapons for each character, if you think you are missing any then check sections E.02 and E.13 (respectively) for a full rundown.

NEW THINGS AT BONE VILLAGE

Now that you're on Disc 3, it's time to go digging at Bone Village. You'd only want to do this if you had missed the Phoenix Materia (as previously advised), the Bahamut ZERO Materia, and/or the W-Item Materia. If you have obtained all four Huge Materias, then you will *not* be able to dig up Bahamut ZERO, even if you had missed out on bahamut and/or Neo Bahamut.

Spot 2 - Good Treasure. Top of the ladders and to the right.
Phoenix Materia (100%, once only), Nothing (100% afterwards)

Spot 3 - Good Treasure. Just to the right of where the foreman sits.
Bahamut ZERO (4%, once only), Nothing (100% afterwards)

Spot 4 - Good Treasure. Base of the ladders and to the left of the 'X'.
W-Item (100%, Once only), Nothing (100% afterwards)

Once you've dug up your first copy of the Phoenix Materia, you can make your way over to Fort Condor. Head out of the open door of the shack, and make your way up to grab your second copy of the [PHOENIX MATERIA].

NOTES - If you are absolutely sure at this stage that you have done every single optional quest available then by all mean you can jump down to section D3.02 - Decent Into Madness.

KEY TO SECTOR 5

Back at Bone Village, ask to search for normal treasure and search just above where they guy at the entrance was digging. This should bag you the Key to Sector 5, allowing you entrance to a small part of Midgar.

4TH ENEMY SKILL

Just north west of Bone Village you'll find the Chocobo Sage's house. Head inside and pet the Green Chocobo to receive the 4th Enemy Skill Materia. Make

sure to buy at least 1 Sylkis Green before you leave.

PREMIUM HEART

Make your way over to Midgar. Using the key you found at the excavation site you should be able to run through the previously locked heavy duty door. Make your way through to the Wall Market and head into the 'ITEM' shop. Examine the previously broken terminal to receive Tifa's ultimate weapon, the Premium Heart.

NOTE - You can talk to the guy who sold you the batteries in the Weapon Shop to buy a Sneak Glove for 129,000 gil. It may seem like a lot, but believe me it's worth it.

KALM TRAVELLER

If you haven't obtained a Guidebook by now then head through Junon's passageways to reach the underwater tunnel leading up to the reactor. Here you can fight the Ghost Ship to morph one into the Guidebook.

Now head over to Kalm where you can trade the guidebook for the Underwater Materia. This will remove the time limit whilst fighting Emerald Weapon.

NOTE - The Earth Harp is obtained by defeating Emerald WEAPON and can be exchanged for a Master Magic, Master Command and Master Summon Materia. The Desert Rose is obtained by defeating Ruby WEAPON and can be exchanged for a Gold Chocobo.

LUCRECIA'S CAVE

Put Vincent in your party and head over to the Gold Saucer Area. If you have a Green, Black or Gold Chocobo then you can look for the enclosed waterfall near Gongaga, if not then you'll have to look for it in your submarine. Enter the cave and you'll learn about Vincent's past. Leave the cave and re-enter after you've fought roughly 10 battles to receive the Death Penalty and Chaos, Vincent's Ultimate Weapon and Lv 4 Limit Break.

BACK OF ITEM SHOP IN COSMO CANYON

If you haven't already grabbed the Full Cure Materia from the back of the Item Shop then do so now, it can be found at the top of the far ladders on the right past the Cosmo Flame. You can also find a pouch containing an Elixir and a Guard Source here.

FLASHBACKS AT THE SHINRA MANSION

Head over to Nibelheim and make your way into the Shinra Mansion. Run down the Hojo's laboratory to view some extra scenes involving Cloud and Zack.

FINAL HEAVEN

Head into Tifa's house in Nibelheim and play the following notes to obtain Tifa's Lv 4 Limit Break, Final Heaven:

X, Sq, Tr, L1+Tr, L1+Sq, x, Sq, Tr, L1+X, O, X, Sq, X

VENUS GOSPEL

Head into Rocket Town and talk to the man standing outside the Item Shop 3 times to receive Cid's ultimate weapon, the Venus Gospel. Don't forget to

grab the Fourth Bracelet and Guard Source from the chests inside the Weapon Shop and Item Shop.

TURTLE PARADISE NEWSLETTERS

If you had missed out on the Newsletter at the Shinra HQ the first time round, and you managed to grab it the second time then now would be the time to claim your reward - one of each of the Sources and a Megalixir. Head over to the Turtle Paradise in Wutai.

DA-CHAO FIRE CAVERN

If you'd obtained the Leviathan Scales whilst you were in the Underwater Reactor at Junon then you could put out the flames in the Fire Cavern in the Da-chao Statue. This would bag you the Oritsuru, a weapon for Yuffie, and the Steal As Well Materia. (I'm going to assume that you've done the Pagoda Side-quest so I'm not even going to bother listing it.)

COSTA DEL SOL

If you haven't done so already, head over to the bar and talk to the man on the left. Buy from him the Long Barrel R which is a weapon for Vincent that has 255 Attack%, meaning he'll rarely miss (this means Deathblow). Also, If you've sold one of your Alls you can buy the Villa for 300,000 gil.

ULTIMATE WEAPON

If you haven't already beaten him then head over to the large crater near Junon, Ultimate should be waiting for you there. Ram into him to fight him, after so many turns he'll flee from battle. You can then chase him all over the map until finally he will rest at Cosmo Canyon, defeat him there to receive Cloud's ultimate weapon, Ultima Weapon.

ANCIENT FOREST

You'll need to have either beaten Ultimate Weapon or obtained a Green, Black or Gold Chocobo to be able to access the forest just east of Cosmo Canyon. See section D2.10 J - Ancient Forest for the full walkthrough.

SUNKEN GELNIKA

If you haven't already visited the depths of despair then see section D2.10 M - The Sunken Gelnika for the full walkthrough.

CHOCOBO BREEDING

NOTE - If you haven't as yet bred a Gold Chocobo then take the time now to make use of the W-Item glitch (unless you find it morally displeasing). Duplicate yourself 99 Sylkis Greens, and while you're at it duplicate 99 Megalixirs aswell.

Here is the whole Chocobo Breeding process in 10 simple steps:

1) Catch 2 Great Chocobos from Mideel Area (alongside 1 or 2 Spirals) making sure they are opposite sex.

2) Feed both of them enough Greens to max out their stats, then race them both at the Chocobo Square until they are both A Class.

3) Head over to Bone Village and battle around until you fight the

Vlakorados, steal 3 x Carob Nuts from them.

4) Now mate the Great Chocobos using a Carob Nut. This should produce either a Blue or Green Chocobo.

5) When they are ready to mate again, save the game and keep trying until you get a Chocobo of opposite gender and breed.

6) Feed the Green and Blue Chocobos to max out their stats, then race them both to A Class. Then mate them using a Carob Nut for a Black Chocobo.

7) Catch a Wonderful Chocobo from the Icicle Inn Area (alongside 1 or 2 Jumpings) making sure it's the opposite gender to the Black Chocobo.

8) Head over to Goblin Island (north of the Chocobo Ranch). Here you can fight the Goblin, steal 1 x Zeio Nut from them.

9) Feed the Black and Wonderful Chocobos to max out their stats, then race them both to S Class (if you can).

10) Now breed the Black and Wonderful Chocobo using the Zeio Nut and Hey' Presto! A brand new chirping Gold Chocobo!

MATERIA CAVES

Once you have a Gold Chocobo you can head over to the Materia Cave near Wutai for the Mime Materia, the Materia Cave near North Corel holds the HP<->MP Materia, the Materia Cave near Mideel holds the Quadra Magic Materia and the Round Island in the far north east corner of the map holds the Knights of Round Materia.

ENEMY SKILL RE-CAP

Just in case you're missing a few here is a copy and paste from the earlier sidequest section D2.05 K - Obtaining Every Enemy Skill Available:

1	MATRA MAGIC	CUSTOM SWEEPER	Midgar Area (Dirt Area only)
2	L4 SUICIDE	MU	Grasslands Area (near Chocobo Ranch)
3	CHOCOBUCKLE	CHOCOBO Lv 16	Grasslands Area (near Chocobo Ranch)
4	BETA	MIDGAR ZOLOM	Marsh (near Chocobo Ranch)
5	FLAME THROWER	ARK DRAGON	Mythril Mine (Northern caverns)
6	WHITE WIND	ZEMZELETT	Junon Area
7	BIG GUARD	BEACHPLUG	Gold Saucer Area (Beaches)
8	AQUALUNG	HARPY	Gold Saucer Area (Chocobo Tracks only)
9	FROG SONG	TOUCH ME	Gongaga Forests
10	????	JERSEY	Shinra Mansion (in Nibelheim)
11	DEATH FORCE	ADAMANTAIMAI	Wutai Beaches
12	MAGIC HAMMER	RAZOR WEED	Wutai Area
13	DEATH SENTENCE	BOUND FAT	Corral Valley (past Bone Village)
14	GOBLIN PUNCH	GOBLIN	Goblin Island

NOTE - All of the remaining 9 Enemy Skills are available at the Northern Crater. If you're thinking 'But there's 24 Enemy Skills', then that's because Trine isn't on this list, nor can it be learnt at the North Crater.

GOLD SAUCER

Perhaps the longest of all things optional to complete, here is a re-cap on everything there is to obtain from the Gold Saucer (always save the best till

last):

NOTE - If you haven't yet obtained all there is to obtain from the Battle Square yet then I suggest waiting until you have obtained the final few bits of Materia from the North Crater (i.e. Mega-All).

Speed Square - Flayer (Optional) - Score 5000+ on the rollercoaster

Battle Square - Enemy Lure Materia - 250 BP
Pre-emptive Materia - 1000 BP
Speed Plus Materia - 4000 BP
Omnislash - 32,000 BP
W-Summon Materia - 64,000 BP
Final Attack Materia - Bonus Round:

After you have obtained Omnislash, W-Summon and Ultima Weapon (Omnislash must be learnt) you will be invited to fight in an optional battle. Defeating this will net you the Final Attack Materia.

Chocobo Square - Enemy Away Materia
Sneak Attack Materia

Winning 19 races with the same Chocobo will net you the Sprint Shoes, Precious Watch, Cat's Bell, Chocobracelet and Counter Attack Materia. Also, try to win as many Counter Attacks and Magic Counters as you can.

Wonder Square - Gil Plus Materia - 1000BP
EXP Plus Materia - 2000BP

You should now be ready to finish the game! Note that you can descend pretty far down into the crater before hitting the point of no return, and you can rest assured that I'll make you aware of that point before you get to it.

{D3.02} - The North Crater

ITEMS:

Save Crystal	Elixir	Shield Materia
Guard Source	Remedy	Imperial Guard
Guard Source	X-Potion	Hero Drink
Mind Source	Turbo Ether	W-Magic Materia
Magic Source	Vaccine	Counter Materia
Elixir	Magic Counter Materia	Mystile
Power Source	X-Potion	Elixir
HP Absorb Materia	Turbo Ether	Speed Source
Mind Source	Mega All Materia	Tetra Elemental
Megalixir	Speed Source	Megalixir
Hero Drink	Magic Source	Megalixir
Guard Source	Remedy	Luck Source
Power Source	Vaccine	

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--D3.02 A - Decent Into Madness         ("Now don't any of you die on me...")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬


#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:  *************              ************                        <
>           [  DARK DRAGON] [GARGOYLE] [    PARASITE] [   SCISSORS]          <
>            *************              ************                        <
> ------Lv: [-----------57] [------43] [----------51] [---------33]          <
> ------HP: [--------14000] [----2000] [--------6000] [-------2900]          <
> ------MP: [----------600] [-----200] [---------300] [---------88]          <
> -----EXP: [---------5000] [-----800] [--------1100] [-------4400]          <
> ------AP: [----------350] [------80] [---------100] [--------360]          <
> -----GIL: [---------2500] [----2500] [--------1000] [-------5600]          <
> ---STEAL: [Dragon Armlet] [X-Potion] [------Remedy] [------Ether]          <
> ---MORPH: [------Vaccine] [--------] [------Remedy] [-----------]          <
> --DROP 1: [-------Elixir] [X-Potion] [------Remedy] [---X-Potion]          <
> --DROP 2: [-------------] [--Remedy] [------------] [-----------]          <
> -NULLIFY: [----------LHT] [--------] [---------ERT] [-----------]          <
> --DOUBLE: [-------------] [--------] [----WND--HLY] [-----------]          <
> E-SKILL1: [-DRAGON FORCE] [--------] [MAGIC BREATH] [-----------]          <
> E-SKILL2: [--------LASER] [--------] [----L5 DEATH] [-----------]          <
>                                                                            <
>           [MASTER     #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>             TONBERRY] <                 NOTE ON ENEMIES:                   |
>                       <                                                    |
> ------Lv: [-------77] <  O.K. this is it; the ultimate training ground!    |
> ------HP: [----44444] <  Here you will meet enemies that will test every   |
> ------MP: [------100] <  element of your battle strategy. Make sure to     |
> -----EXP: [-----6000] <  have Ribbons equipped all around. Manipulate the  |
> ------AP: [------200] <  Dark Dragon to learn Laser and Dragon Force, the  |
> -----GIL: [-----6800] <  latter of which will raise your Def and Mag Def   |
> ---STEAL: [---Elixir] <  by 50%, and can be used twice in battle to raise  |
> ---MORPH: [---Ribbon] <  them by 100%.                                     |
> --DROP 1: [Megalixir] <                                                    |
> -NULLIFY: [------GRV] <  The Parasite, the Maser Tonberry, the Scissors    |
#~~~~~~~~~~~~~~~~~~~~~~#  and the Gargoyle all use moves that can finish    |
|                         you in one hit. The Gargoyle will use L4 Death as |
| a finishing move when it dies, killing any player whose level is divisible |
| by four, and the Parasite will use L5 Death (I'm sure you can work out    |
| what that does). The scissor will instantly kill the last player to have  |
| attacked it when it splits in to two pieces, and the Master Tonberry will |
| use Knife on a random character, killing him/her instantly. Use Safety    |
| Safety Bits, Death Force and Added Effect=Destruct to protect yourselves. |
|                                                                            |
|  NOTE - Remember that using White Wind will clear your immunity to death  |
|         if you've cast Death Force (Safety Bits and Added Effect are      |
|         unaffected.                                                        |
+----------------------------------------------------------------------------+

--Items - Save Crystal, Guard Source x 3, Mind Source x2, Magic Source,
          Elixir, Power Source x 2, HP Absorb Materia, Megalixir, Hero Drink


 NOTE - Aside from the trophy related side-quests (reach Lv 99, obtain
        99,999,99 gil etc.) the ONLY optional quests that the game has left
```

to offer is the Emerald and Ruby WEAPON quests. Technically speaking, as far as super-mega bosses go they aren't that hard to defeat, they just require A LOT of preparation. More on that to come.

Before descending you are going to want to set up a party, and this time you don't have a say in who you bring. You HAVE to bring along Cait Sith and Barret. The reason being is that we'll be able to (legitimately) duplicate some of the items that are obtainable down below, but to do this we must have certain players 'not' in our party. It'll make more sense later on, just trust me for now, my set-up is as follows:

1) Cloud - Lv 61 (Front)

Ragnarok - Elemental=Typoon, Enemy Skill, Double Cut, MP Turbo=KOTR
Dragon Armlet - All=Restore, Sneak Attack=Mug, EXP Plus, HP Plus
Safety Bit

2) Barret - Lv 55 (Back)

Max Ray - Elemental=Alexander, Steal as well=Deathblow, Enemy Skill, Manipulate
Wizard Bracelet - Added Effect=Destruct, Added Cut=Deathblow, Morph,
Ribbon Sense, Luck Plus, HP Plus

3) Cait Sith - Lv 54 (Front)

Starlight Phone - Elemental=Choco/Mog, Final Attack=Revive, Quadra Magic, Magic Counter, Enemy Skill, Enemy Skill
Mystile - Mime, Mug, W-Item, Slash-All, Speed Plus, HP Plus
Safety Bit

NOTES - Make sure to have two identical Enemy Skills equipped to one character. If one Enemy Skill has learned a move that the other hasn't, then the skill won't be learned.

- Quadra Magic can be a pain to master 2 copies of, so I suggest equipping it now for the AP. Same goes for KOTR (Knights of The Round), and Magic Counter (if you were able to obtain one from the Gold Saucer).

Before heading down the rope ladder, head into operations to restore your HP/MP and save. To access the North Crater you must hover the Highwind over it and press cancel to descend into the realms of insanity.

Once you've climbed down the rope ladder, head south. When prompted to, choose 'let's go' to descend into the crater. In the next screen, you could head through then opening to return to the Highwind if you wanted to, otherwise open the chest for the [SAVE CRYSTAL].

NOTES - The Save Crystal can be used anywhere within the North Crater to create a save point in a location of your desire. It can only be used once, and I strongly recommend using it near the screen where you encounter the Magic Pots and Movers. I'll explain why shortly.

- The Save Crystal can be duplicated using an exploit, see section E.18 for more info.

- THERE IS A GLITCH that sometimes occurs when you use your Save Crystal, involving you being unable to escape from the North Crater for good, so *be sure* to save into a new file when you do use it!!!

Now make your way anti-clockwise until you come to a chest containing a

[GUARD SOURCE]. Keep proceeding downwards until you come to the next screen (don't forget to manipulate the Dark Dragon to learn Dragon Force and Laser, and the Parasite to learn L5 Death and Magic Breath).

Head right first and keep dropping down until you reach a chest containing a [GUARD SOURCE]. Then drop down even further for a [MIND SOURCE].

Now make your way left and climb up the ridges to reach the visible chest containing a [MAGIC SOURCE]. Keep heading up for two more chests, one containing an [ELIXIR] and the other a [POWER SOURCE].

Notice the blue orb embedded into the rocks? Before jumping down from the Power Source chest run behind the rocks to grab the [HP ABSORB MATERIA]. Now you can descend to the next screen (it's quicker to climb back up and head to the right).

Drop down from the ledge then head to the right. Drop down to reach a chest containing a [MIND SOURCE]. Then inch to the right, but before dropping down jump up to the left. Follow the path to drop down to the other side, then enter into the cave to find a chest containing a [MEGALIXIR].

Back out of the cave and drop down on the left. Then head to the right to open the chest containing a [HERO DRINK].

Now head into the cave and open the visible chest for a [GUARD SOURCE]. Then head upwards and enter the hole you see to find a chest containing a [POWER SOURCE]. Now head out of the northern exit.

Head over to the right and drop down twice. Go through the opening to enter the cave once more, then head south through the opening. Keep dropping down until you come to the next screen, which will be a meeting point for you and your buddies.

We have now come to the infamous left & right fork option of the North Crater. It is here that you will have the choice to send your squad in different directions, and as your teammates go off in their respective directions they will pick up various items for you long the way.

NOTE - I have always used my Save Crystal here when playing as a kid. *DO NOT* I repeat *DO NOT* use it here.

SIDE NOTE - THE {LEFT AND RIGHT FORK}

You now have two paths to choose from, the right path, and the left path. If you choose to take the left path, then you will have another two paths to choose from (upper-left and lower-left). You also have to choose which path to send your teammates on, and depending on which route you sent them on will depend on the items that they obtain, which can then be duplicated. The results are as follows:

NOTES - If you travel the same route that you send a teammate on then that teammate will not collect any items on that route for you, meaning you cannot duplicate that item.

- If you send Yuffie on her own, then she will not hand over any Materia to you that she found. Always send her with someone else.

| * = Unique Item | Right Path | Upper-Left Path | Lower-Left Path | Optimal |

Tifa	*Mystile	Hero Drink	Turbo Ether	Right
Barret	Guard Source	Vaccine	Remedy	Right?
Red XIII	Mind Source	*Shield Materia	Speed Source	U-Left
Yuffie	Megalixir	*Counter Materia	Vaccine	U-Left
Cait Sith	Elixir	Remedy	X-Potion	Right?
Cid	Speed Source	*Imperial Guard	Elixir	U-Left
Vincent	Megalixir	Magic Source	*Mega All Materia	L-Left

If you receive a Megalixir from Vincent or Yuffie, the dialogue box will incorrectly display "Received Last Elixir".

The main problem here is Vincent. You're going to have to make a choice on whether you want to lose a duplicate of the Mega All Materia, the Imperial Guard or the Mystile.

Mega All - This will make nearly very attack you perform hit every enemy, including Deathblow, Morph even your basic attacks! But to be honest, as long as you have one other person with Slash-All and the other with Mime, you don't really need to duplicate this item, especially seeing as you can master it for a second and third copy.

Imperial Guard - This piece of armour has the highest defence in the game to have 6 Materia slots, and as such is definitely worth getting a second and third copy now (assuming you obtained your first copy by fighting the CMD. Grand Horn earlier on at the Fort Condor Huge Materia mission).

Mystile - Regarded as the best piece of armour in the game, this little beauty gives you amazing Defence% and Magic Def%, meaning the enemies will have a very difficult time attacking you. Make sure to send Tifa right and to not travel that way yourself.

To conclude, you're going to want to send your characters as follows:

Tifa - Right - Mystile
Red XIII - Upper-Left - Shield Materia
Yuffie - Upper-Left - Counter Materia
Cid - Upper-Left - Imperial Guard
Vincent - Upper-Left - Magic Source

So, you're going to want to send everyone along the left path with the exception of Tifa (who travels the right path alone), and then at the second fork you're going to want to send everyone along the upper-left path with the exception of Cloud, Barret and Cait Sith, who travel along

```
] the lower-left path.                                                    [
]                                                                         [
] If you're feeling incredibly brave you could send Barret and Cait Sith  [
] with Tifa along the right path and then travel alone for an extra Guard [
] Source and Elixir, but c'mon, it's really not that worth it. Also, make [
] sure not to progress past a certain point up ahead as you'll lose the   [
] ability to duplicate the items.                                         [
]                                                                         [
]  NOTE - If you were to travel along the right path then anyone you sent [
]         left would have a 50% chance of taking the upper-left or lower- [
]         left path.                                                      [
]_________________________________________________________________________[
```

So, after sending Tifa right (by herself) and after everyone else left, head to the left path yourself. Then send everyone else on the upper path leaving Cloud, Barret and Cait Sith on the lower path.

```
 NOTES - If you are playing on the Steam/PS4 version then a small easter egg
         will occur when you create your save point in this cavern (the room
         with the second fork). The area will be titled as 'Secret Cow Level'
         in the menus, which is a reference to the game Diablo. When you
         leave then reenter the area, the name will revert back to default. I
         advise on saving your Save Crystal for a little later.

       - I had to mention this. A very funny post left by Silver_Dragon_ on
         GameFaq message boards reads:

  Cloud:  “Let's split up into 2 teams. Team 1 will consist of myself,
           Barret, Red XIII, Yuffie, Cait Sith, Vincent and Cid.
           Team 2 will consist of... Tifa.”                               lol
```

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--D3.02 B - The Lower-Left Path   (“Another fork in the road…”)

¬¬

```
    #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
    >  ENEMIES:                                                [MASTER      <
    >          [ALLEMAGNE] [KING BEHEMOTH] [ARMORED GOLEM]    TONBERRY] <
    >                                                                   <
    > ------Lv: [-------48] [-----------60] [-----------41] [--------45] <
    > ------HP: [-----8000] [--------18000] [--------10000] [-----44444] <
    > ------MP: [------200] [----------560] [----------200] [-------100] <
    > -----EXP: [-----1300] [---------2000] [---------2500] [------6000] <
    > ------AP: [------100] [----------250] [----------100] [-------200] <
    > -----GIL: [-----1360] [----------950] [---------2680] [------6800] <
    > ---STEAL: [-Eye Drop] [-Phoenix Down] [--Turbo Ether] [----Elixir] <
    > ---MORPH: [---------] [-------------] [-Guard Source] [----Ribbon] <
    > ----DROP: [-Eye Drop] [-----X-Potion] [--Echo Screen] [-Megalixir] <
    > -NULLIFY: [------ERT] [-------------] [-------------] [-------GRV] <
    > ---HALVE: [---------] [----------GRV] [-------------] [----------] <
    > --DOUBLE: [------WND] [-------------] [-------------] [----------] <
+---#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#---+
|                              NOTE ON ENEMIES:                               |
|                                                                             |
| The Master Tonberry has a move called Everyone's Grudge which will          |
| multiply the total amount of kills its target has by 10 and will attack     |
| for that amount of damage, which he will only use as a counter attack if    |
| he has been attacked twice in one turn. If you wanted a few Guard Sources   |
| and/or Ribbons then equip Morph. These enemies can be fought in every area  |
```

| on the upper and lower left-paths apart from the two 'swampy' areas on the |
| upper-left route. |
+---+

--Items - Elixir, Remedy, X-Potion x 2, Turbo Ether x 2, Vaccine, Magic
Counter Materia, Mega All Materia, Speed Source

After jumping down the rocks head over to the right to pick up a chest containing an [ELIXIR]. Then head over to the left for a chest containing a [REMEDY], and finally search the third chest at the bottom of the screen to find an [X-POTION] inside. Now head south to the next screen.

Run straight down to jump off at the end of the raised circular platform to land to the right of the chest containing a [TURBO ETHER]. If you jumped off early and landed above the chest then you can make your way round to the chest following the right path, otherwise head to the right for another chest holding a [VACCINE].

Now head over to the Lifestream waterfall, and on the very left you should just be able to make out the [MAGIC COUNTER MATERIA], although it is very difficult to spot. GRAB THAT MATERIA! and start Leveling it up straight sway!

Follow the path to the next screen, then jump down do grab an [X-POTION]. Keep following the path round until you grab the chest containing a [TURBO ETHER] (who puts all the chests down here anyway?).

For this next bit you have to time when you press confirm in order to GRAB THAT MATERIA! the [MEGA ALL MATERIA] that you see floating in front of the Lifestream waterfall. Just before you hear the first footstep sound effect, press confirm. Once you've obtained it, pick up the chest on the left for a [SPEED SOURCE].

```
 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - MEGA ALL MATERIA                                                [
]                                                                             [
] Attack becomes Slash-All whilst Mug/Steal, Sense, Manipulate, Morph and     [
] Deathblow will now hit all targets. Also, every magic spell will now hit    [
] all targets so long as the magic spell is compatible with All.              [
]_____________________________________________________________________________[
```

I swapped Barret's Sense for the Mega All, this really is one of the best Materias in the game. Now head through to the next screen and *STOP! TURN AROUND* and head back the way you came until you come to the second fork, then take the upper-left path saving along the way.

NOTES - If you were to have headed clockwise around the Bottom of the Northern Cave area you would have triggered your allies to join you. This would subsequently remove the items from the field, but only *after* you've received the items from them, and *only* the item that they give you is removed, as you receive it.

- BUT! If you were to trigger your comrades to join, then head back up to the top fork *before* receiving their items, they will *not* hand anything over.

- You must have entered into this final bottom screen (where the music stops) before making your way back up.

--D3.02 C - The Upper-Left Path ("We'll leave this to Cid.")

NOTE THE FIRST TWO SCREENS ARE BY FAR THE BEST PLACE IN THE WHOLE GAME TO TRAIN!

ENEMIES:	MOVER	MAGIC POT	CHRISTOPHER	MASTER TONBERRY
Lv:	59	41	34	45
HP:	3000	4096	6000	44444
MP:	120	128	200	100
EXP:		8000	1300	6000
AP:	800	1000	80	200
GIL:	30000	8500	800	6800
STEAL:	Turbo Ether		Earth Drum	Elixir
MORPH:	Protect Ring			Ribbon
DROP 1:	Turbo Ether	Turbo Ether	Phoenix Down	Megalixir
DROP 2:			Ether	
NULLIFY:				GRV
HALVE:	FRE ICE LHT ERT			
E-SKILL:			FROG SONG	

	ALLEMAGNE	GIGHEE
Lv:	48	34
HP:	8000	5500
MP:	200	100
EXP:	1300	700
AP:	100	60
GIL:	1360	600
STEAL:	Eye Drop	Elixir
DROP:	Eye Drop	Ether
NULLIFY:	ERT	
DOUBLE:	WND	

NOTE ON ENEMIES:

The enemies listed above can only be fought on the first two screens as you enter the upper-left path. The movers, although rare come in groups of 3, offering 2400 AP per battle! Combine that with a triple growth weapon and you're talking 7200 AP, which is absolutely ridiculous!!!

The Magic Pots also give out high amounts of AP too but cannot be touched until you have fed them an Elixir (which you can steal from the Gighee, Master Tonberry, or just use the W-Item trick), but not a Megalixir. Be very wary of their counter attacks in which they will steal one of your precious items (such as your ultimate weapons etc.) then disappear from battle completely, losing the stolen item forever.

Be wary of the Allemagne; they will sometimes us L3 Flare as a counter to magical attacks, and if you're not careful this move could wipe out your whole team.

--Items - Magic Source, Remedy, Vaccine, Shield Materia, Imperial Guard, Hero Drink, W-Magic Materia, Counter Materia

NOTE - If you hadn't visited the screen at the bottom of the crater then you will not be allowed to visit the upper-left area. Cloud will simply say "Cid will handle this" (or whichever party member you sent down that path).

It's in these first two screens that you'll be spending a fair amount of

time grinding in. Just remember to save every few battles or so, there's nothing worse than having a Magic pot steal one your most valuable weapons, forcing you to re-load your previous save, unless of course you've been saving regularly. Note that you cannot PHS whilst in the North Crater.

NOTES - I advise on using your Save Crystal in the first screen, near the entrance. *SAVE INTO NEW SLOT* to avoid the glitch as previously mentioned, and also just in case you sent somebody the wrong way by mistake.

- You'll be interested to know that the first screen actually has a higher encounter rate than the second, so if you do come back here to train later on then that's the screen to run around on!

First head right and jump over to the visible chest for a [MAGIC SOURCE], then head to the left and jump up to the slightly raised area. As you run north you'll dive into the water, emerging on the pathway to the right. follow the path round to the left for a chest containing a [REMEDY].

Now make your way east to the next screen. As you enter, head north west first to the far chest containing a [VACCINE]. Then head round to the rock face and GRAB THAT MATERIA!, the [SHIELD MATERIA] that you see sitting there.

From the rack face, head south west to dive into the water again, you will emerge at the nearest chest which contains the amazing [IMPERIAL GUARD]. Dive back into the water then climb the rock face to the top (or alternatively dive into the water from the other side to emerge near the exit).

Now head back to the middle fork this time heading right to a chest containing a [HERO DRINK]. Then make your way north and east to the next screen.

Just to the north beneath the undergrowth you should be able to make out the purple orb, this is the [W-MAGIC MATERIA]. Now head to the left but before going through the opening, head down to the centre of the glowing Lifestream to pick up the [COUNTER MATERIA]. This is the last piece of Materia in the game. GRAB THAT LAST MATERIA! You still have the 'Master Materia' to obtain, but they are not obtained through conventional means; more to follow.

NOTE - (Command) Counter is a support Materia that can be linked with moves such as Mug, Morph, Deathblow etc. I suggest equipping with Deathblow right away.

You don't need to head through the opening on the left as it will lead down to the bottom of the Northern Cave area, so instead turn around and start making your way back to the initial fork, this time taking the right path (saving along the way).

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--D3.02 D - The Right Path                       ("We'll leave this to Tifa.")
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>  ENEMIES:  *************   *************   *************   ************    <
>           [DRAGON ZOMBIE] [ DEATH DEALER] [  POLLENSALTA] [    PARASITE]   <
>            *************   *************   *************   ************    <
> ------Lv: [-----------54] [-----------48] [-----------41] [----------51]   <
> ------HP: [--------13000] [---------7000] [---------4000] [--------6000]   <
> ------MP: [----------400] [----------400] [----------220] [---------300]   <
```

```
> -----EXP: [---------4000] [---------1800] [---------1000] [--------1100]   <
> ------AP: [----------300] [----------200] [----------100] [---------100]   <
> -----GIL: [---------2800] [---------1200] [---------1000] [--------1000]   <
> ---STEAL: [-----Cauldron] [--Turbo Ether] [--------Hyper] [------Remedy]   <
> ---MORPH: [------Vaccine] [-------------] [-------------] [------Remedy]   <
> --DROP 1: [-----Cauldron] [Kiss Of Death] [-----X-Potion] [------Remedy]   <
> --DROP 2: [-----X-Potion] [-----X-Potion] [-------------] [------------]   <
> --ABSORB: [----------RES] [-------------] [----------FRE] [------------]   <
> -NULLIFY: [-------------] [----------RES] [-------------] [---------ERT]   <
> --DOUBLE: [----------HLY] [-------------] [-------------] [----WND--HLY]   <
> E-SKILL1: [PANDORA'S BOX] [-------------] [-------------] [MAGIC BREATH]   <
> E-SKILL2: [-SHADOW FLARE] [-----ROULETTE] [ANGEL WHISPER] [----L5 DEATH]   <
>                                                                            <
>            ***********  #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>           [    MALBORO] <                 NOTE ON ENEMIES:                 |
>            ***********  <                                                  |
> ------Lv: [---------44] <  Make sure to have Ribbons equipped as the       |
> ------HP: [-------4400] <  Malboro's Bad Breath can cause a whole world of |
> ------MP: [--------900] <  nasty Statuses. The Pollensalta's Angel         |
> -----EXP: [-------1000] <  Whisper is one of the best Enemy Skills in the  |
> ------AP: [--------100] <  game as it will revive and/or fully restore a   |
> -----GIL: [--------100] <  players HP and Status.                          |
> ---STEAL: [M-Tentacles] <                                                  |
> --DROP 1: [M-Tentacles] <  If your Luck is too high then you will have a   |
> --DROP 2: [Echo Screen] <  hard time learning Roulette as the move favours |
> --ABSORB: [--------PSN] <  those with low Luck (it's basically a cross     |
> -NULLIFY: [--------GRV] <  between spin the bottle and Russian roulette).  |
> --DOUBLE: [--------WTR] <  To make things easier, put all four Enemy       |
> -E-SKILL: [-BAD BREATH] <  Skills on the player with the lowest Luck, and  |
#~~~~~~~~~~~~~~~~~~~~~~~~~#  remember to use Death Force! (or a Safety Bit,  |
|                            or Added Effect=Destruct.)                      |
|                                                                            |
| The Dragon Zombie can be quite powerful, so watch out! It is classed as an |
| Undead creature, so you can use things such as Cure3 and White Wind (which |
| will Petrify it). If you missed Shadow Flare from Ultimate Weapon then now |
| would be the time to learn it, not to mention....                          |
+----------------------------------------------------------------------------+


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?   ____________________     ____________________     ____________________   ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
?   ````````````````````     ````````````````````     ````````````````````   ?
?                                                                            ?
?   ACHIEVEMENT NOTE - PANDORA'S BOX                                         ?
?                                                                            ?
?   At some point during your descent down the right path you are going to   ?
?   bump into the Dragon Zombie. MAKE SURE to have all four Enemy Skills     ?
?   equipped as Pandora's Box is programmed to only ever be used ONCE PER    ?
?   GAME. It will be used as a counter attack once the final blow has been   ?
?   struck, and it'll never use the move again. Pandora's Box will hit all   ?
?   targets. If the Dragon Zombie's MP is too low, then you'll miss out on   ?
?   Pandora's Box for good, meaning you'll have to reload your save should   ?
?   you want the Materia Overlord Achievement.                               ?
?                                                                            ?
?   ____________________     ____________________     ____________________   ?
?   !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!     !!ACHIEVEMENT NOTE!!   ?
?   ````````````````````     ````````````````````     ````````````````````   ?
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
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NOTE - Ok, so I've read a few reports saying that the Dragon Zombie will very un-occasionally use Pandora's Box a second time, I've also read reports saying that it's never used it because he was defeated too quickly on the first encounter, and they were never able to complete their Enemy Skill Materia on that play-through. These are all false; it is scripted into the enemy AI for Pandora's Box to be used as a finishing move *every time you encounter it*, UNLESS the 'Pandora's Box' flag is highlighted. This flag is highlighted automatically after the move is cast the first time, thereby making it impossible to be used again. It IS possible for the Dragon Zombie's skill power to be used up; if this happens, reload.

--Items - Mystile, Elixir, Speed Source, Tetra Elemental, Megalixir x 2, Luck Source

First make your way down the spiralling path to the next screen. When prompted, jump down to the landing below. First open the chest on your left for the [MYSTILE], then grab the [ELIXIR] on the right. I suggest equipping the Mystile straight way.

Keep spiralling your way down to the next screen to grab the visible chest containing a [SPEED SOURCE] (it seems as though the North Crater is the 'source' for Sources, aside from the Gelnika that is). Now head over south east for a chest containing the [TETRA ELEMENTAL]. Tetra Elementals can also be morphed from the Cactuer on an island south of Cosmo Canyon.

Now head north until you come to a chest containing a [MEGALIXIR].

Then run south slightly, and head all the way west to reach another chest containing a another [MEGALIXIR], then make your way back east and then north to the next screen.

NOTE - There should only be four enemies left to obtain Enemy Skills from, see the enemy listings above. By the time you reach the 'meeting point' in the bottom screen you should have obtained all Enemy Skills!

Make your way down the huge bone structure until you come to the bottom of the northern cave area once more. As you make your way round, pick up the [LUCK SOURCE] from the chest. You've now finished collecting all the items from the North Crater, hoo-rah! Head clockwise around the opening to trigger your comrades to appear.

NOTE - Interesting fact, if you had decided to leave the crater and return to the Highwind prior to reaching the final screen, when you returned to the left and right fork, you would be able to re-select which paths you wanted to send everyone down. If however you'd decided to return to the Highwind *after* you'd reach the final screen (but before triggering everyone's appearance), then it would mess with the games mechanics slightly. When you did triggered everyone's appearance, the game would think that Cloud has travelled the right path, and sent everyone else left. You would then receive an item from each character (even the ones that travelled with you), and each item would have a 50/50 chance of being an item from the upper left path or the lower left path, regardless of which path you initially sent them down.

Now is the time to collect all of your duplicated items. If you've done everything correctly then you can talk to:
Cid for the Imperial Guard

Tifa for the Mystile (although it'll read 'Mythril')
Red XIII for the Shield Materia
Vincent for the Magic Source &
Yuffie for the Counter Materia (although she'll be very reluctant to hand it over)

DO NOT CONTINUE. YOU ARE NOW AT THE POINT OF NO RETURN

NOTE - A glitch would have occurred if you had sent Cait Sith down the lower-left path; he would have handed over an X-Potion, although the Turbo Ether would have been removed from the field.

You are now going to want to make the long ascent out of the North Crater so that you can PHS. The upcoming boss battle will be very unique in the sense that you will be able to use more than one party whilst fighting it, so you're going to want to set-up everyone beforehand (although you will get another opportunity to later on, it's just easier to do it this way. Besides, I'm itching to get Cait Sith out of my party now).

NOTE - You actually have a choice to make. You can either finish the game now at a level where Sephiroth will still pose a challenge, THEN you can re-load your save to finish grinding for 99,999,999 gil, raising Cloud to level 99 and defeating Emerald and Ruby WEAPON. OR you can skip down to section D3.04 - The Final Grind now to do all the above and then come back to finish the game when you will be ridiculously over-powered, but for the sake of continuity I'd advise finishing the game now.

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|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
|                                                                            |
| {D3.03} - The Final Battle                                                 |
|                                                                            |
| ITEMS:  None                                                               |
|                                                                            |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--D3.03 A - Getting Set-Up                                (“Wait! Sephiroth…”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
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Before heading down to face Sephiroth please bear in mind the following:

There are four boss battles in total, and the battle strategies that you adopted in the first fight will directly affect the difficulty of the following fights. Your party's average level and whether or not Yuffie and Vincent have been recruited also play a part in the difficulty.

Battle 1 - Jenova-Synthesis
Battle 2 - Bizarro-Sephiroth
Battle 3 - Safer-Sephiroth
Battle 4 - Sephiroth

Bizarro Sephiroth will either be fought with one, two or three parties, and the more parties you fight with, the tougher the challenge will be. The following conditions will determine how many parties are chosen:

If ANY one of the following occurs then it'll be a ONE party battle:

- Jenova-Synthesis managed 13 turns before she activated the Ultima countdown.
- The lowest levelled player is level 34 or lower.
- The average level is level 53 or lower (add up every characters level then divide by the amount of characters, rounded down).

NOTE - Aeris's level does not factor into any of these figures, nor will Yuffie's and/or Vincent's had you not obtained them.

If you DON'T meet the criteria for a one party battle but ANY one of the following occurs then it'll be a TWO party battle:

- You have failed to obtain either Yuffie or Vincent (or both).
- The lowest levelled player is level 44 or lower.
- The average level is level 67 or lower.

All of the following must occur for it to be a three party battle:

- Yuffie and Vincent must have been obtained
- Jenova-Synthesis managed 12 turns or less before she activated the Ultima countdown.
- The lowest levelled player is level 45 or higher.
- The average level is level 68 or higher.

I worked out that my average level was 61 at this stage, so I decided to place my lowest levelled characters in my party and train until my average level was 68 seeing as I enjoy the more difficult version of Bizarro-Sephiroth. Magic Pots, Master Tonberrys, Dark Dragons, Scissors and Dragon Zombies all give out high amounts of EXP, don't forget to equip the EXP Plus Materia also.

NOTE - It is completely optional whether or not you train to get your average level up to 68 or not, just bear in mind that if you are going to train then you're going to want to start to think about which Materias you want mastering. Concentrate on the following:

Revive	(Lv 2)	x 3	Mime		x 3*
Added Effect		x 3	Morph		x 3*
Quadra Magic	(Lv 5)	x 2*	Counter Attack	(Lv 5)	x 9
Final Attack	(Lv 5)	x 3	Hades		x 3
Magic Counter	(Lv 5)	x 3*	HP Plus	(Lv 5)	x 8
Sneak Attack	(Lv 5)	x 3	Mega All	(Lv 5)	x 3
Counter	(Lv 5)	x 3	Knights of Round	(Lv 5)	x 1*

* = Equip on a triple growth weapon.

I'll go into more detail as to the exact reasons for the above choices a little later on, for now don't be afraid to use Rune Armlets if you really want some decent AP!

Once I had met the criteria for a three party battle I set my three teams up as follows (you may need to head over to Fort Condor to buy a few pieces of Materia):

TEAM 1:

1) Cloud - Lv 77 (Front)

Enemy Skill, Double Cut
Ultima Weapon - All=Restore, Steal as Well=Deathblow, Sneak Attack=Mug,
Mystile - Counter=Deathblow, Counter Attack, Magic Plus,
Safety Bit HP Plus, MP Plus

2) Yuffie - Lv 65 (Back)

Speed Plus, HP Plus
Conformer - Added Cut=Deathblow, Enemy Skill, Mime, EXP Plus, Luck Plus,
Mystile - Added Effect=Odin, Counter=Deathblow, Counter Attack,
Champion Belt Mega All

3) Cid - Lv 68 (Front)

Venus Gospel - All=Time, All=Heal, Final Attack=Revive, MP Turbo=Comet,
Imperial Guard - Added Effect=Destruct, Slash-All, HP Plus, Bahamut ZERO,
Ribbon Knights of Round

TEAM 2:

1) Barret - Lv 68 (Back)

HP Plus, Neo Bahamut
Missing Score - All=Barrier, HP Absorb=Deathblow, W-Item, Counter Attack,
Ziedrich -
Champion Belt

2) Tifa - Lv 67 (Back)

W-Summon, Bahamut ZERO, Hades
Premium Heart - HP Absorb=Ultima, Full Cure, Revive, Enemy Skill,
Mystile - Magic Counter=Contain, Long Range, Magic Plus, HP Plus,
Ribbon MP Plus

3) Red XIII - Lv 63 (Front)

HP Plus
Limited Moon - All=Restore, All=Ice, Quadra Magic=Ice, Deathblow,
Ziedrich -
Sprint Shoes

TEAM 3:

1) Vincent - Lv 64 (Back)

HP Plus, Phoenix
Death Penalty - All=Restore, Enemy Skill, Deathblow, Mug, Counter Attack,
Ziedrich -
Ribbon

2) Cait Sith - Lv 67 (Front)

Typoon, Alexander
HP Shout - All=Restore, Revive, Deathblow, Counter Attack, MP Plus,
Imperial Guard - Elemental=Gravity, All=Lightning,
Sprint Shoes Magic Counter=Lightning

NOTE - Don't forget to use your Sources as appropriate.

This set-up should see you back through the North Crater and all 4 bosses without having to change anything. You may want to change to normal growth weapons for your descent, but any AP gained after the save point will be lost, so switch back to your ultimate weapons after saving.

--D3.03 B - Inside The Planet ("All right, everyone, let's mosey.")

NOTE ON ENEMIES:	ENEMIES:	IRON MAN	DRAGON ZOMBIE	ALLEMAGNE
Not that it matters now but you can still learn the Enemy Skills Pandora's Box and Shadow Flare if you haven't already (heavily assuming that you haven't already permanently lost Pandora's Box). Use Aqualung on the Iron Man, or alternatively use Leviathan.	Lv:	46	54	48
	HP:	20000	13000	8000
	MP:	100	400	200
	EXP:	10000	4000	1300
	AP:	150	300	100
	GIL:	600	2800	1360
	STEAL:	Elixir	Cauldron	Eye Drop
	MORPH:	Escort Guard	Vaccine	
	DROP 1:	Phoenix Down	Cauldron	Eye Drop
	DROP 2:		X-Potion	Eye Drop
	ABSORB:		RES	
	NULLIFY:			ERT
	HALVE:	ERT ICE FRE		
	DOUBLE:	WTR	HLY	WND
	E-SKILL1:		PANDORA'S BOX	
	E-SKILL2:		SHADOW FLARE	

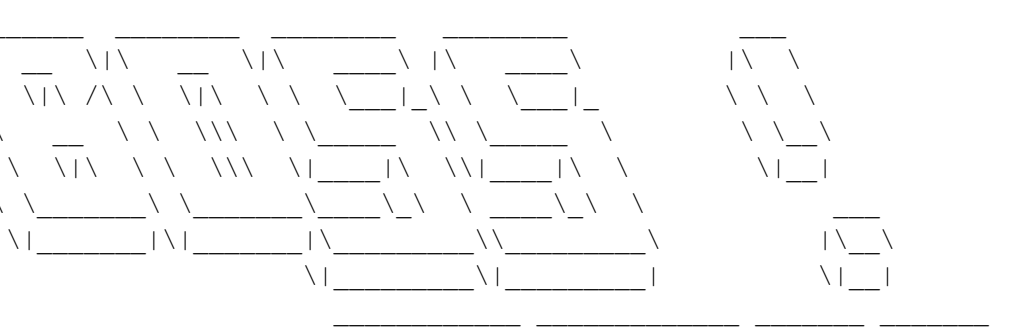
--Boss - Jenova-Synthesis Lv 61

Make your way back down to the bottom of the northern cave, when prompted choose 'Let's get going' to head past the point of no return. After an amount of dialogue you'll find yourself jumping down a series of floating platforms.

Every time you jump on a platform you will have a 28.91% chance of fighting an enemy, and there are 3 enemies to fight. The chance of fighting each enemy is as follows:

1 x Iron Man - 50%
1 x Dragon Zombie - 39.84%
1 x Allemagne - 10.16%

There are 13 platforms in total, once you have reached the bottom remember to use a Megalixir then jump to the final landing. Here you will be attacked by Jenova-Synthesis.



Start the boss battle as you would any boss battle, by

```
* casting Big Guard and also    | BATTLE: 37 | SYNTHESIS A | ARM B | ARM C | *
* Dragon Force/Shield , then    |____________|_____________|_______|_______| *
* pummel her with everything    |            |             |       |       | *
* you've got. Take out the two  | -------Lv: | 61--------- | ----- | ----- | *
* tentacles first, eventually   | -------HP: | 60000------ | 10000 | 8000- | *
* they will get revived by the  | -------MP: | 600-------- | ----- | ----- | *
* main body and when that       | ------EXP: | 60000------ | ----- | ----- | *
* happens just take them out    | -------AP: | 500-------- | 500-- | 500-- | *
* again. Once you've depleted   | ---ABSORB: | PSN-------- | ----- | ----- | *
* her health to 15,000 she'll   | --NULLIFY: | ERT-------- | ----- | ----- | *
* begin a countdown timer which | ----HALVE: | GRV-------- | ----- | ----- | *
* will last 5 turns. If you     |__________________________________________| *
* haven't destroyed her in that                                              *
* time then she will cast Ultima, then her health will drain to 0 ending the *
* battle. You will not receive any EXP this way (which may affect the amount *
* of parties you go into the next battle with). All in all, this really is   *
* an easy battle.                                                            *
*                                                                            *
*  NOTES - If you cast Knights of the Round then you will grant Bizarro-     *
*          Sephiroth an additional 60,000HP and Safer-Sephiroth an           *
*          additional 80,000HP! If you fancy a challenge, then by all means  *
*          use KOTR to finish Jenova-Synthesis off in one hit, making the    *
*          next two boss battles that much harder.                           *
*                                                                            *
*        - If you fail to drain Jenova's HP to 15,000 within 13 turns        *
*          (meaning she won't have started the countdown) then you will be   *
*          forced to go into the next boss battle with one party only.       *
*                                                                            *
*        - The Left and Right arm do not have their own ATB; all of the      *
*          attacks come from Jenova herself.                                 *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
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After Jenova-Synthesis has been defeated you'll sink further into the planet.

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--D3.03 C - Bizarro        (“And Sephiroth!! To the settling of everything!!”)
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

--Boss - Bizarro-Sephiroth Lv 61, Safer-Sephiroth Lv 87, Sephiroth Lv 50

After Sephiroth has decided to show himself, you will be given the option of choosing your party/ies. If you've followed my guide then you should be able to pick three parties, if not you'll (possibly) only be able to pick just one or two.

Just to re-cap, my parties were Cloud Yuffie & Cid, and then Barret Tifa and Red XIII, and lastly Vincent and Cait Sith.

NOTES - When battling with two or three parties the battle's POV will change from one party to the next. When this happens, Bizarro-Sephiroth's HP status will be saved for that party, then a fully replenished Sephiroth will face the other teams but with varying stats to the first.

- For every player at Lv 99, Bizarro's health will increase by a fixed amount. This amount may vary depending on how many parties and which team of that party you are currently fighting with. The following

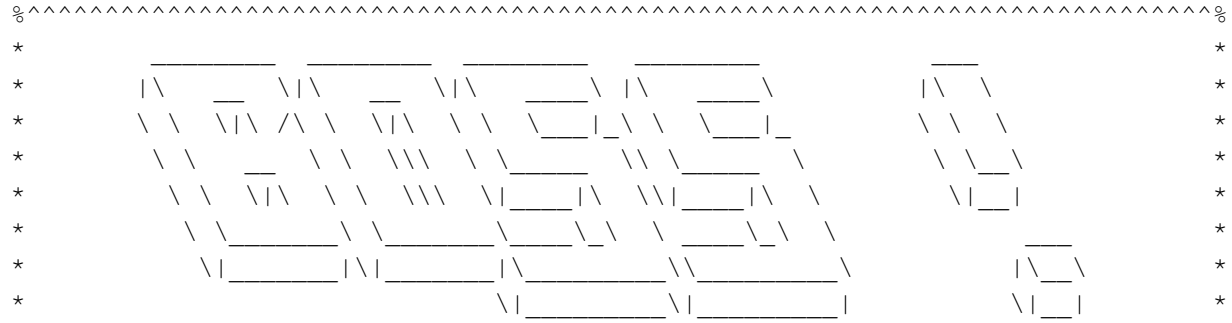
information should clarify everything:

Additional HP per character at level 99	1 PARTY	2 PARTIES		3 PARTIES		
		Team 1	Team 2	Team 1	Team 2	Team 3
Main Body	5000	5000	5000	5000	4000	3000
Head	250	250	250	250	250	250
Core	1250	1750	1500	2000	1500	1500
Right Magic	500	750	750	1000	1000	1000
Left Magic	500	500	500	1000	750	750

The Main Body will also receive an additional 60,000 HP (Team 1 only) if Knights if the Round was used on Jenova-Synthesis, giving Bizarro Sephiroth a minimum total HP of 60,000 and a maximum total HP of 208,000.

When using various teams, the Right Magic/Left Magic may change to Right Shoulder/Right Arm or Left Shoulder/Left Arm respectively, depending on the POV of the team.

/>~~~~~~~~~~~~~<\
|> 1 PARTY <|
\>~~~~~~~~~~~~~</



BOSS BATTLE:	38 A	BIZARRO-SEPHIROTH

	MAIN BODY A	HEAD B	CORE C	RIGHT D	LEFT E
---------Lv:	61---------	-------	---------	--------	--------
-----MIN HP:	40000------	2000---	10000----	4000----	4000----
-----MAX HP:	140000-----	4000---	20000----	8000----	8000----
---------MP:	400--------	-------	---------	--------	--------
-----ABSORB:	----------	-------	---------	LHT--ICE	FRE--ERT
----NULLIFY:	GRV--------	GRV----	GRV------	GRV-----	GRV-----

```
* |_____________________________________________________________________| *
*                                                                         *
* Before you can damage the Main Body you need to take out the Core which   *
* will impervious to attacks until the Right and Left Magic have been taken *
* out, so just focus on big attacks whilst keeping your Big Guard and HP    *
* topped up. The Core will heal the Main Body for roughly 7000 every turn,  *
* so trying to defeat the Main Body before the Core will be very difficult  *
* (but not impossible). You can destroy the Head if you want to, but it'll  *
* just rejuvenate itself eventually. Slash-All, Summons, Comet2, Pandora's  *
* Box and Ultima work very well here, the battle will end when the Main Body *
* is destroyed.                                                           *
*                                                                         *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%

/>~~~~~~~~~~~~~~~<\
|>   2 PARTIES   <|
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*  _______________ ________   ____________________________________________ *
* |              |        | |                                            | *
* | BOSS BATTLE: | 38 B   | |              BIZARRO-SEPHIROTH             | *
* |_______________|________| |____________________________________________| *
*                 ____________________________________________________________ *
*                |                                                          | *
*                |                         PARTY 1                          | *
*                |_____________ _________ ___________ __________ __________| *
*                |             |         |           |          |          | *
*                | MAIN BODY A | HEAD B  | CORE C    | R SHL D  | R ARM E  | *
*  _______________|_____________|_________|___________|__________|__________| *
* |              |             |         |           |          |          | *
* | ---------Lv: | 61--------- | ------- | --------- | -------- | -------- | *
* | -----MIN HP: | 40000------ | 2000--- | 14000---- | 6000---- | 4000---- | *
* | -----MAX HP: | 140000----- | 4000--- | 28000---- | 12000--- | 8000---- | *
* | ---------MP: | 400-------- | ------- | --------- | -------- | -------- | *
* | -----ABSORB: | ----------- | ------- | --------- | LHT--ICE | LHT--ICE | *
* | ----NULLIFY: | GRV-------- | GRV---- | GRV------ | GRV----- | GRV----- | *
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*                |                         PARTY 2                          | *
*                |_____________ _________ ___________ __________ __________| *
*                |             |         |           |          |          | *
*                | MAIN BODY A | HEAD B  | CORE C    | L SHL D  | L ARM E  | *
*  _______________|_____________|_________|___________|__________|__________| *
* |              |             |         |           |          |          | *
* | ---------Lv: | 61--------- | ------- | --------- | -------- | -------- | *
* | -----MIN HP: | 35000------ | 2000--- | 12000---- | 6000---- | 4000---- | *
* | -----MAX HP: | 75000------ | 4000--- | 24000---- | 12000--- | 8000---- | *
* | ---------MP: | 400-------- | ------- | --------- | -------- | -------- | *
* | -----ABSORB: | ----------- | ------- | --------- | GRV--FRE | GRV--FRE | *
* | ----NULLIFY: | GRV-------- | GRV---- | GRV------ | GRV----- | GRV----- | *
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* |_____________________________________________________________________| *
*                                                                         *
* A slightly different strategy is required when using two parties. each  *
* party will have to defeat the Shoulder and the Arm before the Core will *
* become vulnerable, and the Core is required to be defeated for both    *
* parties before you can start attacking the Main Body with party 1. Just *
* focus on big attacks whilst keeping your Big Guard and HP topped up. The *
* Core will heal the Main Body for roughly 7000 every turn, so trying to  *
* defeat the Main Body before the Core will be very difficult (but not   *
* impossible). You can destroy the Head if you want to, but it'll just   *
* rejuvenate itself eventually. Slash-All, Summons, Comet2, Pandora's Box *
* and Ultima work very well here, the battle will end when the Main Body is *
* destroyed.                                                              *
*                                                                         *
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|>   3 PARTIES   <|
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*           \|_______|\|_______|\_________\\_________\          |\__\     *
*                              \|_________\|_________|          \|__|     *
*  _______________ ________   ____________________________________________ *
* |              |        | |                                            | *
* | BOSS BATTLE: | 38 C   | |              BIZARRO-SEPHIROTH             | *
* |_______________|________| |____________________________________________| *
*                 ____________________________________________________________ *
*                |                                                          | *
*                |                         PARTY 1                          | *
*                |_____________ _________ ___________ __________ __________| *
*                |             |         |           |          |          | *
*                | MAIN BODY A | HEAD B  | CORE C    | RIGHT D  | LEFT E   | *
*  _______________|_____________|_________|___________|__________|__________| *
* |              |             |         |           |          |          | *
* | ---------Lv: | 61--------- | ------- | --------- | -------- | -------- | *
* | -----MIN HP: | 40000------ | 2000--- | 16000---- | 8000---- | 8000---- | *
* | -----MAX HP: | 140000----- | 4000--- | 32000---- | 16000--- | 16000--- | *
* | ---------MP: | 400-------- | ------- | --------- | -------- | -------- | *
* | -----ABSORB: | ----------- | ------- | --------- | LHT--ICE | LHT--ICE | *
* | ----NULLIFY: | GRV-------- | GRV---- | GRV------ | GRV----- | GRV----- | *
* |_____________________________________________________________________| *
*                 ____________________________________________________________ *
*                |                                                          | *
*                |                         PARTY 2                          | *
*                |_____________ _________ ___________ __________ __________| *
*                |             |         |           |          |          | *
*                | MAIN BODY A | HEAD B  | CORE C    | R SHL D  | R ARM E  | *
*  _______________|_____________|_________|___________|__________|__________| *
* |              |             |         |           |          |          | *
* | ---------Lv: | 61--------- | ------- | --------- | -------- | -------- | *
* | -----MIN HP: | 35000------ | 2000--- | 12000---- | 8000---- | 6000---- | *
* | -----MAX HP: | 67000------ | 4000--- | 24000---- | 16000--- | 12000--- | *
* | ---------MP: | 400-------- | ------- | --------- | -------- | -------- | *
```

-----ABSORB:	----------	-------	---------	LHT--ICE	LHT--ICE
----NULLIFY:	GRV--------	GRV----	GRV------	GRV-----	GRV-----

PARTY 3

	MAIN BODY A	HEAD B	CORE C	L SHL D	L ARM E
---------Lv:	61---------	-------	---------	--------	--------
-----MIN HP:	30000------	2000---	12000----	8000----	6000----
-----MAX HP:	54000------	4000---	24000----	16000---	12000---
---------MP:	400--------	-------	---------	--------	--------
-----ABSORB:	----------	-------	---------	FRE--ERT	FRE--ERT
----NULLIFY:	GRV--------	GRV----	GRV------	GRV-----	GRV-----

Again, a more complicated strategy is required when using three parties as opposed to one or two party/ies. To begin with, start damaging the Left and Right Magic (D & E), then switch over to the other team when prompted. You must then defeat the Cores on the outer sides using your back up parties. To do that you must first defeat the Shoulder and Arm to remove the Core's invulnerability. Once the Core has been destroyed for the 2nd party switch to the 3rd party to destroy the Shoulder and Arm there, and then destroy the Core (don't switch to party 3 until the core for party 2 has been destroyed). Once the two 'outer' Cores have been destroyed you can then switch back to Cloud's party to destroy the third and final Core (not before taking out the Left and Right Magic), thus enabling you to damage the Main Body with team 1.

The Core is required to be defeated before you can start attacking the Main Body as the Core will heal the Main Body every turn for roughly 7000 HP, so trying to defeat the Main Body before the Core will be very difficult (but not impossible). Just focus on big attacks whilst keeping your Big Guard and HP topped up. You can destroy the Head if you want to, but it'll just rejuvenate itself eventually. Slash-All, Summons, Comet2, Pandora's Box and Ultima work very well here, the battle will end when the Main Body is destroyed.

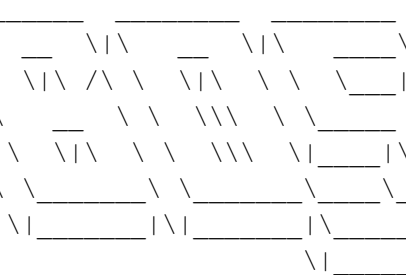
Wow, that was by far the hardest boss of the game to try to have to explain. the next boss should be far simpler, and will take place straight after this one has finished.

Every character that is at level 99 will boost Safer-Sephiroth's HP by 30,000, aswell as Attack by 2, Defence by 20, Magic by 5 and Magic Defence by 16. Also, if Knights of the Round was used on Jenova-Synthesis then Safer's HP will be boosted by an additional 80,000.

Lastly, every time that you were able to destroy the Head of Bizarro, Safer's current HP will be reduced by 100, up to a maximum of 24,900 HP. This gives Safer-Sephiroth a Max HP range between 80,000 and 400,000 HP, although his starting HP could be as little as 55,100.

NOTE - This third battle is technically considered the final battle of the game seeing as the fourth battle isn't really considered a battle as such, but more of an ending. In other words, go all out on Safer-

Sephiroth and don't hold anything back!



SAFER-SEPHIROTH	BOSS BATTLE:	39
Safer's MP will replenish after every turn, meaning it'll never deplete. Cast a Megalixir to begin with if your players are beaten up from the last battle, then cast Slow on Safer Sephiroth. Follow up with the usual dose of Big Guard, then use Reflect (or use a Mirror if you have one) followed by Dragon Force twice on every one.	---------Lv:	87------
	-----MIN HP:	80000---
	-----MAX HP:	400000--
	---------MP:	680-----
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Whilst two people stay on the defensive for the first few turns, have one person go on the offensive. This boss has a very predictable pattern which it will repeat over and over again until the battle ends, making this penultimate battle not so difficult:

Turn 1: Alternates between Wall and DeSpell. He'll usually start by casting Wall on himself, then on the next cycle he'll cast DeSpell on your party. If he is under Slow then he will always cast DeSpell on himself.

Turn 2: If he used Wall on his previous turn then he'll use Shadow Flare. If he used DeSpell on his previous turn then he'll use Deen.

Turn 3: Physical Attack.

Turn 4: He will become airborne, meaning only long-ranged players can attack him.

Turn 5: He will use Pale Horse. This will cause Sadness Frog & Small, aswell as taking out roughly 2500HP.

Turn 6: He will use Super Nova. This will cause Confusion Silence and Slow, aswell as taking out 15/16th's of everyone's HP.

Turn 7: If Safer's HP is above 25% then he will cast Break.
If Safer's HP is below 25% then he will cast Heartless Angel.

Turn 8: He will land back on the ground, no longer being long-ranged.

So you can use DeBarrier to void his Wall and then cast Slow on him afterwards. I can't stress this enough, keep your HP topped up as Shadow Flare can wipe out one of you characters in one hit. Use your strongest moves such as Bahamut ZERO, Comet2, Shadow Flare or just even 4xCut (or 2xCut if you haven t unlocked it yet).

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Once you have defeated Safer-Sephiroth you will be back at the base of the North Crater. After watching some CGI you will find yourself in one final battle with Sephiroth, and this battle is impossible to lose.

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* |                                            | |              |          | *
* |                 SEPHIROTH                  | | BOSS BATTLE: | 40       | *
* |____________________________________________| |______________|__________| *
*                                                |              |          | *
* As previously mentioned, this battle is        | ---------Lv: | 50------ | *
* impossible to lose. As soon as the battle      | ---------HP: | 1------- | *
* begins Cloud's Limit gauge will gradually fill |______________|__________| *
* up completely, and even if you hadn't obtained                             *
* the Omnislash Limit Break for Cloud it will become available for this one  *
* fight only. Enjoy killing Sephiroth!                                        *
*                                                                             *
*  NOTES - If you hadn't previously unlocked the Omnislash Achievement       *
*          (Steam version) then it would pop now. Why did I put you through  *
*          all that trouble in the Battle Arena then you ask? Because you    *
*          needed Omnislash to enter into  he 'Special Battle', which was    *
*          needed for the Final Attack Materia, which is needed for the      *
*          Materia Overlord Achievement (so there)!                          *
*                                                                             *
*        - If you'd decided to just stand there not using Omnislash, then    *
*          Sephiroth would use his Cut attack reducing Cloud's HP to         *
*          critical. After which, Cloud would counter killing Sephiroth in   *
*          one hit (regardless of whether you had Counter Attack equipped or *
*          not).                                                             *
*                                                                             *
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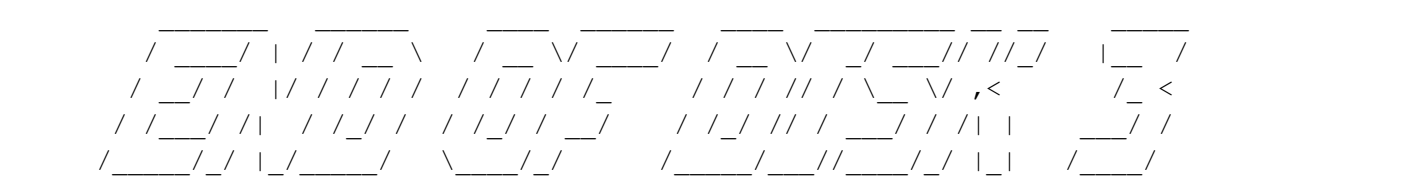
Congratulations, you have just completed Final Fantasy VII! It isn't over yet however, there's still an amount of optional things to do (such as defeating the WEAPONS). For now, just relax and enjoy the cinematics brought to you by Hironobu Sakaguchi and co. and I'll reconvene with you once you've reloaded your save in the North Crater.

NOTE - After the credits have finished rolling you will get an extra short bit of footage which is worth hanging on for. When you get to the shooting stars screen you can reset the game as this screen will never end (newer versions will not have the 'never ending' screen, and instead the game will reset).



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Finished 30/May/2015

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|                                                                            |
| {D3.04} - The Final Grind                                                  |
|                                                                            |
| ITEMS:                                                                     |
|         |_| Desert Rose       |_| Earth Harp        |_| Master Command     |
|         |_| Gold Chocobo      |_| Master Magic      |_| Master Summon      |
|                                                                            |
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!!WELCOME BACK!!

I plan to divide this final section into 5 sub-sections, but before doing anything else I'd just like to quickly conclude the storyline:

NOTE - In the final scene with Red XIII, I'm sure the cliff side that they all convened on was the exact same cliff where Zack had died...

The very final fight in the game appears to be a fight of the mind, there are numerous things pointing towards this. After all, Sephiroth's main weapon throughout the game was his will, remember he remained encapsulated within the North Crater the entire time whilst creating copies of himself using only the power of his mind (cast your own mind back to the quote from your first visit to Wall Market - “It's started moving”, this was a reference to Sephiroth's awakening). I believe that Cloud had destroyed what remained of Sephiroth's psyche during that final fight, once he was defeated there was nothing holding the White Materia back from activating Holy.

NOTE - I find it interesting to see blood on Sephiroth's face. So if blood was acceptable on a Teen rated game in 1997, why then did Aeris shed no blood when Sephiroth penetrated her with his long Masamune blade? Maybe the Cetra can't shed blood, or maybe it wasn't the real Aeris, it was just an Aeris-bot of which the Shinra had mass produced thousands of on the down-low. Or more realistically, maybe the Dev's had filled Disc 1 up with so much info that they just couldn't squeeze that extra little bit of red-ness onto Sephiroth's sword?!?

Black Materia. Used for summoning the 'Ultimate Destruction Magic' (or Meteor), which will cause mass destruction to the planet. White Materia. Used for summoning 'Ultimate White Magic' (or Holy), which will save the planet from Meteor, as well as anything else that the Planet deems to be 'bad' for it. As Sephiroth killed Aeris she was seemingly praying, but what she was actually doing was asking the planet to activate her White Magic. Just before she died the Planet had received Aeris's prayer and activated the White

Materia, however Sephiroth's will was suppressing its effects, meaning that Holy could not be summoned. That was just a re-cap of what you learned at the Forgotten Capitol with Bugenhagen.

After Cloud had defeated Sephiroth's will, the White Materia was no longer subdued and the power of Holy was released. This was the blue wave that you saw destroy the Meteor's red tornadoes. Unfortunately, Meteor was already too close to hitting the planet and Holy's power alone wasn't enough to defeat it (not without gravely harming the Planet anyway). The thing that isn't clearly explained to us is what takes place next. Aeris, although dead hasn't fully returned to the planet yet, and sensing the Planets need for help she summons the power of Lifestream to aid Holy. The Lifestream then pushed Meteor back far enough for Holy to work its magic, thus destroying Meteor for good. What remains of the White and Black Materia remains unknown, what is known is that the planet decided to spare the humans and life on the planet continued.

NOTES - As explained in the film Final Fantasy VII Advent Children, when Cloud defeated Sephiroth his remnants still remained within the Lifestream, and as a result of Lifestream flooding the planet many people got sick with a disease called Geostigma. Subsequently, the Jenova DNA that was contained within the Geostigma was enough for a second reunion to take place two years after the events of FF VII.

- Advent Children was crap, so don't waste your time on it. If you want something to watch then check out Final Fantasy VII Last Order which is a 25 minute manga-style film based on the events of the Nibelheim Incident 5 years ago. Or even watch Crisis Core: Final Fantasy VII Full Film [HD], if you have the time, it's a 2 and a half hour film taken from the game Crisis Core.

¬¬

--D3.04 A - The Swamp Part I - Preparing for the Gelnika

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 ____________________________________________________________________________
|                                                                            |
|                              NOTE TO READERS:                              |
|                                                                            |
| My end-game methods focus more on becoming an FFVII God, as opposed to     |
| walking you through the necessary steps for defeating the WEAPONS, and     |
| only the hardcore players should follow the following sub-sections to the  |
| letter. I pride myself however in offering the 'Ultimate' Emerald WEAPON   |
| strategy!!                                                                 |
|                                                                            |
| For much easier methods for defeating the WEAPONS visit section E.16, or   |
| alternatively you can skim through the final portion of my guide, picking  |
| and choosing how much of it you actually complete (recommended). OR, you   |
| can do everything I suggest, but the choice is always yours!!!             |
|____________________________________________________________________________|


!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
! IMPORTANT NOTE**  **IMPORTANT NOTE**  **IMPORTANT NOTE**  **IMPORTANT NOTE !
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
#                                                                            #
#           YOU CAN ONLY CARRY A MAXIMUM OF 200 PIECE'S OF MATERIA           #
#                                                                            #
#   Make sure to sell any Alls that have been mastered, and if you find      #
#   yourself running low on space then be sure to equip some of the players  #
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#   not in your team (using the 'Exchange' tab) with some obsolete Materia.  #
#                                                                            #
#   Refrain from selling any pieces other than All, regardless of how full   #
#   your inventory becomes. If you do have to resort to selling your Materia #
#   then only sell ones that can easily be re-bought from a shop. I stress   #
#   this point - DO NOT SELL AN UN-MASTERED 'UNIQUE' PIECE OF MATERIA!!!!!!  #
#                                                                            #
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
| IMPORTANT NOTE**  **IMPORTANT NOTE**  **IMPORTANT NOTE**  **IMPORTANT NOTE !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
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  The first thing you're going to want to do is to ascend all the way to the top of the crater so you can PHS and strip everybody down. Make sure to equip everyone who isn't in your team with 8-slotted weapons and armour. If you're not using the W-Item trick, then I highly suggest stocking up on a load of Tents right about now.

Set up a party with Yuffie and Cid and then make your way to the swamp area on the upper-left path. Remember that the 1st screen has a higher encounter chance than the second. What we are mainly concentrating on here is preparing for the Gelnika whilst loosely thinking about the WEAPON battles.
Here is the load-out I recommend starting out with:

```
 1) Cloud - Lv 78 (Front)

     Apocalypse  - Quadra Magic, Sneak Attack, Magic Counter,
     Rune Armlet - Mime, Counter Attack, Mega All, EXP Plus
     Safety Bit

 2) Yuffie - Lv 67 (Back)

     Rising Sun  - Final Attack=Revive, Added Effect=Hades
     Rune Armlet - Magic Counter, Counter, Slash-All, Enemy Lure
     Curse Ring

 3) Cid - Lv 70 (Front)

     Scimitar    - Morph, Knights of the Round
     Rune Armlet - Added Cut, Counter, Double Cut, Counter Attack
     Ribbon
```

This load-out should make it so you can still defend yourself adequately in battle whilst also Leveling up the Materia necessary for becoming a God. Note that Knights of the Round must stay in your load out as it requires by far the most amount of AP to master - 500,000!

```
 NOTES - Ruby and Emerald WEAPON will each give 50,000 AP. Combine that with
         Triple Growth weapons and you're talking 300,000  AP!

       - Go into Config and turn the Battle Speed up all the way.
```

Your main goal is to obtain the following before heading out of the North Crater:

3 x Morph
1 x Sneak Attack (Mastered)
1 x Counter (Mastered)
2 x Mime

If you wanted to master 3 Morphs for a fourth copy so that you can pair one with Steal as well then that would be fine (the first two are being paired with 2 Sneak Attacks, and third is being paired with Counter). Also, aim to get three Added Effects with Hades as they are awesome. You cannot use Counter Attacks in the Gelnika as it will ruin your Morphing chances so try to Master a few now, you're eventually going to want 9 of them mastered in total (for Emerald). 3 Final Attacks with 3 Revives should be on your to-get list, and also 2 mastered Enemy Lures (as they will stack).

^^

WORD OF WARNING! Watch your Elixir count! There's nothing worse than being in a battle with the Magic Pots with no Elixirs; they'll steal from you then they'll run away, so your only option would be to flee yourself before they've stolen your most valuable weapon!!!

^^

SIDE NOTE - EXTENDED W-ITEM TRICK (works on PS4 version)

While the W-Item trick is widely known about, not a great deal of folk are aware of some of the more practical uses of how it can work; I wasn't when I first wrote this portion of the guide, so I've include it now as an addition. I'm now going to breakdown exactly how to use the Extended W-Item trick to explain how to duplicate yourself every type of Source MUCH quicker than the 'Sunken Gelnika' method:

First make sure that you have *one* expendable item at the top of the inventory list (such as a Potion), then make sure that you have 0 of the item you wish to duplicate (say, a Power Source). Depending on the enemy formation, you may have a few variations to set-up for. Set the ATB to wait.

MULTIPLE GROUPS OF ENEMIES (Power, Guard, Speed and Luck Source)

Set Yuffie up with Morph, Cloud with Manipulate and player 3 with W-Item. When you engage the enemy, make sure to kill off all but 2 of them, and Manipulate one of them. Now have Yuffie cast Morph. Before the move is executed, have player 3 use W-Item, and use the single Potion as your first item. Now wait for the enemy to be Morphed into the Source.

If done correctly, the Source will fill the same inventory slot that was occupied by the Potion. You can now select and cancel another item, thereby duplicating the Power Sources up to 99.

- Power Source - Screamer, Mt Nibel, Screen with the Reactor
- Guard Source - Spiral, Mideel Area, Dirt tracks
- Speed Source - Poodler, Sunken Gelnika, Corridor
- Luck Source - Poodler, Sunken Gelnika, Corridor

INDIVIDUAL ENEMY (Mind Source)

As before, make sure to have *one* expendable item at the top of the inventory list, and to have 0 of the item you wish to duplicate. Set Cloud up with Final Attack=Revive and Quadra Magic=Revive. Set Yuffie up with Final Attack=Morph, and lastly set player 3 up with W-Item. *MAKE SURE* that Yuffie is player 1 (at the top) so that she uses Morph before Cloud uses Life2. Remember to equip Enemy Skill, Cure and to have some Phoenix Downs.

] Enter into battle with the Serpent. Make sure that Cloud's and Yuffie's HP [
] are in critical, then start bringing the Serpent's HP down using L4 [
] Suicide; it is more likely to cast Aqualung that way. The idea is to have [
] Cloud and Yuffie KO'd at the same time. Yuffie will then retaliate by [
] Morphing the Serpent into a Mind Source, and Cloud will cast Life2 four [
] times. [
] [
] Prior to Yuffie using Morph, make sure that player 3 is sitting in the [
] W-Item screen with the Potion 'used', awaiting input of the second item. [
] If done correctly, the Potion's inventory slot will be filled with the [
] Mind Source, you will then have time to dupe yourself 50 of them while [
] Cloud casts Life2. [
] [
] The Serpent's attacks are dependent on your party's average current HP and [
] the Serpents Current HP. If the Serpent's current HP is: [
] [
] - 0% - 20% of party's current HP, Dragon Dance is used. [
] - 21% - 40% of party's current HP, Huge Tidal Wave is used. [
] - 41% - 80% of party's current HP, Aqualung is used. [
] - 81% - 100% of party's current HP, Viper Breath is used. [
] [
] Using L4 Suicide and Cure, you should be able to regulate the Serpent's HP [
] until it uses Aqualung. [
] [
] NOTES - If you happen to be playing on a Playstation console, then you [
] can simply open the lid, thereby not allowing the battle to [
] finish. This way you can dupe the Source without having to go [
] through the Final Attack method. [
] [
] - Each additional Quadra Magic that you pair with Revive gives [
] Cloud *one* additional casting, for a maximum of 8; so 5 Quadra [
] Magics paired with Revive would enable Cloud to cast Revive 8 [
] times, which would be enough to gain 99 Mind Sources in a single [
] battle. [
] [
] BATTLE ARENA (Magic Source) [
] [
] The only way to encounter a 'group' of enemies that can be morphed into a [
] Magic Source is at the Battle Square - The 8 eye. These can be encountered [
] in round 3, and you have a 1/4 chance of fighting them. For this battle [
] you must set Yuffie up with (mastered) Counter=Morph. It is imperative [
] that you cast Stop, Sleep or Paralyzed on one of the 8 Eyes. When the [
] other attacks, select the single Potion then wait for Yuffie to counter [
] with Morph. So long as the other 8 Eye cannot attack, you will be able to [
] dupe yourself 99 Magic Sources. Don't equip Mega All, do equip Seal and [
] (obviously) W-Item. [
] [
] To read up on a few more uses for the Extended W-Item Trick, such as [
] duplicating Weapons, Armour and Accessories, use QSI Link [Extended W-Item [
] Trick]. [
]_____[

If you're not keen on making use of exploits, and you'd rather obtain your Sources the old fashioned way, then continue reading. If you're not bothered about Source farming in the slightest then skip to section D3.04 C.

--D3.04 B - The Sunken Gelnika Re-visited

Before making you way to your sub I suggest making a stop at the reactor in Gongaga to fight the Heavy Tank. This is (in my opinion) the easiest way to obtain Power Sources (without using exploits) and will help you get Yuffie's base damage to 9999 on her attacks. I obtained 50 of them and gave every single one of them to her. Alternatively you can use the aforementioned Extended W-Item trick to duplicate them using the Screamers in Mt. Nibel.

Here's a tip: With your Gold Chocobo on board your Highwind, land the aircraft near the Desert surrounding the Gold Saucer. Then, ride your Gold Chocobo over to your sub, then navigate the sub to the dock near the Gold Saucer. Now go and retrieve your Gold Chocobo; you've now 'parked' your sub much closer to the Sunken Gelnika!

I advise a set-up similar to the following: (M) = Master

1) Cloud - Lv 82 (Front)

Apocalypse - Quadra Magic, Final Attack, Magic Counter
Rune Armlet - Added Effect, Mime, EXP Plus, Hades
Ribbon

2) Yuffie - Lv 69 (Back)

Conformer - Sneak Attack(M)=Morph(M), Counter(M)=Morph(M), Enemy Skill, Enemy Lure(M), Enemy Lure(M), HP PLus(M)
Mystile - Sneak Attack=Morph, MP Turbo=Ultima, Contain, Revive, Mega All
Ribbon

3) Cid - Lv 73 (Front)

Scimitar - Added Cut=Knights of Round
Rune Armlet - Comet, Magic Counter, Counter, Double Cut
Ribbon

NOTES - This set-up will allow you to occasionally Morph your enemy twice from the outset, which will make the Gelnika a walk in the park!

- Steam users - it's time to start mastering all of our Materia for the Materia Overlord Achievement, so you're going to want to start working your way down your Materia list soon.

- PS4 users you have a choice - you can obtain the Transcendant Convoker Trophy (obtain the Master Summon Materia) by defeating Emerald WEAPON, then trading the item it gives you for the Master Materia, so you don't *have* to master one of every Materia. I would however advise considering mastering your Materia to obtain multiple sets of Master Materia as to become a God.

- TAKE NOTE of the requirement list found the next section, D3.04 C.

Now make your way over to your sub and SAVE BEFORE SUBMERGING. You don't want to lose all of those Power Sources do you? Avoiding Emerald, make your way over to the Sunken Gelnika.

NOTE - The amount of time you spend in the Gelnika is entirely up to you and it isn't at all necessary to max out your stats in order to defeat the WEAPONs; if you really don't want to spend too long down there then that's fine. Remember that if you get bored then you can alternate between training at the North Crater and the Gelnika

(see the section below), and you can always make use of the Extended W-Item Trick.

How you distribute your Sources is up to you, but try to raise everyone's Strength so that they are hitting for 9999 each. I'm giving Cloud *most* of my Magic Sources, but again, I'm keen to raise Cid's and Yuffie's stats up too (Magic Sources are much harder to come by than Power Sources, unless you used the Extended W-Item trick on the 8 eye). Give Yuffie the first 20 or so Luck and Speed Sources to keep her hitting for critical damage, hastily, then spread the rest out evenly. Mind Sources and Guard Sources can also be evenly distributed.

Here is a re-cap of the enemies you can fight here:

CORRIDOR:

Poodler - 6000 HP - 70 AP - Morph: Speed Source - Steal: Turbo Ether
Bad Rap - 9000 HP - 70 AP - Morph: Luck Source - Steal: Ink

CARGO ROOM/RESEARCH ROOM: (The Serpent can only be fought in the Cargo Room.)

Unknown - 10,000 HP - 150 AP - Morph: Power Source - Steal: Fire Armlet
Unknown 2 - 13,000 HP - 300 AP - Morph: Guard Source - Steal: Aurora Armlet
Unknown 3 - 15,000 HP - 200 AP - Morph: Magic Source - Steal: Bolt Armlet
Serpent - 14,000 HP - 70 AP - Morph: Mind Source - Steal: Water Ring

When I was ready to continue my base stats looked like this:

NOTE - These are the stats I had *without* using the Extended W-Item trick, on my first playthrough:

	Cloud Lv 97	Yuffie Lv 82	Cid Lv 84
Strength-	116--------	166---------	106------
Dexterity	86---------	91----------	82-------
Vitality-	109--------	104---------	105------
Magic----	142--------	99----------	90-------
Spirit---	104--------	104---------	100------
Luck-----	61---------	65---------	63-------

NOTE - These are the stats I had *with* using the Extended W-Item trick, on my second playthrough:

	Cloud Lv 83	Yuffie Lv 72	Cid Lv 75
Strength-	148--------	170---------	129------
Dexterity	147--------	166---------	126------
Vitality-	121--------	119---------	117------
Magic----	161--------	119---------	119------
Spirit---	97---------	110---------	108------
Luck-----	54---------	87---------	53-------

Remember to equip your characters with weapons that won't increase their raw stats. Here are the best weapons to equip (for everybody):

```
Cloud     - Nail Bat
Barret    - Gatling Gun, Drill Arm, Rocket Punch or Pile Banger.
Tifa      - Leather Glove, Work Glove, or Master Fist.
Aeris     - Guard Stick or Mythril Rod.
Red XIII  - Magic Comb
Yuffie    - 4-Point Shuriken
Cait Sith - Battle Trumpet
Vincent   - Silver Rifle
Cid       - Mop

**Don't forget to save before you exit.**

Here is a quick re-cap of where each Source can be morphed:
(* = Extended W-Item Trick)

Power Source -  Heavy Tank - Reactor in Gongaga
               *Screamer   - Mt. Nibel, winding pathway to rector
                Unknown    - Sunken Gelnika Cargo Room

Guard Source - *Bagnadrana      - Mt. Corel Reactor
               *Spiral          - Mideel Area
                Unknown 2       - Sunken Gelnika Cargo Room
                Maximum Kimaira - Midgar Mako Cannon Area (& Battle Square)
                Armored Golem   - Northern Cave

Magic Source -  Unknown 3 - Sunken Gelnika Cargo Room
               *8 eye     - Temple of The Ancients (& Battle Square)

Mind Source  -  Dragon Rider - Whirlwind Maze (& Battle Square)
                Killbin      - Whirlwind Maze (Can't re-visit)
               *Serpent      - Sunken Gelnika Cargo Room

Speed Source - *Poodler - Sunken Gelnika Corridor

Luck Source  - *Bad Rap - Sunken Gelnika Corridor

 NOTES - The dirt area near Mideel is the optimal place to battle the Spirals,
         which is preferable to fighting the Bagnadrana as they won't appear
         as often as the Spirals.

       - Have you noticed how 3 different reactors all have enemies that can
         be morphed into Sources? Corel, Gongaga & Nibelheim!


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--D3.04 C - The Swamp Part II - Preparing for the WEAPONs
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬


  Before doing anything else head over to Mideel and talk to the hyperactive
kid (or go to Costa Del Sol ). Buy 1 Gravity. If you don't already own 4
Deathblows then head over to Fort Condor to stock up on them.

 NOTE - The Allemagne (flying round creature) will may use L3 Flare as a
        counter to being hit with magic. Be very wary of L3 Flare as it can
        wipe your whole team out - stick to physical attacks

I'm not going to bother suggesting a load-out to you now as mine is
consistently changing. Right now you want to be concentrating on mastering
one of every Materia for the Materia Overlord Achievement (Steam), as well as
```

preparing yourself for Emerald and Ruby WEAPON.

It's worth noting that whilst Cloud's Apocalypse will give you 3 slots of triple growth (meaning the equivalent of 9 slots), Cid's Scimitar will only give you the equivalent of 6 slots (2 x triple growth).
Therefore, I highly recommend switching to Cid's Javelin as it offers 5 slots at double growth, meaning it'll have the equivalent of 10 slots, which is the most amount of AP that can be earned from one weapon. Just remember to keep KOTR on a triple growth weapon.

NOTES - Remember that Ruby and Emerald will each give out 50,000 AP, and in terms of preparation Ruby is by far the easiest. You could if you wanted to, hold out on Leveling up a few of the below Materias all the way (such as Magic Counter and Quadra Magic) for now, and use Ruby to finish Leveling them up seeing as you'll only really need 1x Knights of the Round and 3x Mime for her (and a few other bits).

- I am preparing for the ultimate battle plan for Emerald WEAPON, which is why the following lists may look a little tedious. If you're familiar with the game and you have your own strategy then feel free to amend the following lists as you see fit. If you are new to the WEAPONs however then I recommend obtaining every single piece as listed.

- Heard of All Lucky 7's? Visit section E.18 A and scroll down to method 5 to find an incredibly easy way to active 7777 fever, courtesy of James Baxter! Using Lucky 7's will make the WEAPONs that much easier...

- Keep the EXP Plus and Gil Plus equipped to help for the relevant trophies. Enemy Lure help, also. Bear in mind that mastering All Materias is the easiest way to gain 99,999,999 gil...

Don't leave the Swamp until you have ticked off all of the following:
(again I emphasise the fact that this list is only necessary for the 'ultimate' strategy)

2 x Contain (Lv 4)
2 x Gravity (Lv 3)
3 x Revive (Lv 2)*
3 x Lightning (Lv 3)
3 x Quadra Magic (Mastered) Keep it in a triple growth weapon
3 X Final Attack (Lv 4)*
1 x MP Turbo (Mastered)*
3 x Magic Counter (Mastered) Keep in a triple growth weapon
3 x Counter (Mastered)
3 x Mime*
9 x Counter Attack (Mastered)
1 x Knights of Round (Mastered)* Keep in a triple growth weapon
* = All that is required for defeating Ruby WEAPON

The following isn't mandatory for beating the WEAPONs but will help:

2 x Mega All
1 x Double Cut (Lv 2) Remember - Mega All will override Double Cut.
2 x Long Range
2 x Magic Plus (Mastered)
1 x Phoenix (Mastered) (For Emerald WEAPON only)

The following won't be used in either WEAPON battle, but you will want to try

to fulfil this list only if you want to be a FF VII God:

3 x Ultima
3 x Contain (Lv 4)
3 x Steal as Well
3 x Added Cut
3 x Sneak Attack (Mastered)
3 x Added Effect
3 x Elemental (Mastered)
3 x HP Absorb
3 x MP Absorb
3 x MP Turbo (Mastered)
6 x Counter (Mastered)
5 x Morph
3 x Double Cut (Lv 2)
3 x Mega All
2 x Pre-Emptive (Mastered)
3 x Long Range
3 x Hades

Optional:

3 x Seal - Works brilliantly with Added Effect on all three players, can be bought from Costa Del Sol and Junon
7 x Fire, Ice, Lightning, Earth, Gravity or Poison (Lv 3) - for an Ultimate Materia Combination
3 x Alexander - For Holy Element
3 x Leviathan - For Water Element
3 x Choco/Mog - For Wind Element (or Typoon)

If Yuffie gets to level 99 then feel free to swap her over with your lowest levelled player.

Before heading over to defeat the WEAPONs you may want to consider stopping off at the Gelnika one last time to give yourselves a quick stat boost. If you are planning on doing this then I suggest walking away from the North Crater at this stage with 4 Morphs, 2 to go with Mastered Sneak Attacks, 1 to go with Steal as Well and one to go with a Mastered Counter.

Naturally, you could just make use of the Extended W-Item trick to gain one more 'sweep' of Sources, just for the extra bit of unnecessary Over-Powered-ness. During the course of everything I expect you to reach Lv 99 with Cloud, unlocking the Liege of Leveling Trophy.

By the time I was ready to face the WEAPONs I'd managed to complete the first and second list, with the exception of Magic Counter and Quadra Magic which I'm using Ruby to help me finish off.

These were my finishing stats (at base level) on my first playthrough, *without* using the Extended W-Item Trick:

	Cloud Lv 99	Yuffie Lv 99	Cid Lv 99
Strength-	148--------	187---------	137------
Dexterity	91---------	94----------	90-------

Vitality-	134--------	134---------	135------
Magic----	142--------	105---------	105------
Spirit---	110--------	109---------	111------
Luck-----	71---------	72---------	75-------

These were my finishing stats on my second playthrough *with* the Extended W-Item trick:

	Cloud Lv 99	Yuffie Lv 85	Cid Lv 88
Strength-	196--------	214---------	197------
Dexterity	185--------	170---------	147------
Vitality-	167--------	158---------	152------
Magic----	210--------	142---------	143------
Spirit---	141--------	130---------	128------
Luck-----	95---------	105--------	95-------

The highest any stat can reach is 255.

--D3.04 D - The Ultimate Battles

--Items - Gold Chocobo, Master Magic, Master Command, Master Summon
--Boss - Ruby WEAPON Lv 59 (Desert Rose), Emerald WEAPON Lv 99 (Earth Harp)

RUBY WEAPON:

Make sure that you have at least on Dazers and one Spider Web in your inventory, then duplicate them both to around 25 (using the W-Item trick). If you haven't got any then head over to Corral Valley (past Bone Village) to fight the Boundfat for Dazers which you can steal, morph or simply wait for them to drop one. Then head over to Gongaga to fight the Kimara Bug to steal the Spider Web. Be sure to have roughly 15 Megalixirs also.

NOTES - Go into your Item menu and re-arrange your items to suit. Place the Spider Web at the top, the Dazers second and the Megalixirs third.

- Yuffie's Limit 3-2 Doom of The Living is actually better than her Lv 4 Limit Break, All Creation!

Now fill up Yuffie's Limit gauge by giving her a Hyper, putting her in the front row and then manipulating the Valrons near Nibelheim to make use of their Dive Kick move. Now head over to the desert surrounding the Gold Saucer to prepare yourself for the battle.

The first thing you are going to want to do is to kill off Cloud and Cid (it'll make sense momentarily), then turn the Battle Speed all the way down to 0 (trust me on this one). Afterwards you can set-up accordingly:

1) Cloud (Back, KO'd)

Apocalypse:	Wizard Bracelet:

Magic Counter Lv 4	MP Turbo Master = Knights of the Round Master	
W-Summon Lv 1	HP Absorb Lv 1 = Knights of the Round Lv 1	
W-Magic Lv 1	Enemy Skill	
	Mime Lv 1	
	Magic Plus Master	
	HP Plus Master	Acc: Ribbon

2) Yuffie (Back)

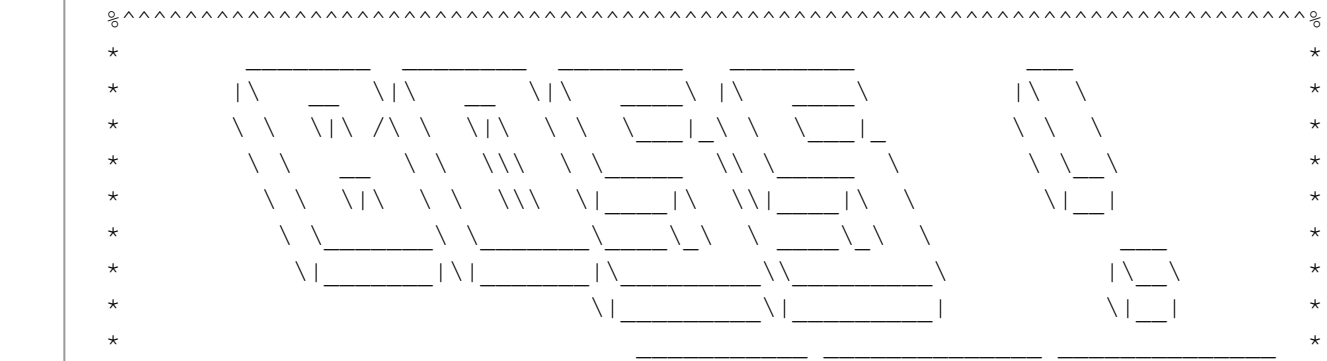
Conformer:	Rune Armlet:
Final Attack Master = Revive Master	Choose any 4 Summons that you
Sneak Attack Master = Time Lv 1 or 2	would like to give 100,000 AP
Enemy Skill	to
Mime Master	
Mega All Master	
HP Plus Master	Acc: Ribbon

3) Cid (Back, KO'd)

Venus Gospel:	Rune Armlet:
Final Attack Master = Revive Master	W-Item Lv 1
All Mastered = Restore Master	
Enemy Skill	Choose any 3 Summons that you
Mime Master	would like to give 100,000 AP
Speed Plus Master	to
HP Plus Master	Acc: Ribbon

NOTE - Make sure that the Time you have given to Yuffie is Lv 1 or 2.

When you are ready, save your game and fly into the red object you see squirming about in the middle of the desert (or alternatively bump into it with your Gold Chocobo).



The first thing you need to know about this mega-boss is that it will be completely impervious to attacks until it has buried both if its Tentacles into the ground, which it won't do unless two of the three players are either dead or removed from battle. If you were to go into the battle with all 3 players

BOSS BATTLE:41	RUBY WEAPON	RUBY'S TENTACLE x 2
Lv:	59	37
HP:	800,000	40000
MP:	2560	1000
EXP:	45000	
AP:	50000	
GIL:	30000	

```
* alive then it will likely use  | ----DROP: | Desert Rose- | ------------ | *
* its Whirlsand move, which will | ABSORB 1: | FRE--ICE---- | ------------ | *
* permanently remove a player    | ABSORB 2: | LHT--ERT---- | ------------ | *
* from the fight, so if you want | -NULLIFY: | GRV--WTR---- | GRV--WTR---- | *
* the maximum amount of battle   | -E-SKILL: | SHADOW FLARE | ------------ | *
* rewards the I suggest entering |_____________________________________________| *
* the fight with Cloud and Cid                                                   *
* KO'd. After 25, then 32 turns it will use Whirlsand again.                     *
*                                                                                *
* The attacks that the Tentacles use actually comes from Ruby itself, the        *
* tentacles are just there for appearance, although you can still attack         *
* them. All of the moves Ruby performs through her Tentacles are gravity         *
* based, and therefore cannot kill you. Once they have been defeated Ruby        *
* will remove them from the ground, thus making her use Whirlsand again (but     *
* not becoming invincible), so it's advised that you just concentrate on         *
* Ruby leaving the Tentacles alone. Its attacks can be extraordinarily           *
* powerful, and should you cast KOTR on it then it'll counter attack by          *
* using Ultima. So how then do you defeat Ruby WEAPON? Here's how:               *
*                                                                                *
* Ruby has three Status weaknesses, two of which we can exploit - Slow and       *
* Paralyze (Darkness cannot be exploited). As soon as the battle begins          *
* Yuffie should automatically put herself into Haste, then Ruby will bury        *
* its tentacles into the sand. Without hesitation, revive Cid and Cloud          *
* (using Life2 & Mega All), then use Yuffie's Limit Break. Have Cid cast         *
* W-Items Spider Web and then Dazers on it (in that order) to Slow then          *
* Paralyze it, followed by Big Guard from Cloud.                                 *
*                                                                                *
* Provided Ruby has been successfully Paralyzed, you can now go ahead and        *
* have Cloud W-Summon Knights of the Round. The MP Turbo accompanied with        *
* Magic Plus should be enough to have Cloud hit for 9999 every hit, not to       *
* mention restoring half of Cloud's HP in the process with the HP Absorb         *
* combo.                                                                         *
*                                                                                *
* Next it's just a simple case of using Mime until it is dead. If it manages     *
* to break free from its paralysis then don't hesitate to use more Dazers        *
* and Spider Webs (the Slow Status will prolong the Paralyzed Status),           *
* you'll then have to re-initiate the KOTR mime loop once more. After            *
* roughly 7 - 8 uses of KOTR, it'll finally start to flash red you'll be         *
* rewarded with the [DESERT ROSE] for your effort.                               *
*                                                                                *
*  NOTE - Using Dazers on Ruby will not 'reset' her paralysis; you must wait     *
*         until she has broken free before inflicting her with Paralyze          *
*         again.                                                                 *
*                                                                                *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%
```

NOTES - The above strategy is by far the easiest (and by contrast the most popular), and is also by far the longest. There are alternative ways in which you can defeat Ruby that prove to be more of a challenge, if you're interested then goto section E.16 C.

- You should now have unlocked the Ruby Render Trophy.

Now that you have defeated Ruby, head over to Kalm to talk to the Kalm Traveller (eastern-most house). You can now exchange the Desert Rose for a Gold Chocobo, after it's finished climbing the stairs you'll be able to run over to it to name it. If you hadn't any room in your stables then it'll be kept in your pen at the Chocobo Ranch for the time being. Note that this Chocobo is a completely useless racing Chocobo.

EMERALD WEAPON:

The first thing you are going to need to grab the Underwater Materia from the Kalm Traveller if you hadn't already done so. Head through Junon until you reach the sea bed, then Morph a Ghost Ship for the Guide Book. This can be then be exchanged for the Underwater Materia (which will remove the 20 minute countdown timer when battling Emerald).

NOTE - With the following strategy, you don't actually need the Underwater Materia, I was able to defeat him in 13 minutes. It's just handy to have equipped as a precautionary.

The preparation for Emerald is almost the same as Ruby, except you don't need to kill off 2 of your characters and you don't need to worry about having any Dazers or Spider Webs, although you would do well to bring around 20 Hero Drinks with you into battle (remember that it raises one players Attack, Defence, Magic and Magic Defence by 30%, and can be used up to four times in battle for a maximum of 100%). Don't forget to slow the ATB gauge down all the way.

You are going to want to make sure that each players Limit gauge is filled to the max, after that you're going to want to give everyone Tranquilizers to inflict them with Sadness. Now you're going to want to set yourself up with the following:

1) Cloud (Back)

Ultima Weapon:	Wizard Bracelet:
Final Attack Master = Phoenix Mstr	Quadra Magic Mstr = Lightning Master
Counter Master = Deathblow Master	MP Turbo Master = Lightning Master
Counter Attack Master	Magic Counter Mstr = Lightning Mstr
Counter Attack Master	Mega All Lv 3
Counter Attack Master	HP Plus Master
Magic Plus Master	Acc: Sprint Shoes

2) Yuffie (Back)

Conformer:	Wizard Bracelet:
Counter Master = Deathblow Master	Final Attack Master = Revive Master
Counter Master = Deathblow Lv 1	Quadra Magic Lv 2 = Contain Master
Enemy Skill	Magic Counter Master = Contain Mstr
Counter Attack Master	Mega All Master
Counter Attack Master	HP Plus Master
Counter Attack Master	Acc: Sprint Shoes

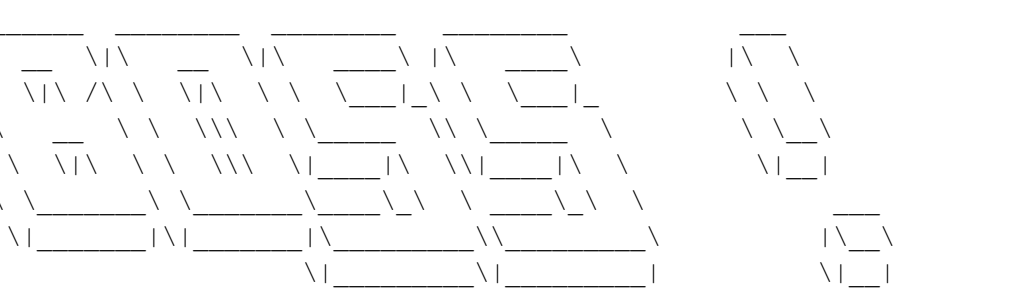
3) Cid (Back)

Venus Gospel:	Wizard Bracelet:
Final Attack Master = Revive Master	Quadra Magic Master = Gravity Master
Counter Master = Deathblow Master	Magic Counter Master = Gravity Mstr
Counter Attack Master	Underwater
Counter Attack Master	HP Plus Master
Counter Attack Master	Choose 2 Materia to gain 50,000 AP

Mega All Master	Acc: Sprint Shoes

NOTE - The Phoenix Materia will fully revive all players, and will hit Emerald with Fire damage (Ruby absorbs Fire damage, so Phoenix is only good against Emerald). The downside is that it can only be used as many times as it has levelled up, and mastering a Phoenix Materia takes a lot longer than the Revive Materia.

The above set-up should max Cloud's Magic to 255, if not either equip a Circlet or spend a little bit more time in the Gelnika. When you are ready, save your game and jump in your submarine. Emerald WEAPON, here we come!!! (It's about damn time.)



Note - All bosses will nullify Gravity, apart from Emerald (and Godo). Instead, Emerald will halve Gravity based attack as opposed to completely nullifying them, so technically speaking gravity would be classed as one of Emerald's strengths, although the fact that it can still be damaged by gravity means we can still use Demi for 9999 every turn, branding it as an exploitable weakness.

There's no need for Ribbons here as he cannot inflict Status changes (he can only clear them), nor is there any need for Big Guard as he can easily remove it using Emerald Shoot, although he won't use it when any of his eyes are open. Every turn you get make sure to use a Hero Drink until all 3 players have used 2-3 Hero Drinks each, making sure to use Megalixirs as necessary. Emerald can also be inflicted with Slow.

BOSS BATTLE: 42	EMERALD WEAPON	EYE X 4
-------Lv:	99--------	50------
-------HP:	1,000,000	25000---
-------MP:	100-------	100-----
------EXP:	50000-----	--------
-------AP:	50000-----	--------
------GIL:	50000-----	--------
-----DROP:	Earth Harp	--------
---ABSORB:	ICE--WTR--	ICE--WTR
--NULLIFY:	ERT-------	ERT-----
----HALVE:	**GRV**---	--------
---DOUBLE:	LHT-------	FRE-----

Emerald Weapon only has a few attacks:

Emerald Shoot - Used when its eyes are shut. Will cause around 7000 damage to one character whilst also removing Barrier, MBarrier, Shield, Death Force and Resist.

Emerald Beam - Used when at least one eye is open. Will hit all players for 63% of their current HP whilst also removing Regen.

Revenge Stamp - Used as a counter attack when its eyes are open and will hit all players for roughly 2500 HP whilst also removing Haste.

```
* Aire Tam Storm - (Materia spelt backwards) Uncommonly used as a counter    *
* attack, Aire Tam will hit all players for 1111 HP PER MATERIA EQUIPPED! So *
* make sure to have Final Attack=Revive/Phoenix equipped. It will also       *
* remove nearly all positive Statuses.                                       *
*                                                                            *
* Blue Eye (A & D) - Damages one player for roughly 4000 HP                  *
*                                                                            *
* Yellow Eye (B & C) - Damages one player for roughly 650 MP                 *
*                                                                            *
* He also uses an unnamed attack called Foot Stamp which takes out roughly   *
* 2500HP to all characters. He'll only use this move if all eyes are shut.   *
*                                                                            *
* So long as you have followed the exact set-up as above you really          *
* shouldn't struggle, in fact I find it to be tremendously funny watching my *
* party go into counter attack overdrive mode every time they are attacked,  *
* and it's far more entertaining to watch than the KOTR + Mime strategy.     *
* Just keep using defensive moves whilst occasionally using Deathblow or a   *
* Limit Break, once he is finished you will receive the [EARTH HARP].        *
*                                                                            *
*  NOTES - One strategy is to use Lucky 7's to greatly damage Emerald. This  *
*          is activated by equipping a player with no more than 2 lots of    *
*          Materia, one of which being HP Plus (to make that persons HP      *
*          9999). When Emerald uses Aire Tam it will inflict 2222 worth of   *
*          damage, reducing the targets HP down to 7777, activating 7777     *
*          Fever. The combined damage won't be enough to kill Emerald, but   *
*          it will be enough to greatly damage it (it's worth pointing this  *
*          out just in case you were curious to see what Lucky 7's looked    *
*          like, if nothing else).                                           *
*                                                                            *
*        - Aire Tam will only be used if he's used two consecutive Emerald   *
*          Beams with all of the eyes open, or if he's used Revenge Stamp 10 *
*          times, or if he's taken 500,000 HP of damage from Knights of the  *
*          Round (with his eyes open). The easiest way to get him to use     *
*          Aire Tam is to wait until he has opened his eyes, kill all but    *
*          one of them (leave a yellow one alive) then just wait.            *
*                                                                            *
%^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^%

 NOTES - As with Ruby, there are varying methods to dealing with Emerald. See
         section E.16 B for more info.

       - You should now have unlocked the Emerald Eviscerator Trophy.

       - Don't forget to turn the ATB back up!

CONGRATULATIONS! You've defeated the two supreme bosses of the game, you are
now an FF VII legend. Head over to Kalm to claim your prize from the Kalm
Traveller - the [MASTER MAGIC MATERIA], [MASTER COMMAND MATERIA], and the
[MASTER SUMMON MATERIA]. Hoo-rah (PS4 players will unlock the Transcendant
Convoker Trophy).

 _____________________________________________________________________________
]                                                                             [
] SIDE NOTE - MASTER MAGIC                                                    [
]                                                                             [
] Master Magic, Command and Summon give players the ability to possess every [
] single Magic and Summon, but not Command. Specifically, the Commands that  [
] are equipped are Mime, Manipulate, Morph, Sense, Steal, Deathblow, Throw.   [
] These are the same Command Materias (and only these Command Materias) that [
] can be paired with Support Materia.                                         [
]                                                                             [
```

] NOTE - If you pair HP Absorb, MP Absorb, Steal as Well and/or Added Cut [
]   to Master Command, you will find that the Support Materia's effect [
]   would apply to every available command, including Attack, Magic,   [
]   Summon and Item.   [
]   [
] Should you wish to acquire a second and third set of these then you will   [
] have to trade in one of every single piece of Mastered Magic Materia to   [
] obtain the Master Magic Materia, the same goes for Summon Materia, however [
] you'll only need to trade in the Command Materia mentioned above for the   [
] Master Command. Where do you trade these in I hear you asking? Why, in   [
] Bugenhagen's Observatory of course. Interact with the Huge Materia to be   [
] prompted to 'Materia Blend'.   [
]   [
] NOTE - Losing all of your mastered Magic, Summon and (some) Command   [
]   Materia will free up your inventory loads, so you shouldn't need   [
]   to worry anymore about running out of room, just *MAKE SURE* to   [
]   have unlocked the Materia Overlord Achievement first.   [
]____[

Surprisingly enough, there is still a little bit more that we can squeeze from this game!

¬¬
--D3.04 E - Completion
¬¬

I've decided to split this final sub-section into lots of smaller sub-final sub sections followed by a final ultimate final load out suggestion with lots of smaller penultimate sub-suggestions finalising with one climatic great, big.....

THANK YOU!!!

Thank you for taking the time to immerse yourself in the world that is Final Fantasy VII once more (or for the first time), and thank you for choosing my guide in which to enjoy it with. I hope I have been as helpful as I initially set myself out to be, and I hope that you didn't find the game too easy as a result of me being too overly helpful.

NOTE - Other than obtaining 99,999,999 gil for the Coming Up All Nines Trophy, the following quests are completely optional and are only required if you'd really like to feel as though you've done absolutely every single thing that the game has to offer (aside from all of the 'custom' challenges that are out there, such as low-level challenges, 'Perfect Game' challenges etc).

1.) Mastering the last of your Materia.

If you need to free up some Materia slots then DO NOT exchange your mastered Materia for the Master Materia at Bugenhagen's Observatory until you have the Materia Overlord Achievement. I suggest selling a few Counter Attacks, HP Plus's, Alls etc. Just *MAKE SURE* to leave one un-mastered copy in your inventory. I cannot stress this enough.

I advise sticking with Cloud and Cid for their triple growth weapons, but feel free to swap Yuffie out if you wish. I whacked in Tifa and equipped her with the Powersoul which is double growth and will quadruple in attack power when equipped with the Curse Ring, and then double in attack power

again when she has critical health for 8x her normal strength!

NOTE - Materia Overlord Achievement. When you master a piece of Materia a check is performed to see if every other piece is mastered or not. This also checks to see if at least one Enemy Skill is completely filled and that the Master Magic, Master Command, Master Summon and Underwater are present, but doesn't check to see how much AP they have. You must also have the Materia either in your inventory or equipped onto a player, so if you'd sold, trashed or exchanged (at Bugenhagen's Observatory) any mastered piece then you would have to re-master that piece, unless you already have another copy mastered.

2.) Obtaining a second set of Master Materia.

I suggest now heading over to Cosmo Canyon to exchange all of your mastered Magic, Summon, and some of your Command Materia for the Master Magic, Summon and Command Materia respectively. This should help you free up a load of inventory slots.

3.) Training until your heart is content in the Sunken Gelnika.

Although a long-winded challenge, you could try and obtain enough Sources to max out your teams stats to 255. Should you wish to obtain a third and final of Master Materia set then I suggest working towards that now

Those of the exploitive nature could always use the Extended W-Item Trick to max out their characters stats to 255!

4.) Training everyone up to level 99.

You're still going to want to train in the swamp for this, those Magic Pots really do give out the most of EXP aswell as AP. Make sure to continuously level up all of your Materia again, excluding support and independent Materia.

5.) Obtaining you third set of Master Materia.

Once you are ready head over to Bugenhagen's Observatory once more to exchange your Materia for a third set of Master Materia. Congratulations, you are now an FF VII God.

6.) Obtaining 99,999,999 gil.

I saved this one till last so that you wouldn't have to spend as long grinding away, as you should be roughly 20 - 30% of the way towards your target. 98 Sylkis Greens will sell for 245,000 gil, so you'll net 1 million every four battles. You may be here for a little while... The other alternative is to master as many Alls as you can. The latter is probably the preferred strategy.

Have you just earned the Coming Up All Nines Trophy? Then congrats - You've just also unlocked the platinum, Gaia's Guardian Trophy! Well done!

7.) Defeating the final bosses one last time.

This is it, one final ultimate battle to end all battles. With every player at level 99, Bizarro and Safer Sephiroth will have the maximum amount of HP possible, and therefore posing the biggest challenge. Don't forget to cast Knights of The Round on Jenova-Synthesis to give Bizarro and Safer that extra boost in HP!

Before anything else, I would just like to demonstrate my perfect load-outs:

BATTLE SQUARE:

Cloud - Lv 99 (Front)
Added Effect=Hades, Added Cut=Deathblow
Ultima Weapon - Master Magic, Master Command, Master Summon, Enemy Skill,
Mystile - Counter=Deathblow, Counter Attack, Counter Attack,
Ribbon Mega All, HP Plus,

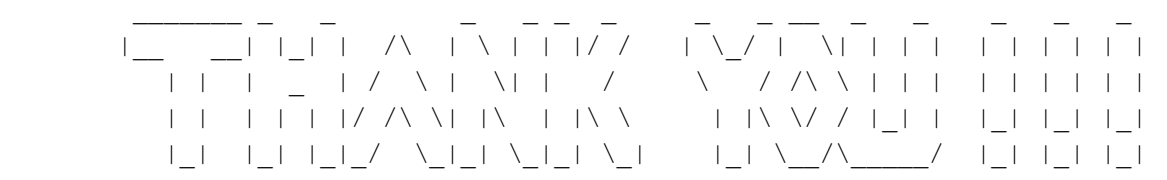
FIELD:

1) Cloud - Lv 99 (Back)
Added Effect=Hades, Added Cut=Deathblow
Ultima Weapon - Master Magic, Master Command, Master Summon, Enemy Skill,
Mystile - Final Attack=Revive, W-Magic, Long Range, Mega All,
Ribbon HP Plus

2) Yuffie - Lv 99 (Back)
Added Effect=Hades, Sneak Attack=Morph
Conformer - Master Magic, Master Command, Master Summon, Enemy Skill,
Mystile - Counter=Morph, Steal as well=Morph, Mega All, HP Plus
Ribbon

3) Cid - Lv 99 (Back)
Added Effect=Hades, W-Item, Double Cut
Venus Gospel - Master Magic, Master Command, Master Summon, Enemy Skill,
Mystile - Counter=Mug, Counter Attack, Long Range, Speed Plus,
Ribbon HP Plus

So now all that is left to do is to whoop Sephiroth's backside one last time and you are officially done with the game!
Once again,



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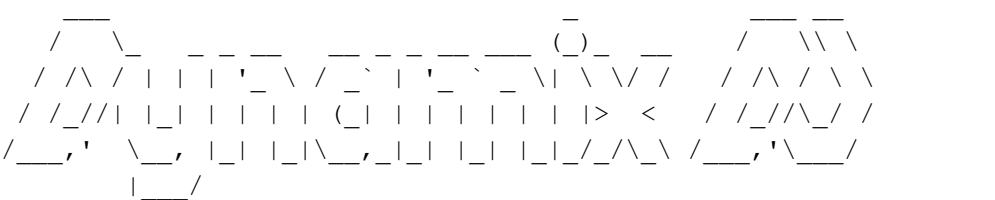

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FF VII Finished 07/June/2015

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ONE LAST THING:

Fancy something new? If you own either of the PC versions then you may wish to explore some of the modifications that are available at http://forums.qhimm.com/index.php:

New Threat - A complete difficulty overhaul, the New Threat Mod is for those feeling a bit jaded with the game. Packed with new and revised enemies and bosses, new side-quests, optional cutscene skips and a whole lot more!
Made by Sega Chief:
http://forums.qhimm.com/index.php?topic=14938.0

Beacause - Let's face it, an absolutely terrible job was done of the localisation, and many times we've found ourselves marvelling at blatant errors such as “This guy are sick”. The 'beacause' mod is a complete front-to-back re-localisation, and every single text has been looked at and corrected based on the original Japanese. Something to make Hironobu Sakaguchi proud!
Made by Daniel Burke: (part of the "Reunion" package)
http://forums.qhimm.com/index.php?topic=14914.0

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{Dating}

--E.01 A - The Basics

The first thing to point out is the fact that it's actually called the Gold Saucer Dating Game, but in the interest of protecting those who are new to the game I decided to change the title to something more obscure as to not reveal anything.

Throughout the first two thirds of Disc 1 you will have many opportunities to raise or lower certain character's affection towards you through the dialogue choices you make, including choices regarding who you have in your party for certain events. The character with the highest rating at the time in which you re-visit the Gold Saucer after obtaining the Tiny Bronco will be chosen

as your lucky partner for the evening. There are only four characters however that can be chosen as a date, and they are Aeris, Tifa, Yuffie & (even) Barret. Their starting values are as follows:

Aeris - 50
Tifa - 30
Yuffie - 10
Barret - 0

If you wish to date either Aeris or Tifa then you won't really need a guide, just be particularly pleasant to either character whilst being mean to everybody else. If you wish to date Yuffie or Barret however then you probably will need to use this guide. Note that if you date Tifa or Aeris then you will experience dialogue within the date that is quite deep in relation to the storyline, but if you date Yuffie or Barret then you will have a much more comical experience.

NOTE - If you have the PS4 version, then you will want Barret to win the Affection Game for the Best Bromance Trophy!

Red XIII, Cait Sith, Vincent and Cid do not have an affection rating whatsoever, so nothing you do or say will affect them in any way shape or form. If two of the applicable characters finish with matching values then the character with the highest priority is chosen, and the priority order goes Aeris, Tifa, Yuffie then Barret.

{Speed Dating}

--E.01 B - Speed Dating (The easy way to date a character)

Aeris: There is no secret to dating Aeris. She starts off 20 points in the lead so if you fail to date Aeris then you really need some lessons in courtesy.

Tifa: Whilst locked up in the Shinra HQ you can talk to Tifa an infinite amount of times to boost her score by +1 each time by selecting “Leave it to me”. Selecting “Kinda hard” will lower her score by -1 each time.

Yuffie: Don't recruit Yuffie until you have passed Mt. Nibel. Then fight in the smaller of the two forests near Rocket Town to encounter Yuffie 100% of the time. Respond correctly to the first four choices to gain +8 (2 per choice), then choose incorrectly for the final choice to have her steal some gil from you. Do this twice, then recruit her. She will then return all that she has stolen from you. Her affection rating cannot be raised higher than 30 this way, which is why there is no need to do this more than twice.

Barret: Make sure that Barret is in your party when you first enter Cosmo Canyon, then head over to the back of Tiger Lily's Weapon Shop to find Barret. Listen to him talk about Avalanche, then when prompted choose dialogue option 1 to hear more about his story, boosting his affection towards you by +3. When prompted a second time, choose option 2 “Yeah, whatever...”, then run outside and back in again to reset the dialogue sequence. Keep doing this to raise Barret's affinity +3 each time.

DO NOT attempt this if you are trying to achieve the Best Bromance Trophy, as reports suggest that doing so prevents the trophy from

unlocking if Barret's affection rating exceeds its limit. Only attempt this if you have messed up your choices along the way, and don't want to start a fresh game.

--E.01 C - Every Decision and its Outcome

Below is the outcome of every single choice you make, note that if something isn't listed then it won't have an effect on anyones rating.

--D1.02 A - The Aftermath

01 Whilst talking to Jessie on the train, choose:
- "Thanks anyway" NO EFFECT
- "Looking forward to it" TIFA -3

--D1.02 B - Tifa's Bar

02 If you'd bought a flower from Aeris, choose:
- "Give it to Tifa" TIFA +5
- "Give it to Marlene" BARRET +5

03 Talk to Tifa before descending in the pinball machine:
- "I don't feel like it" NO EFFECT
- "Give me something hard" TIFA +5

04 When Cloud is accused of abandoning his childhood friend:
- "How can you say that" TIFA +5
- "...Sorry" NO EFFECT

05 When Tifa asks Cloud how he slept last night, choose:
- "Barret's snoring kept me up..." BARRET +5
- "Next to you, who wouldn't?" TIFA +5

--D1.03 A - We've Been Made!

06 Making it to the final train carriage without being detected by the security ID check - TIFA +5, BARRET +5

--D1.03 B - An Even Bigger Explosion!

07 When hanging on for dear life after defeating Air Buster:
- "(Be strong)" BARRET +2
- "(I don't know if I can hold on)" BARRET -3, TIFA +1

--D1.04 A - Aeris's House

08 Whilst Aeris is fleeing from the Turks in the back of the church:
- Wrong barrel pushed AERIS -3
- Ask Aeris to fight AERIS -1
- Ask Aeris to run NO EFFECT
- Ask Aeris to run but she ends up fighting AERIS -1
- Correct barrel pushed AERIS +1

09 Aeris asks if Tifa is his girlfriend:
- "No way!" AERIS +1

- "Yeah, that's right" AERIS -5

10 Whilst chatting in the playground in Sector 6:
- "See her home" NO EFFECT
- "Go on to Sector 7" AERIS + 1

--D1.04 B - Wall Market

11a Tifa gets chosen as Corneo's bride. When rescuing Aeris choose:
- "You alright?" AERIS +3
- "We gotta help Tifa!" AERIS -2

11b Aeris gets chosen as Corneo's bride. When rescuing Tifa choose:
- "You alright?" TIFA -2
- "We gotta help Aeris!" TIFA +3

11c Cloud gets chosen by Corneo, when asked if he's got a boyfriend:
- "Yeah his name is Barret..." BARRET +5

--D1.05 A - The Sewers & Train Graveyard

12 After you land in the sewers, before fighting Aps talk to:
- Aeris first AERIS +3
- Tifa first TIFA +3

--D1.05 C - I Hope Marlene's Alright

13 When Marlene remarks that Aeris may like Cloud, choose:
- "I don't know" TIFA +3, AERIS -3
- "Let's hope so" TIFA -3, AERIS +3

--D1.06 B - Hojo's Laboratory

14 After meeting Red XIII, whilst deciding who to look after of Aeris:
- "Tifa, I'm countin' on you!" TIFA -2
- "Barret, take care of her!" BARRET +2

15 After defeating Sample:H0512, putting any of the following in your party will result in - TIFA +2, BARRET +2, and/or AERIS +2

--D1.06 C - Escaping From Shinra

16 Whilst held captive in the security cells, talk to Tifa:
- "Leave it to me" TIFA +1 (GLITCHED use as many times as you like)
- "Kinda Hard" TIFA -1 (GLITCHED use as many times as you like)

17 When Cloud has the choice of who to think of first:
- Aeris first AERIS +3
- Barret first BARRET +3

18 When Cloud has the choice of who to think of second:
- Aeris second AERIS +1
- Barret second BARRET +1

19 Whilst leaving Midgar after the G-Bike sequence putting any of the following in your party will result in - AERIS +1, TIFA +1, and/or BARRET +1

--D1.07 B - The Nibelheim Incident

20a After the flashback, Barret remarks that he is leaving:
- "Wait a sec" NO EFFECT (leads to further dialogue)
- "Right" BARRET +1

20b After choosing "Wait a sec" in the previous dialogue choice:
- "Beautiful, just beautiful" BARRET +3
- "Is that all?" BARRET -1

21 Whilst exploring the houses of Kalm, a woman will ask for your thoughts on the convenience of Mako energy:
- "Yeah, Maybe" BARRET -2, AERIS -1, TIFA -1, and/or YUFFIE +1
- "You're full of it" BARRET +2, AERIS +1, TIFA +1, and/or YUFFIE -1
NOTE - Only characters in your party will be affected.

22 In the same house, another woman will ask for your thoughts on 'the old ways':
- "Yeah, maybe" BARRET +2, AERIS +1, TIFA +1, and/or YUFFIE -1
- "No way" BARRET -2, AERIS -1, TIFA -1, and/or YUFFIE +1
NOTE - Only characters in your party will be affected.

--D1.08 C - Fort Condor

23 When you first talk to the old guy:
- "I guess so" BARRET +5, AERIS +3, TIFA +3 and/or YUFFIE +2
- "Not interested" BARRET -5, AERIS -3, TIFA -3 and/or YUFFIE -2
NOTE - Only characters in your party will be affected.

24 When the old guy discusses his problem:
- "All right" BARRET +5, AERIS +3, TIFA +3 and/or YUFFIE +2
- "Not interested" BARRET -5, AERIS -3, TIFA -3 and/or YUFFIE -2
NOTE - Only characters in your party will be affected.

This is basically the same responses for recruiting Yuffie:

25a After defeating the Mystery Ninja in the screen with the save point:
- "All right" NO EFFECT
- "Not interested" YUFFIE +2

25b After selecting "Not interested":
- "......petrified" YUFFIE +2
- "You're gonna lose again" NO EFFECT

25c After selecting "......petrified":
- "Go ahead" NO EFFECT
- "Wait a second!" YUFFIE +2

25d After selecting "Wait a second!":
- "......That's right" YUFFIE +2
- "You kiddin'?" NO EFFECT

25e After selecting "......That's right":
- "......What's your name?" NO EFFECT
- "......Let's hurry on" YUFFIE +2

NOTE - You could purposely select the incorrect response on the final choice if you wanted to. This will retain the +8 points for Yuffie that you have gained, you can then repeat to keep raising her affection towards you indefinitely.

--D1.09 C - Cargo Ship

26 When Yuffie asks for some Tranquilizers, choose:
- "Here, use this" YUFFIE +4
- "Nope" YUFFIE -2

27 When Aeris talks about the Highwind, choose:
- "I'll take you someday" AERIS +2
- "I dunno..." AERIS -2

28 When Tifa remarks how much she hates war, choose:
- "Yeah..." TIFA +2
- "I don't know" TIFA -2

--D1.11 A - Gold Saucer

29 The first character that you choose to talk to will get either +3 or -2, depending on whether or not you choose them to accompany you. No other rating value shall change after the first dialogue choice has been made.

NOTE - If you choose no-one then the person with the highest affinity towards you will be chosen as your accompaniment. If this person is Barret then Red XIII will be chosen.

--D1.11 B - Corel Prison

30 The character chosen to accompany you to fight Dyne will receive: AERIS +10, TIFA +3 or YUFFIE +2

--D1.13 B - Gongaga Village

Having Tifa and/or Aeris in your party when you first talk to Zack's parents will result in some optional dialogue with them:

31a Talk to Tifa:
- "I just got lucky" TIFA +1
- "I worked hard for it" TIFA +1

31b Talk to Aeris:
- "Poor Guy" AERIS +1
- "...jealous...envious..." AERIS +2

Should you choose to simply ignore either one of them then you will receive -3 for the character/s that you blanked (simply leave Gongaga without talking to them).

--D1.14 A - Welcome Home Nanaki

Make sure that Barret is in your party when first entering Cosmo Canyon, then speak to him in the back of Tiger Lily's Weapon Store:

32a After Barret has finished talking for the first time:
- "Go on" BARRET +3 (GLITCHED use as many times as you like)
- "Not Really" NO EFFECT

32b After Barret has finished talking for the second time:
- "And then" BARRET +3
- "Yeah, whatever..." NO EFFECT *Choose this option for the glitch

After selecting Option 1 followed by option 2 you can leave and re-

enter the room to repeat the dialogue sequence, gaining +3 each time. The glitch ends once you select option 1 twice consecutively.

--D1.18 A - Wutai

33 Finishing Yuffie's sidequest will result in +10 for Yuffie.

WEIRDLY ENOUGH you do not receive any affection boost/drops for the choices you make in the church in Sector 5 when you first meet Aeris, so you can go ahead and call her a drunk if you like and it'll make no difference whatsoever. Nor does the dialogue choices you make in Costa Del Sol have any impact on the outcome. Lastly, Mt. Corel. It doesn't matter at all whether you take the 10 Phoenix Downs or not, your characters will still love you just the same (bizarre, I know).

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--E.01 D - Hidden Extras
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If Tifa's affection value is above 50 after the date (even if she wasn't your date) then you will get a slight variation in the scenes at the end of Disc 2. This occurs when Cloud and Tifa get back on board the Highwind after spending some alone time together.

If you were to raise Tifa's affection to above 120 before entering Gongaga for the first time (by rinsing the exploit in the jail cells at the Shinra HQ) then her dialogue will be slightly different. The same applies for Aeris, although there is no possible way of raising her affection to 120 without using cheats/game hacks.

Also coded into the game is a 'Battle Affection' system (Thank TFergusson for his Gold Saucer Date Guide Faq for this info) that kept a separate score for certain actions performed in-battle. This system was designed to run coherently with the main scoring system, and when a date was chosen it would've taken into account both values. As it transpires, the game still keeps track of the four characters battle affection ratings, although they are completely disregarded when a date is selected and as such serve no purpose within the game whatsoever. The actions/rewards are as follows:

- Cloud revives a teammate	+4 Battle Affection
- Cloud successfully uses Cover on a teammate	+3 Battle Affection
- Cloud restores a teammates HP	+2 Battle Affection
- Cloud wounds a teammate	-2 Battle Affection
- Cloud kills a teammate	-4 Battle Affection
- A teammate is KO'd at the end of a battle	-5 Battle Affection

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--E.01 E - Take The Time to Get to Know Me (The long way to date a character)
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Below is an in-depth guide to boosting a particular characters rating to the max whilst reducing all others as much as possible:

NOTE - For more info on how to get Don Corneo to select the bride of your choice, see section E.04.

{DATING BARRET}:	EFFECT:	CURRENT SCORE:
01) In the train whilst talking to Jessie choose “Looking forward to it”	TIFA -3	A=50 T=27 Y=10 B=00 *
02) Buy a flower from Aeris and give it to Marlene	BARRET +5	A=50 T=27 Y=10 B=05 *
03) Don't talk to Tifa before riding the pinball machine	NO EFFECT	A=50 T=27 Y=10 B=05 *
04) When Tifa remarks that Cloud is abandoning his childhood friend, select “...Sorry”	NO EFFECT	A=50 T=27 Y=10 B=05 *
05) When Tifa asks how Cloud slept, select “Barret's snoring kept me up...”	BARRET +5	A=50 T=27 Y=10 B=10 *
06) Make it past the security ID check on the trains	BARRET +5 TIFA +5	A=50 T=32 Y=10 B=15 *
07) After defeating Air Buster select “(Be strong)”	BARRET +2	A=50 T=32 Y=10 B=17 *
08) Tell Aeris to Hold on a minute, then push the incorrect barrel 3 times	AERIS -9	A=41 T=32 Y=10 B=17 *
09) Tell Aeris that Tifa is your girlfriend	AERIS -5	A=36 T=32 Y=10 B=17 *
10) Whilst chatting in the playground choose “See her home”	NO EFFECT	A=36 T=32 Y=10 B=17 *
11) Make sure Cloud gets chosen by Don Corneo, then select “Yeah his name is Barret...” when talking to Don	BARRET +5	A=36 T=32 Y=10 B=22 *
12) After landing in the sewers talk to Tifa first	TIFA +3	A=36 T=35 Y=10 B=22 *
13) When Marlene remarks that Aeris likes Cloud, choose “I don't know”	AERIS -3 TIFA +3	A=33 T=38 Y=10 B=22 *
14) After meeting Red XIII send Barret off to look after Aeris	BARRET +2	A=33 T=38 Y=10 B=24 *
15) After defeating Sample:H0512 make a team of Barret & Red XIII	BARRET +2	A=33 T=38 Y=10 B=26 *
16) Talk to Tifa in the cells and choose “Kinda hard”	TIFA -1	A=33 T=37 Y=10 B=26 *
17) Think of Barret first in the cells	BARRET +3	A=33 T=37 Y=10 B=29
18) Think of Red XIII second	NO EFFECT	A=33 T=37 Y=10 B=29

19) After escaping the Shinra HQ, make a team of Red XIII and Barret	BARRET +1	A=33 T=37 Y=10 B=30 *
20) After the flashback in Kalm, choose "Wait a sec" and then "beautiful, just beautiful" when talking to Barret	BARRET +3	A=33 T=37 Y=10 B=33 *
21) Form a party of Red XIII and Barret, then tell the woman in Kalm who asks about Mako that she's full of it	BARRET +2	A=33 T=37 Y=10 B=35 *
22) Then talk to the person upstairs and select "Yeah, maybe"	BARRET +2	A=33 T=37 Y=10 B=37 *
23) Make a party of Barret and Red XIII then enter Fort Condor. When talking to the old guy select "I guess so"	BARRET +5	A=33 T=37 Y=10 B=42 *
24) Select "All right" as your second choice at Fort Condor	BARRET +5	A=33 T=37 Y=10 B=47 *
25) Don't recruit Yuffie.	NO EFFECT	A=33 T=37 Y=10 B=47
26) If you did recruit Yuffie don't give her any Tranquilizers on the Ship	YUFFIE -2	A=33 T=37 Y=10 (or Y=18) B=47 *
27) Tell Aeris that you dunno if you'll take her on the Highwind	AERIS -2	A=31 T=37 Y=10 B=47 *
28) When Tifa tells you how much she hates war, choose "I don't know"	TIFA -2	A=31 T=35 Y=10 B=47 *
29) Speak to Tifa first and decline her offer to go together	TIFA -2	A=31 T=33 Y=10 (or Y=18) B=47 *
30) Choose Red XIII or Cait Sith to accompany you in Corel Prison	NO EFFECT	A=31 T=33 Y=10 B=47 *
31) Enter Gongaga with Aeris and Tifa. Completely ignore both of them	AERIS -3 TIFA -3	A=31 T=30 Y=10 B=47 *
32) Bring Barret with you to Cosmo Canyon. Talk to him in the back of Tiger Lily's and select "Go on", then "And then"	BARRET +6	A=31 T=30 Y=10 B=53
33) Don't complete Yuffie's sidequest until after the date	NO EFFECT	A=31 T=30 Y=10 B=53 *
ENDING VALUES: AERIS: 31 TIFA: 30 YUFFIE: 10/18 BARRET: 53		

{DATING YUFFIE}:	EFFECT:	CURRENT SCORE:

01) In the train whilst talking to Jessie choose "Looking forward to it"	TIFA -3	A=50 T=27 Y=10 B=00	*
02) Don't buy a flower from Aeris	NO EFFECT	A=50 T=27 Y=10 B=00	*
03) Don't talk to Tifa before riding the pinball machine	NO EFFECT	A=50 T=27 Y=10 B=00	*
04) When Tifa remarks that Cloud is abandoning his childhood friend, select "...Sorry"	NO EFFECT	A=50 T=27 Y=10 B=00	*
05) When Tifa asks how Cloud slept, select "Barret's snoring kept me up..."	BARRET +5	A=50 T=27 Y=10 B=05	*
06) Don't make it past the security ID check on the trains	NO EFFECT	A=50 T=27 Y=10 B=05	*
07) After defeating Air Buster select "(Be strong)"	BARRET +2	A=50 T=27 Y=10 B=07	*
08) Tell Aeris to Hold on a minute, then push the incorrect barrel 3 times	AERIS -9	A=41 T=27 Y=10 B=07	*
09) Tell Aeris that Tifa is your girlfriend	AERIS -5	A=36 T=27 Y=10 B=07	*
10) Whilst chatting in the playground choose "See her home"	NO EFFECT	A=36 T=27 Y=10 B=07	*
11) Make sure Tifa gets chosen by Don Corneo, then select "We gotta help Tifa" when rescuing Aeris	AERIS -2	A=34 T=27 Y=10 B=07	*
12) After landing in the sewers talk to Tifa first	TIFA +3	A=34 T=30 Y=10 B=07	*
13) When Marlene remarks that Aeris likes Cloud, choose "I don't know"	AERIS -3 TIFA +3	A=31 T=33 Y=10 B=07	*
14) After meeting Red XIII send Tifa off to look after Aeris	TIFA -2	A=31 T=31 Y=10 B=07	*
15) After defeating Sample:H0512 make a team of Barret & Red XIII	BARRET +2	A=31 T=31 Y=10 B=09	*
16) Talk to Tifa in the cells and choose "Kinda hard"	TIFA -1	A=31 T=30 Y=10 B=09	*
17) Think of Red XIII 1st in the cells	NO EFFECT	A=31 T=30 Y=10 B=09	*
18) Think of Barret 2nd	BARRET +1	A=31 T=30 Y=10 B=10	*
19) After escaping the Shinra HQ, make a team of Red XIII and Barret	BARRET +1	A=31 T=30 Y=10 B=11	*
20) After the flashback in Kalm, choose "Wait a sec" and then "Is that all?" when talking to Barret	BARRET -1	A=31 T=30 Y=10 B=10	*

NOTE - Do not talk to the women in Kalm until you have obtained Yuffie. You will have to run across the marsh battling the Zolom along the way.		
21) Form a party of Tifa and Yuffie, then say to the woman in Kalm who asks about Mako "Yeah, maybe"	YUFFIE +1 TIFA -1	A=31 T=29 Y=11 B=10 *
22) Then talk to the person upstairs and select "No way"	YUFFIE +1 TIFA -1	A=31 T=28 Y=12 B=10 *
23) Make a party of Tifa and Aeris then enter Fort Condor. When talking to the old guy select "Not interested"	AERIS -3 TIFA -3	A=28 T=25 Y=12 B=10 *
24) Select "Not interested" a second time at Fort Condor	AERIS -3 AERIS -3	A=25 T=23 Y=12 B=10 *
25) Recruit Yuffie	YUFFIE+10	A=25 T=23 Y=22 B=10
26) Give Yuffie some Tranquilizers whilst on board the cargo ship	YUFFIE +4	A=25 T=23 Y=26 B=10 *
27) Tell Aeris that you dunno if you'll take her on the Highwind	AERIS -2	A=23 T=23 Y=26 B=10 *
28) When Tifa tells you how much she hates war, choose "I don't know"	TIFA -2	A=23 T=21 Y=26 B=10 *
29) Speak to Yuffie first and accept her offer to go together	YUFFIE +3	A=23 T=21 Y=29 B=10 *
30) Choose Yuffie to accompany you in Corel Prison	YUFFIE +2	A=23 T=21 Y=31 B=10 *
31) Enter Gongaga with Aeris and Tifa. Completely ignore both of them	AERIS -3 TIFA -3	A=20 T=18 Y=31 B=10 *
32) Don't talk to Barret in Cosmo Canyon	NO EFFECT	A=20 T=18 Y=31 B=10
33) Complete Yuffie's sidequest	YUFFIE+10	A=20 T=18 Y=41 B=10
ENDING VALUES: AERIS: 20 TIFA: 18 YUFFIE: 41 BARRET: 0		

{DATING TIFA}:	EFFECT:	CURRENT SCORE:
01) In the train whilst talking to Jessie choose "Thanks anyway"	NO EFFECT	A=50 T=30 Y=10 B=00 *
02) Buy a flower from Aeris and give it to Tifa	TIFA +5	A=50 T=35 Y=10 B=00 *
03) Talk to Tifa before riding the pinball machine and choose "Give me something hard"	TIFA +5	A=50 T=40 Y=10 B=00 *

04) When Tifa remarks that Cloud is abandoning his childhood friend, select "How can you say that"	TIFA +5	A=50 T=45 Y=10 B=00 *
05) When Tifa asks how Cloud slept, select "Next to you, who wouldn't?"	TIFA +5	A=50 T=50 Y=10 B=00 *
06) Make it past the security ID check on the trains	TIFA +5 BARRET +5	A=50 T=55 Y=10 B=05 *
07) After defeating Air Buster select "(I don't know if I can hold on)"	TIFA +1 BARRET -3	A=50 T=56 Y=10 B=02 *
08) Tell Aeris to Hold on a minute, then push the incorrect barrel 3 times	AERIS -9	A=41 T=56 Y=10 B=02 *
09) Tell Aeris that Tifa is your girlfriend	AERIS -5	A=36 T=56 Y=10 B=02 *
10) Whilst chatting in the playground choose "See her home"	NO EFFECT	A=36 T=56 Y=10 B=02 *
11) Make sure Aeris gets chosen by Don Corneo, then select "We gotta help Aeris" when rescuing Tifa	TIFA +3	A=36 T=59 Y=10 B=02 *
12) After landing in the sewers talk to Tifa first	TIFA +3	A=36 T=62 Y=10 B=02 *
13) When Marlene remarks that Aeris likes Cloud, choose "I don't know"	AERIS -3 TIFA +3	A=33 T=65 Y=10 B=02 *
14) After meeting Red XIII send Barret off to look after Aeris	BARRET +2	A=33 T=65 Y=10 B=04 *
15) After defeating Sample:H0512 make a team of Tifa & Red XIII	TIFA +2	A=33 T=67 Y=10 B=04 *
16) Talk to Tifa in the cells and choose "Leave it to me"	TIFA +1	A=33 T=68 Y=10 B=04 *
17) Think of Red XIII 1st in the cells	NO EFFECT	A=33 T=68 Y=10 B=04
18) Think of Barret 2nd	BARRET +1	A=33 T=68 Y=10 B=05 *
19) After escaping the Shinra HQ, make a team of Red XIII and Tifa	TIFA +1	A=33 T=69 Y=10 B=05 *
20) After the flashback in Kalm, choose "Wait a sec" and then "Is that all?" when talking to Barret	BARRET -1	A=33 T=69 Y=10 B=04 *
21) Form a party of Red XIII and Tifa, then tell the woman in Kalm who asks about Mako that she's full of it	TIFA +1	A=33 T=70 Y=10 B=04 *
22) Then talk to the person upstairs and select "Yeah, maybe"	TIFA +1	A=33 T=71 Y=10 B=04 *

23) Make a party of Barret and Aeris then enter Fort Condor. When talking to the old guy select "Not interested"	BARRET -5 AERIS -3	A=30 T=71 Y=10 B=00 *	
24) Select "Not interested" a second time at Fort Condor	BARRET -5 AERIS -3	A=27 T=71 Y=10 B=00 *	
25) Don't recruit Yuffie	NO EFFECT	A=27 T=71 Y=10 B=00	
26) If you did recruit Yuffie don't give her any Tranquilizers on the Ship	YUFFIE -2	A=27 T=71 Y=10 B=00 * (or Y=18)	
27) Tell Aeris that you dunno if you'll take her on the Highwind	AERIS -2	A=25 T=71 Y=10 B=00 *	
28) When Tifa tells you how much she hates war, choose "Yeah..."	TIFA +2	A=25 T=73 Y=10 B=00 *	
29) Speak to Tifa first and accept her offer to accompany you	TIFA +3	A=25 T=76 Y=10 B=00 * (or Y=18)	
30) Choose Tifa to accompany you in Corel Prison	TIFA +3	A=25 T=79 Y=10 B=00 *	
31) Enter Gongaga with Aeris and Tifa. After talking to Zack's parents talk to Tifa and select either option. You can ignore Aeris completely	TIFA +1 AERIS -3	A=22 T=80 Y=10 B=00 *	
32) Don't talk to Barret in Cosmo Canyon	NO EFFECT	A=22 T=80 Y=10 B=00	
33) Don't complete Yuffie's sidequest until after the date	NO EFFECT	A=22 T=80 Y=10 B=00 *	
ENDING VALUES: AERIS: 22 TIFA: 80 YUFFIE: 10 BARRET: 0			

{DATING AERIS}:	EFFECT:	CURRENT SCORE:	
01) In the train whilst talking to Jessie choose "Looking forward to it"	TIFA -3	A=50 T=27 Y=10 B=00 *	
02) Don't buy a flower from Aeris	NO EFFECT	A=50 T=27 Y=10 B=00 *	
03) Don't talk to Tifa before riding the pinball machine	NO EFFECT	A=50 T=27 Y=10 B=00 *	
04) When Tifa remarks that Cloud is abandoning his childhood friend, select "...Sorry"	NO EFFECT	A=50 T=27 Y=10 B=00 *	
05) When Tifa asks how Cloud slept, select "Barret's snoring kept me up..."	BARRET +5	A=50 T=27 Y=10 B=05 *	
06) Don't make it past the security ID	NO EFFECT	A=50 T=27 Y=10 B=05	

check on the trains		*	
07) After defeating Air Buster select "(Be strong)"	BARRET +2	A=50 T=27 Y=10 B=07 *	
08) Push the correct barrel 3 times	AERIS +3	A=53 T=27 Y=10 B=07 *	
09) Tell Aeris that Tifa isn't your girlfriend	AERIS +1	A=54 T=27 Y=10 B=07 *	
10) Whilst chatting in the playground choose "Go on to Sector 7"	AERIS +1	A=55 T=27 Y=10 B=07 *	
11) Make sure Tifa gets chosen by Don Corneo, then select "You alright?" when rescuing Aeris	AERIS +3	A=58 T=27 Y=10 B=07 *	
12) After landing in the sewers talk to Aeris first	AERIS +3	A=61 T=27 Y=10 B=07 *	
13) When Marlene remarks that Aeris likes Cloud, choose "Let's hope so"	AERIS +3 TIFA -3	A=64 T=24 Y=10 B=07 *	
14) After meeting Red XIII send Tifa off to look after Aeris	TIFA -2	A=64 T=22 Y=10 B=07 *	
15) After defeating Sample:H0512 make a team of Aeris & Red XIII	AERIS +2	A=66 T=22 Y=10 B=07 *	
16) Talk to Tifa in the cells and choose "Kinda hard"	TIFA -1	A=66 T=21 Y=10 B=07 *	
17) Think of Aeris first in the cells	AERIS +3	A=69 T=21 Y=10 B=07 *	
18) Think of Red XIII second	NO EFFECT	A=69 T=21 Y=10 B=07 *	
19) After escaping the Shinra HQ, make a team of Red XIII and Aeris	AERIS +1	A=70 T=21 Y=10 B=07 *	
20) After the flashback in Kalm, choose "Wait a sec" and then "Is that all?" when talking to Barret	BARRET -1	A=70 T=21 Y=10 B=06 *	
21) Form a party of Red XIII and Aeris, then tell the woman in Kalm who asks about Mako that she's full of it	AERIS +1	A=71 T=21 Y=10 B=06 *	
22) Then talk to the person upstairs and select "Yeah, maybe"	AERIS +1	A=72 T=21 Y=10 B=06 *	
23) Make a party of Barret and Tifa then enter Fort Condor. When talking to the old guy select "Not interested"	BARRET -5 TIFA -3	A=72 T=18 Y=10 B=01 *	
24) Select "Not interested" a second time at Fort Condor	BARRET -5 TIFA -3	A=72 T=15 Y=10 B=00 *	
25) Don't recruit Yuffie	NO EFFECT	A=72 T=15 Y=10 B=00 *	
26) If you did recruit Yuffie don't give	YUFFIE -2	A=72 T=15 Y=10 B=00	

her any Tranquilizers on the Ship		* (or Y=18)
27) Tell Aeris that you'll take her on the Highwind someday	AERIS +2	A=74 T=15 Y=10 B=00 *
28) When Tifa tells you how much she hates war, choose "I don't know"	TIFA -2	A=74 T=13 Y=10 B=00 *
29) Speak to Aeris first and accept her offer to accompany you	AERIS +3	A=77 T=13 Y=10 B=00 * (or Y=18)
30) Choose Aeris to accompany you in Corel Prison	AERIS +10	A=87 T=13 Y=10 B=00 *
31) Enter Gongaga with Aeris and Tifa. After talking to Zack's parents talk to Aeris and select "...jealous... envious...". Ignore Tifa completely	AERIS +2 TIFA -3	A=89 T=10 Y=10 B=00 *
32) Don't talk to Barret in Cosmo Canyon	NO EFFECT	A=89 T=10 Y=10 B=00
33) Don't complete Yuffie's sidequest until after the date	NO EFFECT	A=89 T=10 Y=10 B=00 *

ENDING VALUES: AERIS: 89 TIFA: 10 YUFFIE: 10 BARRET: 0

--E.01 F - Gold Saucer Date Script

Ok, so there is a fair amount of script that takes place during the date sequence, I only intend to narrate the bit that really matters - the conversation on the Gondola. There is a fair amount of sub-context in regards to Tifa's and Aeris's date, whereas Yuffie and Barret's date is purely comical.

If I get a strong enough demand to, I will take the time to write up the whole script of each date sequence, including the whole EDK bit, but only if enough people want me to.

{DATING AERIS}:

Aeris: Wow, how nice.
Aeris: Oh! Look, Cloud.
Aeris: It's so pretty.
Aeris: ......it's beautiful, isn't it?
Aeris: ......first off, it bothered me how you looked exactly alike.
Aeris: Two completely different people, but look exactly the same.
Aeris: The way you walk, gesture...
Aeris: I think I must have seen him again, in you...
Aeris: But you're different.
Aeris: Things are different...
Aeris: Cloud...
Aeris: I'm searching for you.
Cloud: .....?

Aeris: I want to meet you.
Cloud: But I'm right here.
Aeris: (I know, I know...what I mean is...)
Aeris: I want to meet......you.

_____
|
{DATING TIFA}: |_____

Tifa: Oh, how pretty.
Tifa: Look, Cloud.
Tifa: Oh, Cloud.
Tifa: ...it's really pretty, isn't it?
Tifa: Ok, I'm going to just go ahead and say it...
Cloud: ...what?
Tifa: Aeris would be able to just come out and say it, probably.
Tifa: Cloud...?
Tifa: Sometimes being old friends is hard.
Tifa: I mean, timing is everything.
Cloud: Yeah...
Tifa: Cloud...?
Tifa: I......
Tifa: ....

_____
|
{DATING YUFFIE}: |_____

Yuffie: Wow!
Yuffie: Geez!!
Yuffie: Cloud!
Yuffie: Cloud......? (Yuffie kisses Cloud on the cheek)
Cloud: .....
Yuffie: I just felt like doing that.
Cloud: .....
Yuffie: That's all.
Cloud: .....
Yuffie: H, hey!! Say something, why don't you!
Cloud: .....
Yuffie: .....gawd, I could just die.
Cloud: .....
Yuffie: Say something, PLEASE!
Cloud: .....something.

_____
|
{DATING BARRET}: |_____

Barret: Hey foo. What you wanna see fireworks with me for?
Cloud: Not having fun?
Barret: You should've asked one or the other!
Cloud: Which would you have asked?
Barret: Oh man, there just ain't no choice!
Barret: Tifa, Aeris.
Barret: Ah, Yuffie? (If you've recruited Yuffie)
Cloud: (hoo boy)
Barret: What the hell's that supposed to mean?
Barret: Hey, you don't mean...Marlene?
Barret: NO WAY! Forget it!
Barret: There ain't no way I'm lettin' a wacko like you anywhere near my
little Marlene!
Barret: She's my baby. My prized possession.
Barret: .....Marlene.

Barret: Wish I could've brought Marlene here. She'd love the fireworks.
Barret: Why the hell do I gotta be here with a foo like you...!
Barret: Shit...the more I think 'bout it the madder I get!
Barret: Damn fireworks anyways.
Barret: Shut up!!

{E.02} - Limit Breaks

A - About Limit Breaks
B - Leveling Up Your Limits
C - Best Places to Limit Train
D - Level 4 Limit Breaks
E - The Limit Breaks Themselves

{Limit Breaks}

--E.02 A - About Limit Breaks

Limit Breaks are powerful techniques that your players can use once their Limit gauge has completely filled up. In order to fill up your Limit gauge you must first receive enough damage; every time they get hit their Limit gauge will fill up slightly. The rate at which the gauge fills is proportionate to how much HP has been drained as a % of you max HP, aswell as the current Limit level that you have set for that character. To use your Limit Break you must select it as it appears in place of your basic attack, should you wish to save your Limit for later on (for say, a boss) then you will have to find a different command to select.

Here is a chart depicting how much HP must be drained for each character for their Limit gauge to be filled up completely:

	Lv 1:	Lv 2:	Lv 3:	Lv 4:
Cloud	47%	108%	144%	168%
Barret	43%	80%	124%	149%
Tifa	40%	111%	169%	188%
Aeris	66%	94%	107%	145%
Red XIII	65%	100%	129%	161%
Yuffie	66%	100%	133%	159%

Cait Sith	53%	60%	N/A	N/A
Vincent	67%	81%	106%	141%
Cid	66%	93%	126%	159%

Note that all figures have been rounded. Also note that Tifa requires the least amount of damage at level 1 whilst requiring the most amount of damage at level 4.

When your gauge has been filled to the max and your Limit becomes available, your gauge will start flashing rainbow colours. When this happens, the ATB (Active Time Battle) gauge will fill up at twice its normal rate allowing you to hastily use your Limit Break. Should you choose to save your Limit for another turn, the ATB will not fill up as quickly again until you've used your Limit and you've filled up the gauge once more. Once you have opted to use your Limit Break the said character will take priority over every other command, meaning he/she will always attack next even if it wasn't his/her turn to do so.

There are two Statuses that can affect the rate in which your Limit gauge fills up, these are Fury and Sadness. Fury will double the rate at which your gauge will fill whilst at the same time reducing the player's accuracy by 30%, whereas Sadness will halve the time it takes for your Limit to fill whilst reducing the amount of damage you take by 30%. You can inflict Fury on a character by using a Hyper, which can also be used to cure you of Sadness. You can inflict Sadness on a character by using a Tranquilizer, which can also be used to cure you of Fury. Unlike every other Status in the game Fury and Sadness are the only ailments that will not be removed from a character once a battle has finished, and will carry over to each forthcoming battle until the character/s have been cured.

It is also worth noting that a fair whack of the trophies that can be obtained a related to the Limit Breaks. In fact, 18 of the 36 trophies (50%) are Limit related; simply use each of the 9 character's first and last Limit Break to gain half of the available trophies.

--E.02 B - Leveling Up Your Limits

There are four Limit levels available for each character (excluding Cait Sith & Vincent), levels 1, 2 & 3 contain two commands to select from in-battle, and level 4 (being the ultimate level) only has one command to choose from. To see what levels are currently available for a character, goto 'Limit' in the main menus. When a character's Limit Break levels up you must manually set the Limit to the new level within this menu. This also enables you to backtrack to previous levels; some Limit Breaks hold unique properties, such as Aeris's Fury Brand and Barret's Mindblow.

There are two ways of Leveling up your Limit Breaks: 1) by getting x amount of kills and 2) by using your Limits x amount of times. Here is a chart depicting the required amount of kills and uses required to level up your Limits:

Lv 1-1	Lv 1-2	Lv 2-1	Lv 2-2	Lv 3-1	Lv 3-2

Cloud	Default	8 Uses	120 Kills	7 Uses	320 Kills	6 Uses
Barret	Default	9 Uses	80 Kills	8 Uses	160 Kills	6 Uses
Tifa	Default	9 Uses	96 Kills	7 Uses	192 Kills	6 Uses
Aeris	Default	8 Uses	80 Kills	6 Uses	160 Kills	5 Uses
Red XIII	Default	8 Uses	72 Kills	7 Uses	144 Kills	6 Uses
Yuffie	Default	8 Uses	64 Kills	7 Uses	128 Kills	6 Uses
Cait Sith	Default	N/A	40 Kills	N/A	N/A	N/A
Vincent	Default	N/A	40 Kills	N/A	96 Kills	N/A
Cid	Default	7 Uses	60 Kills	6 Uses	136 Kills	5 Uses

NOTE - To unlock the 3-1 Limit Break you must acquire the above kill count as a total, not including the 2-1 kill count i.e. Cloud requires 320 kills to unlock his 3-1, NOT 440.

So in order to unlock Limit 1-2 for Cloud, you must first use his 1-1 Limit 8 times. It is possible to unlock a character's 2-1 Limit before their 1-2 Limit by reaching the kill threshold prior to using the required amount of Limits, however you manually 'Set' your Limit Breaks in the menus to level 2 otherwise you will be stuck with your level 1 Limit Break/s. You also *must* unlock all 6 Limit Breaks in order to learn the ultimate level 4 Limit Break, more on that to follow.

Whilst trying to level up your 1-2 / 2-2 / 3-2 Limit it is highly recommended that you have your characters inflicted with Fury, aswell as keeping them in the front row. Cover works really well too. Once they have achieved the next level it is recommended that you remove the Fury Status as it can sometimes make the battle system a little fragmented. Whilst working towards your 2-1 / 3-1 Limit just concentrate on magic spells that will attack every character like Matra Magic, Trine or All=Lightning (for example).

There are other ways to help to level up your Limits. Aeris's 2-2 Fury Brand for example will completely fill up the other two characters Limit gauge to the maximum, meaning you can fly through to your X-2 Limits in no time. The Manipulate Materia is another great way to help with filling you Limit gauges. Seeing as a character's gauge will not fill up at all if you select another player to hit that character, being able to manipulate a powerful enemy (like the Valron) to hit that character instead is the best way to quickly fill up you Limit gauge.

Thanks to GideonD's Limit Break Mechanic FAQ I now know that the following applies:

- Kills made using Odin's Steel Cutting Sword will *not* count towards your your kill total.
- Kills made by poisoning an enemy will *not* count towards your kill total provided that the enemy died due to the Status effects of the Poison.
- Kills made whilst initially casting Bio *will* count towards your kill total.
- Kills made using an enemy that is manipulated will *not* count towards your kill total.

- Kills made using Death Sentence will *not* count towards your kill total.
- Kills made using the spell Death *will* count towards your kill total.
- Kills made using Flash *will* count towards your kill total.
- Kills and Limit Break uses gained in the Battle Arena will *not* count towards your kill total or your Limit Break use total.
- Bizarrely enough, if you mimic a Limit Break then the character that used Mimic will be unable to perform the initial casters move, but it will still count towards the mimickers Limit Break 'uses'.

Lastly, it is possible to use Limit Breaks to overflow. See the overflow section for more details - QSI Link [Damage Overflow Glitch].

--E.02 C - Best Places to Limit Train

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1) Sector 4 Winding Tunnels

After playing the game from the start for roughly an hour or so you will find yourself in the Winding Tunnels after having jumped off a moving train (unscathed). North will be your destination, however south will lead you to the only place in the game where you can encounter an infinite amount of enemies, continuously, uninterrupted. No need to run around in circles, you can simply select the option to fight the 3 x Special Combatants as many times as you wish, or you can run away to continue on with the mission.

The main drawback here is that you cannot readily heal yourself, nor can you save the game in this area (once you continue on you will not be able to revisit the area). So basically, once you have run out of MP, Ethers and Potions you're screwed. Note that in the following area you will eventually find your first Tent of the game (next to the save point), so if you are desperate then you will have the chance to completely restore yourself. You'll also find an Ether as soon as you drop from the Winding Tunnels.

2) Mythril Mine (North-Western Cave)

After crossing the Midgar Zolom marsh on the back of a Chocobo you will come to the Mythril Mine. Head left one screen, then head into the northern cave. There are some fairly powerful foes here, such as the Ark Dragon whose Flame Thrower attack will pack a punch. You can also encounter enemy formations in groups of 5, which is very useful indeed. Elemental=Choco/Mog in someone's weapon is the best way to deal with the Ark Dragon, All=Fire for the Castanets and All=Earth for the Crawlers. Don't forget to steal as many Grand Gloves as possible from the Madouge as they sell for 600 gil each.

3) Junon Area Forests

The 5 x Capparwire that you encounter here are awesome, as their Grand Spark move will deliver quite a lot of damage, making this area one of the best Limit training grounds on0 Disc 1 (in my opinion). The Formulas carry Boomerangs which can be sold for 700 gil each, and they can also hit all allies for medium damage with their Cross Impulse move.

4) Mt. Corel Drawbridge Area

This is the same area where you can steal the 10 x Phoenix Downs. Here you will encounter Search Crowns in formations of 5, you'll also find the Bagnadrana which can deliver a fair amount of damage with their Poison Breath. Both enemies are susceptible to L4 Suicide.

5) Under Junon ('T' Intersection)

After obtaining the buggy you can return to Junon by driving your buggy into Costa Del Sol, then bribing the man at the docks to let you stowaway in the cargo ship. Then head to the 'T' intersection in between upper and lower Junon and head south to come to a red panel near to where the troops are being drilled. Activate the panel to sound the alarm which will enable random encounters. Here you will engage with the strongest foes to date, the Death Machine and the Slalom.

Although you'll only encounter enemies in groups of as much as 3, the Death Machine can deliver a punch with its W Machine Gun attack. Make sure to steal a few Smoke Bombs from the Slaloms aswell as they massively help out at the Battle Arena. I wouldn't recommend training here for too long though as they EXP gained here is way too high, and if you power level here too much then you'll just end up making the game way too easy.

6) Mt. Nibel (Inner Caves)

With enemy formations of 5 this is a great place to train, although the EXP gained is a little high. The Dragon's Flame Thrower (Enemy Skill) is quite powerful, and the Kyuvilduns are weak against fire. Both enemies are susceptible to L4 Suicide.

7) Nibel/Rocket Town Forests

This is without a doubt the best Limit training ground in the whole game as the Battery Caps will come in groups of 6, which is the only place in the game where you can randomly encounter enemies with a 6 x formation. You can also manipulate the Valron to have it use its Dive Kick move which is Gravity based; it will always take out 25% of your max HP. It doesn't matter how far into the game you are, this should always be your first choice to train your Limits.

{Level 4 Limit Breaks}

--E.02 D - Level 4 Limit Breaks

Each character's level 4 Limit Break must be learned by first obtaining a special item called a Limit Break Manual, you must then unlock all 6 previous Limit Breaks for that character before they can learn their ultimate Limit Breaks. Vincent has only 3 Limit Breaks to unlock before he can learn his level 4 Limit as he does not have X-2 Limits to learn. Cait Sith does not have a level 4 Limit Break; in fact Cait Sith only has two Limits in total to choose from (Dice and Slots).

Once you have obtained the Limit Manual you will be able to find it within the 'Item' menu. If you try to use the manual on either a character that isn't ready to use it yet, or on the wrong character entirely then you will hear an error sound followed by a negative quote from that character, but if he/she is ready to learn it then you will get a positive quote and a

'success' sound. The level 4 Limit will then be available to select in the 'Limit' menu.

Here is how to obtain each characters Level 4 Limit Manual:

Cloud - {Omnislash} ("OK, I got it!")
("I'm not too sure but...")
("Don't really care.")

Obtained in the Battle Arena at the Gold Saucer. This prize is first available in Disc 1 after you have obtained the Tiny Bronco and will cost a whopping 51,200 BP, so you'd better refine your Super Dunk skills if you want it that early on. Alternatively, come back once you've obtained the Highwind to see the price reduced to 32,000 BP.

Barret - {Catastrophe} ("Heh! No sweat!")
("D-d-d-damn! My head hurts!")
("Got nuthin' to do with me!")

Obtained after the Huge Materia quest in Mt. Corel on Disc 2. After you have saved North Corel (or not) you can talk to the woman in the house on the second floor to receive Barret's Catastrophe.

Tifa - {Final Heaven} ("Hmm, so that's it.")
("I'm not too sure, but...")
("I've got the wrong person.")

Obtained on Disc 2 after you have Cloud back from Mideel. Head over to Nibelheim to play on Tifa's piano, then play the notes:

X, Sq, Tr, L1+Tr, L1+Sq, X, Sq, Tr, L1+X, O, X, Sq, X

You will then receive a note from Tifa's mentor, along with her Level 4 Limit Manual, Final Heaven.

Aeris - {Great Gospel} ("This should be okay.")
("Not quite ready yet.")
("It isn't me.")

Obtained on Disc 1 by firstly obtaining the Mythril which can then be traded for the Great Gospel. Once you have escaped from the Corel Prison on Disc 1 you will have the buggy, you can then return to Junon by driving the buggy directly into Costa Del Sol, then speaking to one of the sailors on the docks to travel back to Junon. When you leave Junon you will be in your buggy, head towards the larger forest and you'll find part of the river that can be crossed, head over it and then travel north to find a secret cave.

Inside the cave you will find a sleeping man who will disclose to you one of your battle stats. If he tells you a stat other than your battle count then leave the cave and re-enter until he tells you how many times you have fought. If the last two digits are identical (i.e. 111, 255, 477 etc.) then he will give you one of two prizes. If both digits are even then you will receive a Bolt Ring, if they are odd however then you shall receive the Mythril.

You won't be able to do anything with the Mythril until you have

obtained the Tiny Bronco, you can then visit the lone house south of Gongaga to talk to the weapon seller. He will happily exchange the contents of one of his boxes for the Mythril, the larger of the two boxes contains a measly Gold Armlet (which can be bought from Rocket Town for 2000 gil), however the smaller of the two chests on the 2nd floor holds Aeris's Level 4 Limit Manual, the Great Gospel.

Red XIII - {Cosmo Memory} ("Right, I've got it!")
("I don't get it.")
("It has nothing to do with me".)

Obtained on Disc 1 after defeating Lost Number in the Shinra Mansion in Nibelheim. Cosmo Memory is the first Level 4 Limit Manual available in the game, followed by Aeris's Great Gospel. In the western wing of the 2nd floor of the Shinra Mansion you will find a safe, enter the following combination:

Right 36, Left 10, Right 59, Right 97

You must not go past the correct digit or you will fail the sequence and have to start over. Once the correct code has been entered you will have to fight a boss, Lost Number who will drop Cosmo Memory.

Yuffie - {All Creation} ("Cool! This should do it!")
("Nope! I don't get it!")
("Oh wow, I'm totally clueless!")

Obtained after completing Yuffie's optional sidequest in Wutai on Disc 1. Once you have regained all of your Materia, equip Yuffie with your best load out and head over to the large pagoda. Here you can face 5 bosses. After defeating Godo, the final boss, you will receive Yuffie's All Creation.

Cait Sith - N/A ("It's got nothing to do with me.")

Cait Sith does not have a level 4 Limit.

Vincent - {Chaos} ("I'm becoming less human...")
("I'm still not ready.")
("It has nothing to do with me.")

Obtained on Disc 2 after gaining Cloud back from Mideel. You will need to then obtain a Chocobo that can climb mountains, or continue on with the story until you have obtained the submarine. Directly south of North Corel you fill find a closed off Lagoon, head to it on your Chocobo to find Lucrecia's Cave. Alternatively you can dive in you submarine and head north until you reach an underwater ravine, then take a sharp left to come to a long underwater tunnel which will lead to the aforementioned Lagoon.

Make sure that Vincent is in you party before entering the cave. When you enter you will learn a bit about Vincent and his past. Then head out of the cave and complete 10 random battles which cannot be done in the grassy area outside of the cave as no enemies lurk there. Once you're ready, head back into the cave to find that Lucrecia has left Vincent's ultimate weapon, Death Penalty along with his Level 4 Limit Manual, Chaos.

Cid - {Highwind} ("Hey I like this! Lemme use it!")
("Hmph, don't quite get it but...")

("Not me! Give it to someone else!")

Obtained on Disc 2 once you have obtained the submarine. Head over to the submarine dock near the Gold Saucer then submerge to find the Sunken Gelnika. Be wary as sometimes Emerald Weapon is sitting right in front of the crashed plane. You will find the Level 4 Limit Manual in a chest in the Cargo Room.

--E.02 E - The Limit Breaks Themselves

CLOUD STRIFE

Level 1: (47% of max HP to fill)

1-1 {BRAVER} default	1-2 {CROSS-SLASH} use Braver 8 times
Attacks one opponent	Attacks and Paralyzes one opponent
Single attack dealing 3x normal Power.	Single attack dealing 3.25x normal Power and inflicting Paralyze 100% of the time.

Level 2: (108% of max HP to fill)

2-1 {BLADE BEAM} 120 kills	2-2 {CLIMHAZZARD} use Blade Beam 7 times
Diffuses after hitting one opponent	Attacks one opponent
After hitting 1 target for 3.5x normal Power, every remaining enemy is hit for 1x Power.	Single attack dealing 4.375x normal Power.

Level 3: (144% of max HP to fill)

3-1 {METEORAIN} 320 kills	3-2 {FINISHING TOUCH} use Meteorain 6 times
Attacks all opponents	Blows away all opponents
6 attacks hitting random targets dealing 1.625x normal Power.	Any enemies that are vulnerable to death will be killed instantly, all others will be hit for 3.125x normal Power.

Level 4: (168% of max HP to fill)

4 {OMNISLASH} +---------- Slices up all opponents ----------+ 15 attacks hitting random targets for critical hits dealing 0.75x normal Power.	Use the item Omnislash: Won from the Battle Square from Disc 1 onwards

Every single one of Cloud's Limit Breaks are offensive making Cloud a very strong player, especially once he's unlocked Meteorain. Omnislash is by far his best Limit Break and can even be stronger than Knights of the Round, but seeing as it can be quite gruelling to obtain on Disc 1 I recommend unlocking Meteorain asap then sticking with that for the duration until you have obtained the Highwind on Disc 2.

BARRET WALLACE

Level 1: (43% of max HP to fill)

1-1 {BIG SHOT} default +---------- Attacks one opponent ----------+ Single attack dealing 3.25x normal Power.	1-2 {MINDBLOW} use Big Shot 9 times +---------- Reduces one opponent's MP ----------+ Single Gravity based attack dealing MP damage.

Level 2: (80% of max HP to fill)

2-1 {GRENADE BOMB} 80 kills +---------- Attacks all opponents ----------+ Single attack hitting all enemies dealing up to 3.375x normal Power (more targets equals less damage).	2-2 {HAMMERBLOW} use Grenade Bomb 8 times +---------- Blows away one opponent ----------+ If an enemy is vulnerable to death then it will be killed instantly.

Level 3: (124% of max HP to fill)

3-1 {SATELLITE BEAM} 160 kills +----------	3-2 {ANGERMAX} use Satellite Beam 6 times +----------

	Attacks all opponents			Attacks all opponents	
Single attack hitting all enemies for critical hits dealing 2.1875x normal Power.			18 attacks hitting random targets dealing 0.5x normal Power.		

Level 4: (149% of max HP to fill)

4 - {CATASTROPHE}	Use the item Catastrophe:
Damages all opponents	Found on Disc 2 in Corel after the Train Ride Event by talking to a girl in one of the houses
10 attacks hitting random targets dealing 1.25x normal Power.	

Barret's Limits are mainly offensive which is consistent with his heavy hitting persona. Hammerblow isn't that great whilst Angermax and Catastrophe are awesome. Don't underestimate Mindblow as it is one of the few moves that can deplete an enemy's MP whilst also being obtainable at a very early stage in the game.

TIFA LOCKHEART

Level 1: (40% of max HP to fill)

1-1 {BEAT RUSH} default	1-2 {SOMERSAULT} use Beat Rush 9 times
Attacks an opponent	Attacks an opponent
Single attack hitting a random target dealing 1.25x normal Power.	Single attack hitting a random target dealing 1.375x normal Power.

Level 2: (111% of max HP to fill)

2-1 {WATERKICK} 96 kills	2-2 {METEODRIVE} use Waterkick 7 times
Attacks an opponent	Attacks an opponent
Single attack hitting a random target dealing 1.5x normal Power.	Single attack hitting a random target dealing 1.625x normal Power.

Level 3: (169% of max HP to fill)

3-1 {DOLPHIN BLOW}	3-2 {METEOR STRIKE}
192 kills	use Dolphin Blow 6 times
Attacks an opponent	Attacks an opponent
Single attack hitting a random target dealing 1.75x normal Power.	Single attack hitting a random target dealing 1.875x normal Power.

Level 4: (188% of max HP to fill)

4 - {FINAL HEAVEN}	Use the item Final Heaven:
Attacks an opponent	Found on Disc 2 in Nibelheim after the Life Stream Events by playing Tifa's piano
Single attack hitting a random target dealing 2.625x normal Power.	

Tifa's Limit Breaks are fairly unique in the sense that they will 'stack'. When a new Limit is learned Tifa will still hit with all of her previous Limits she has learned to date, including the new one learnt. When using her Limit Break in-battle a fruit machine style slot game will initiate. Stopping one of the reels on 'hit' will mean she will use that Limit for normal damage, landing on 'miss' means that she will not use that Limit at all and landing on 'yeah' will result in double damage for that Limit. The later Limits will have 'yeah's' that are surrounded by 'miss's'.

It's worth noting that you'll need to have her Limit Break set to the level that you wish to learn for her Limit uses to count. Let's say you had acquired 96 kills before using Beat Rush 9 times and you had then set her Limit to level 2. The game would then stop counting the times that you used Beat Rush and you would not be able to unlock Somersault until you had set her Limit to level 1 again. Also, if you land on a 'miss' then the game would not regard that as a use of that Limit and would not add one to the Limit Break count.

AERIS GAINSBOROUGH

Level 1: (66% of max HP to fill)

1-1 {HEALING WIND}	1-2 {SEAL EVIL}
default	use Healing Wind 8 times
Restore HP of all allies	Constrains and stops magic of all opponents

Restores all party member HP by 50% of their max HP.	Inflicts all enemies with Paralyze and Silence.

Level 2: (94% of max HP to fill)

2-1 {BREATH OF EARTH} 80 kills	2-2 {FURY BRAND} use Breath of Earth 6 times
Cure all Status ailments of all allies	Raises party's Limit gauge to the max, except yours
Cures all party members of any Status ailments.	Fills up the other two allies Limit gauges to the maximum.

Level 3: (107% of max HP to fill)

3-1 {PLANET PROTECTOR} 160 kills	3-2 {PULSE OF LIFE} use Planet Protector 5 times
Makes all allies invincible one time	Fully restores all allies
Temporarily makes all allies invincible.	Revives and cures all party members whilst removing all Status ailments.

Level 4: (145 % of max HP to fill)

4 - {GREAT GOSPEL}	Use the item Great Gospel: Found on Disc 1 by Gongaga from the Blacksmith. After obtaining the buggy and then the Mythril, you can exchange the Mythril for the Great Gospel
Fully restores all allies, makes them invincible one time	
Temporarily makes all allies invincible whilst reviving and curing all party members and removing any Status ailments.	

] [
] Regarded as the White Mage of the game, Aeris's Limits are primarily [
] defensive with the exception of Seal Evil. Whilst her 1-1 Healing Wind has [
] its uses, it's only when we get to 2-2 and above however that Aeris really [
] starts to shine. Whether you're Limit Break training or battling a boss, [
] the ability to fill your other two players Limit's gauge up to the max is [
] incredibly useful. Also, Aeris's Lv 4 Limit is available very early on in [
] the game. In fact, there's only three other characters that can get their [
] Lv 4 Limit on the go as early as Disc 1! Planet Protector and Great Gospel [
] are the only moves in the game that can inflict the Peer-less Status [
] (invincibility). [
]_____[

RED XIII

Level 1: (65% of max HP to fill)

1-1 {SLED FANG} default +---------- Attacks one opponent ----------+ Single attack dealing 3x normal Power.	1-2 {LUNATIC HIGH} use Sled Fang 8 times +---------- Casts [Haste] and raises "Defence %" for all allies ----------+ Casts Haste on all party members and raises Red XIII's defence% by 50% for every player still alive.

Level 2: (100% of max HP to fill)

2-1 {BLOOD FANG} 72 kills +---------- Attacks and drains the HP/MP from one opponent ----------+ Single attack dealing 1.25x normal Power whilst draining HP and MP at the same time.	2-2 {STARDUST RAY} use Blood Fang 7 times +---------- Attacks all opponents ----------+ 10 attacks hitting random targets dealing 0.625x normal Power.

Level 3: (129% of max HP to fill)

3-1 {HOWLING MOON} 144 kills +---------- Begins fighting wildly ----------+ Casts Haste and Berserk on Red XIII whilst also boosting his attack by 60%	3-2 {EARTH RAVE} use Howling Moon 6 times +---------- Attacks all opponents ----------+ 5 attacks hitting random targets dealing 0.875x normal Power.

Level 4: (161% of max HP to fill)

4 - {COSMO MEMORY}

+---------- Attacks all opponents ----------+

Use the item Cosmo Memory:

Found on Disc 1 in Nibelheim in the Shinra mansion by opening the safe on the 2nd floor

Single attack hitting all enemies dealing 7.8125x normal Power.

] [
] Red XIII's Limit's are mainly offensive with the exception of Lunatic High [
] and Howling Moon. The fact that Red XIII's Level 4 Limit Manual is [
] obtainable before any other characters is the reason I like to have him on [
] my team early-on alongside Aries. Given the strength of Cosmo Memory you [
] should be able to hit with 9999 damage whilst still being a relatively low [
] level. Once Red XIII starts to level up however I would recommend using [
] Earth Rave or even Stardust Ray seeing as the damage inflicted will [
] surpass Cosmo Memory's, not to mention the fact that the Limit gauge is [
] easier to fill at lower levels. Lunatic High is also great as it gives you [
] the ability to cast Haste early on in the game. [
]_____[

YUFFIE KISARAGI

Level 1: (66% of max HP to fill)

1-1 {GREASED LIGHTNING} default	1-2 {CLEAR TRANQUIL} use Greased Lightning 8 times
Attacks opponent with weapon after cutting them	Restores HP of all allies
Single attack dealing 3.125x normal Power.	Restores all party member HP by 50% of their max HP.

Level 2: (100% of max HP to fill)

2-1 {LANDSCAPER} 64 kills	2-2 {BLOOD FEST} use Landscaper 7 times
Attacks all opponents	Continuously attacks all opponents
Single Earth based attack hitting all enemies dealing 3x normal Power.	10 attacks hitting random targets dealing 0.625x normal Power.

Level 3: (133% of max HP to fill)

3-1 {GAUNTLET} 128 kills	3-2 {DOOM OF THE LIVING} use Gauntlet 6 times
Attacks all opponents	Continuously attacks opponents
Single attack hitting all enemies dealing 1.75x normal Power with critical hits whilst ignoring enemies defence.	15 attacks hitting random targets dealing 0.625x normal Power.

Level 4: (159% of max HP to fill)

4 - {ALL CREATION}	Use the item All Creation
+---------- Attacks all opponents ----------+	Found on Disc 1 in Wutai after completing the Pagoda Challenge.
Single attack hitting all enemies dealing 8x normal Power.	

With the exception of Clear Tranquil all of Yuffie's Limit Breaks are offensive. As with Red XIII, Yuffie's level 4 Limit will hit for tremendous damage and can be obtained relatively early on in the game (after you have obtained the Tiny Bronco). As Yuffie levels up along with her Attack power, I suggest reverting back to her 3-2 Doom of the Living as it will deliver more overall damage whilst requiring less HP damage for the Limit gauge to fill.

Note that in order to obtain All Creation you must first beat the boss Godo, and if you were to do so before obtaining the Enemy Skill Trine then you may have jeopardised your chance to obtain the Materia Overlord Achievement as Godo is one of three enemies that will use Trine. For what it's worth, I suggest waiting until you have obtained the Highwind before defeating Godo for the All Creation Limit Break Manual as so that you can obtain Trine for all four Enemy Skill Materias. See section G.02 for more info.

VINCENT VALENTINE

Level 1: (67% of max HP to fill)

1 - {GALIAN BEAST} default	
+---------- Turns into Galian Beast! ----------+	20% increase to Defence 50% increase to Dexterity 130% increase to HP
Berserk Dance - Physical attack - 70% chance Single attack hitting one target for 1.5x normal Power.	
Beast Flare - Magic attack, Fire based - 30% chance Single attack hitting all targets for 3.75x normal Power.	

Level 2: (81% of max HP to fill)

2 - {DEATH GIGAS} 40 kills	
+---------- Turns into Death Gigas! ----------+	50% increase to Defence 70% decrease to MDefence 20% decrease to Dexterity 200% increase to HP
Gigadunk - Physical attack - 70% chance Single attack hitting one target for 2.625x normal Power.	

| Livewire - Magic attack, Lightning based - 30% chance
| Single attack hitting all targets for 4.375x normal Power.

Level 3: (106% of max HP to fill)

| 3 - {HELLMASKER}
| 96 kills
| +---------- Turns into Hellmask! ----------+ 50% increase to Defence
| +---------- Turns into Hellmask! ----------+ 50% increase to MDefence
| Splattercombo - Physical attack - 70% chance
| 5 attacks hitting random targets for 0.5x normal Power.
| Nightmare - Indirect attack - 30% chance
| Inflicts one target with Sleep, Poison, Silence, Confusion Frog and Small.

Level 4: (141% of max HP to fill)

| 4 - {CHAOS} Use the item Chaos: Found on Disc 2 in Lucrecia's Cave
| +---------- Transforms to Chaos! ----------+ 100% increase to Defence
| +---------- Transforms to Chaos! ----------+ 100% increase to MDefence
| Chaos Saber - Physical attack - 70% chance
| Single attack hitting all enemies dealing 2.5x normal Power.
| Satan Slam - Physical attack - 30% chance
| Any enemies that are vulnerable to death will be killed instantly, all others will be hit for 5.625x normal Power.

] [
] Vincent, like Cait Sith has an unusual Limit Break system in more ways than one. Firstly there is no X-2 to Vincent's Limit's, and secondly the Limit's he uses can be very unpredictable. Similar to the Status Berserk, you will lose control of Vincent for the remainder of the battle whilst he transforms himself into a beast that is capable of performing deadly attacks on your enemies. The biggest hindrance being that some of these moves have Elemental properties, and you could find yourself healing your foes instead of harming them. The two moves that have Elemental properties are 1-1 Beast Flare which uses Fire and 2-1 Live Wire which uses Lightning.
] [
] When Vincent transforms his HP will be restored, however if Vincent were to be killed during the battle then he would resort back to his former self. Whilst transformed, you will not be able to choose which attack Vincent uses; he will have a 70% chance of using is primary attack and a 30% chance of using his secondary attack. He will also be immune to Berserk, Confusion and Frog.
]

CID HIGHWIND

Level 1: (66% of max HP to fill)

1-1 {BOOST JUMP} default +---+ | Attacks an opponent | +---+ Single attack dealing 3.25x normal Power.	1-2 {DYNAMITE} use Boost Jump 7 times +---+ | Attacks all opponents | +---+ Single attack hitting all enemies dealing 2.25x normal Power.

Level 2: (93% of max HP to fill)

2-1 {HYPER JUMP} 60 kills +---+ | Attacks all opponents, | sometimes dealing [Death] | +---+ Single attack hitting all enemies dealing 3.5x normal Power and inflicting Death 20% of the time.	2-2 {DRAGON} use Hyper Jump 6 times +---+ | Attacks and drains the HP/MP | from one opponent | +---+ Single attack dealing 1.25x normal Power whilst draining HP and MP at the same time.

Level 3: (126% of max HP to fill)

3-1 {DRAGON DIVE} 136 kills +---+ | Continuously attacks, | sometimes dealing [Death] | +---+ 6 attacks hitting random targets dealing 1.4375x normal Power and inflicting Death 28% of the time.	3-2 {BIG BRAWL} use Dragon Dive 5 times +---+ | Attacks all opponents | +---+ 8 attacks hitting random targets dealing 1.125x normal Power.

Level 4: (159% of max HP to fill)

4 - {HIGHWIND} +---+ | Causes big damage to all | opponents | +---+	Use the item Highwind: Found on Disc 2 in the Sunken Gelnika
18 attacks hitting random enemies dealing 0.6875x normal Power.	

]

[

] Cid's earlier Limit Breaks aren't jaw-dropping, however his later Limits [
] prove to be extremely powerful. Being able to hit 18 times, Cid's Highwind [
] could potentially be the strongest Limit Break in the game, closely [
] followed by Barret's Angermax and Cloud's Omnislash. [
]_____[

CAIT SITH

Level 1: (53% of max HP to fill)

1-1 {DICE} default
Rolls the dice, damage

Cait Sith starts off with 2 dice and every 10 levels he gains he receives an extra die with a maximum of six. He will gain an extra dice at level 30, 40, 50 & 60.

The sum of the dice multiplied by the quantity of 'repeat' numbers multiplied by 100 will be the resulting damage total to a single enemy. So, if you were to roll 1,2,2,2,4,6 then the resulting damage would be 17 x 3 x 100 = 5100 HP. 17 is the sum of the die and 3 is the amount of times the number two landed, hence 17 x 3 x 100.

2 dice damage range	300 to 2400. Average - 817 HP
3 dice damage range	600 to 5400. Average - 1546 HP
4 dice damage range	1000 to 9600. Average - 2554 HP
5 dice damage range	1500 to 9999. Average - 3743 HP
6 dice damage range	2100 to 9999. Average - 5026 HP

Level 2: (60% of max HP to fill)

2-1 {SLOTS} 40 kills
What'll come out next...?

Similar to Tifa's Limit only this time it's even more like a fruit machine in the sense that you are aiming to match 3 slots together in a row. If all 3 slots are different then Cait Sith will use Toy Box which will cast one of 7 different basic attacks:

Boulder	Single attack hitting one target	for 2x normal damage
Icicles	Single attack hitting one target	for 2.5x normal damage
Weight	Single attack hitting all targets	for 3x normal damage
Hammer	Single attack hitting one target	for 3.5x normal damage
Fat Chocobo	Single attack hitting one target	for 4x normal damage
Hell House	Single attack hitting one target	for 4.5x normal damage

```
|                                                                              |
|   Comets      - Single attack hitting one target  for 5x   normal damage     |
|                                                                              |
| Should all three symbols match however then Cait Sith will use one of       |
| his special attacks:                                                         |
|                                                                              |
|   3 x STAR - Mog Dance:                                                      |
|              The party's HP/MP & Status is fully restored.                   |
|                                                                              |
|   3 x CROWN - Toy Soldier:                                                   |
|               Single attack hitting all targets for 5x normal damage.       |
|                                                                              |
|   3 x BAR - Summon:                                                          |
|             A random Summon will be used costing 0 MP. The higher the        |
|             level of Cait Sith, the higher the chance will be of getting     |
|             a better summon.                                                 |
|                                                                              |
|   3 x MOG - Transform:                                                       |
|             Cait Sith morphs with the other two characters to become one     |
|             big giant! His new stats are the combined stats of all three     |
|             players, without exceeding 9999HP, 999MP or 255 strength etc.    |
|                                                                              |
|   3 x HEART - Lucky Girl:                                                    |
|               Every player will have 100% critical hits until the battle     |
|               ends or the character dies.                                    |
|                                                                              |
|   3 x CAIT SITH - Game Over:                                                 |
|                   All enemies are instantly killed provided that they        |
|                   are attacking from the same side. Overrides Death          |
|                   immunity, making Game Over very useful indeed.             |
|                                                                              |
|   2 x CAIT SITH, 1 x BAR - Death Joker:                                      |
|                            All allies are instantly killed provided that     |
|                            they are attacking from the same side.            |
|                            Overrides Death immunity, making Death Joker      |
|                            very frustrating indeed.                          |
|______________________________________________________________________________|
```

```
]                                                                              [
] Cait Sith is the only Character in the game that doesn't have a Level 4      [
] Limit Break. In fact, seeing as he has a move that can end the game          [
] instantly, I'd say that Cait Sith is probably one of the more obsolete       [
] characters in the game, although if you know how to use him correctly Cait   [
] Sith could be regarded as an asset to your squad. Requiring only 60% to      [
] fill his level 2 Limit (which is the least of all characters Lv 2 Limits),   [
] Cait Sith's Slots offers a variety of 'random' goodies with the exception    [
] of the Death Joker (save often if your using Cait Sith). Here's how to       [
] manipulate the reels to land on the sequence your choice:                    [
]                                                                              [
]  The first trick to mention is the Square trick. By pressing square you      [
]  will stop the reels completely, and by repeatedly pressing square you can  [
]  slow the reels right down which will make it easier to memorise the        [
]  pattern. This trick can also be used whilst in the Battle Arena when       [
]  trying to land on a specific handicap, and can also be applied when using  [
]  Tifa's Limit Breaks.                                                       [
]                                                                              [
]  The main problem is the so called 'Evil Flag'. When the Evil Flag is       [
]  turned off then the second and third reel will automatically align         [
]  themselves to match the first symbol you landed on, provided that you      [
]  stopped the 2nd and 3rd reels within 5 symbols of the matching symbol.     [
```

When the Evil Flag is activated however, the 2nd and 3rd reel will stop in the exact place that you selected it to, making it very difficult to match up three symbols. To make it harder still, if you did manage to align the first two symbols then the third reel will jump one place after the one you selected.

The Evil Flag's status is determined firstly by which symbol you have landed on, and secondly by the internal game clock:

- Crown - Evil Flag is off
- Star - Evil Flag is off
- BAR - Evil Flag is off if Game Time is divisible by 2 (50%)
- Mog - Evil Flag is off if Game Time is divisible by 2 (50%)
- Heart - Evil Flag is off if Game Time is divisible by 4 (25%)
- Cait Sith - Evil Flag is off if Game Time is divisible by 64 (1.5625%)

Now to learn the reels themselves. Each reel has 16 symbols in the following order:

REEL 1:	REEL 2:	REEL 3:
==BAR==	==BAR==	==BAR==
Crown	Crown	Heart
Star	Star	Crown
Cait Sith	Cait Sith	Star
==BAR==	Crown	==BAR==
Heart	==BAR==	Crown
Mog	Heart	Mog
Crown	Mog	Crown
Star	Star	Star
Cait Sith	Cait Sith	Heart
Mog	Crown	Crown
==BAR==	==BAR==	==BAR==
Crown	Mog	Star
Mog	Star	Cait Sith
Star	Crown	Mog
Heart	Heart	Crown

How to land on the desired sequence:

3 x Star - Mog Dance - Fully recovers all party members

Reel 1: Look for Cait Sith
Reel 2: Look for Bar
Reel 3: Look for Mog (Evil Flag is always off :)

3 x Crown - Toy Soldier - Attacks all opponents for 5x damage

Reel 1: Look for Star after Cait Sith
Reel 2: Look for Mog
Reel 3: Press confirm at any time (Evil Flag is always off :)

3 x Bar - Summon - Casts a random Summon

Reel 1: Look for Crown after Mog OR Heart after Mog
Reel 2: Look for Star
Reel 3: Look for Mog (Evil Flag has a 50% chance of being off)

3 x Mog - Transform - Cait Sith absorbs the other two party members to become a giant!

Reel 1: Look for BAR after Crown OR Crown after Star OR Star after Heart
Reel 2: Look for BAR after Mog
Reel 3: Look for Heart (Evil Flag has a 50% chance of being off)

3 x Heart - Lucky Girl - All players attack with critical hits until the battle ends or a player is killed

Reel 1: Look for Mog after Crown
Reel 2: Look for Cait
Reel 3: Look for Cait (Evil Flag has a 25% chance of being off :(

3 x Cait Sith - Game Over - All enemies are instantly killed, regardless of Status immunities

Reel 1: Look for BAR after Heart OR Mog after BAR
Reel 2: Look for Mog
Reel 3: Look for BAR after Heart (Evil Flag has a 1.5625% chance of being off)

2 x Cait Sith, 1 x Bar - Death Joker - All allies are instantly killed, regardless of Status immunities

Reel 1: Look for BAR after Heart OR Mog after BAR
Reel 2: Look for Crown after BAR
Reel 3: Look for Crown after Mog OR Star after Cait Sith (Evil Flag has a 1.5625% chance of being off)

For a much better visual description please visit:
http://ff7.fr/limites.php

That almost concludes my Cait Sith Limit Break 'slots' tutorial. Although the above info should make it easier for you to get the desired sequence, it can still be fairly tricky and requires an amount of practise and patience before you have mastered Cait Sith's slots. Regard it as training for the slots in the Battle Arena in the Gold Sauce seeing as the mechanics work the same in regards to tapping square to slow the reels down, and landing on the correct handicap will result in large amounts of BP, although it's MUCH easier to manipulate the reels there as you'll only have 3 icons per slot.

One last thing to mention, here are the chances of Cait Sith summoning which Summon, depending on his level. Note that the text display at top of the screen will display the Summon's name, as opposed the actual attack name, with the exception of Fat Chocobo, and Grunge Lance.

This list has been arranged in sequence of likelihood:

SUMMON:	L 00-20	L 21-41	L 42-62	L 63-83	L 84-99
Kjata	12.25%	12.93%	13.30%	13.30%	12.93%
Bahamut	13.30%	13.30%	12.93%	12.25%	11.32%
Alexander	10.20%	11.32%	12.25%	12.93%	13.30%
Leviathan	12.93%	12.25%	11.32%	10.20%	8.95%
Phoenix	7.63%	8.95%	10.20%	11.32%	12.25%
Odin	11.32%	10.20%	8.95%	7.63%	6.30%
Neo Bahamut	5.02%	6.30%	7.63%	8.95%	10.20%
Titan	8.95%	7.63%	6.30%	5.02%	3.85%
Hades	2.85%	3.85%	5.02%	6.30%	7.63%
Ramuh	6.30%	5.02%	3.85%	2.85%	2.04%

```
]       Typoon       |   1.40% |   2.04% |   2.85% |   3.85% |   5.02%       [
]       Ifrit        |   3.05% |   2.85% |   2.04% |   1.40% |   0.91%       [
]       Bahamut ZERO |   0.55% |   0.91% |   1.40% |   2.04% |   2.85%       [
]       Shiva        |   2.04% |   1.40% |   0.91% |   0.55% |   0.30%       [
]       KOTR         |   0.15% |   0.35% |   0.70% |   1.26% |   2.10%       [
]       Choco/Mog    |   1.26% |   0.70% |   0.35% |   0.15% |   0.05%       [
]_____________________________________________________________________________[
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|                                                                            |
| {E.03} - Turtle Paradise Mini-Game                                         |
|                                                    {Turtle Paradise Mini-Game} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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```

The Turtle Paradise Mini-Game is basically a quest to find 6 posters dotted around the world (well, technically there are 7 posters). Once you have found all 7 you can enter the Turtle Paradise located on the western side of Wutai to talk to the bar tender to claim your prizes:

Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source and a Megalixir

NOTE - You will not be able to enter Wutai until you have obtained the Tiny Bronco around 3/4 into Disc 1.

Here are the locations of all posters found around Gaia:

```
 1) | Turtles Paradise News             |
    | No.1                              |
    |                                   |
    | For delicious wine                |
    | with a nice zing to it…….         |
    |                                   |
    | Stop by the “Turtle's Paradise”!! |
    |___________________________________|
```

Found in Midgar in Sector 5 just after you meet Aeris properly. Search the top floor of the south-eastern house in the markets. At the top of the stairs of the boys room you will find {Turtle Paradise Poster #1}.

If you missed it the first time then you will get another chance when you revisit the area a little later on with Barret and Tifa. If you missed it that time round then you will have to return once you have obtained the Key to Sector 5 on Disc 2, see section E.20 for info on how to obtain it.

```
 2) | Turtle's Paradise Newsletter              |
    | No. 2                                     |
    |                                           |
    | The end of another hard day. Wouldn't you |
    | like to sit back with a tall cool one?    |
```

```
   |                                          |
   | You can at the Turtles Paradise!!        |
   | Stop in today!                           |
   |                                          |
   | There's nothing like                     |
   | a smooth one after work!                 |
   |__________________________________________|
```

THIS POSTER IS PERMANENTLY MISSABLE
The first opportunity you will
get to read this will be during your first raid on the Shinra HQ early on Disc 1. On the first floor on the north-east corner you will find a huge bulletin board. Search it thoroughly to find {Turtle Paradise Poster #2}.

If you missed it the first time round then you will have to wait until you are near to the end of Disc 2 when you raid the Shinra HQ for a second time. If you miss it here then you will have failed this side quest forever.

```
3)  _____________________________
   | [Turtle's Paradise]     |
   | No. 3                   |
   |                         |
   | Forget the bad times    |
   | with a nice drink…      |
   |                         |
   | Only thing missing      |
   | in Gold Saucer is……     |
   |                         |
   | A pub with good drinks  |
   | and a great atmosphere! |
   |                         |
   | Stop in the             |
   | "Turtle's Paradise"!    |
   |_________________________|
```

This can be found in the lobby of the hotel in the Gold Saucers Ghost Square. Look to the left-hand side of the screen for {Turtle Paradise Poster #3}.

```
4)  ___________________________________
   | [Turtle's Paradise Newsletter]   |
   | Number 4                         |
   |                                  |
   | Now hiring!                      |
   |                                  |
   | Looking for someone who          |
   | can stand long hours of boredom! |
   |                                  |
   | For details, contact             |
   | the "Turtle's Paradise"!!        |
   |__________________________________|
```

This can be found in Cosmo Canyon. Just to the left of the counter of Tiger Lily's Weapon Shop will be {Turtle Paradise Poster #4}.

```
5)  _____________________________
   | [Turtle's Paradise]       |
   | No. 5                     |
   |                           |
```

```
    | Our cocktails are good    |
    | but our wine is the best! |
    |                           |
    | Please stop in the        |
    | “Turtle's Paradise”!!     |
    |___________________________|
```

This can also be found in Cosmo Canyon. Just to the left of the counter of the Inn will be {Turtle Paradise Poster #5}.

```
 _____________________________________
6) | [Turtle's Paradise]               |
   | No. 6                             |
   |                                   |
   | Drink at the “Turtle's Paradise” |
   | and talk about Wutai!             |
   |                                   |
   | To find “Turtle's Paradise”,      |
   | look for the big pot outside!!    |
   |___________________________________|
```

In order to find this poster you must have recruited Yuffie and you must also have engaged in her sidequest. Whilst in Yuffie's house be sure to read {Turtle Paradise Poster #6} on the wall in the basement.

```
 ____________________________________________
7) | Pub [Turtle's Paradise]                  |
   | Publicity Flyers!                        |
   | Notice                                   |
   |                                          |
   | [Turtle's Paradise] is now having a      |
   | publicity campaign.                      |
   |                                          |
   | Flyer's will be posted all over the world. |
   | So make sure you look for our            |
   | flyers that say “Turtle's Paradise”      |
   |                                          |
   | “There's six in all.                     |
   |   If you find them all,                  |
   |   make sure to let the owner of Turtle's |
   |   Paradise know. You can win a prize!”   |
   |                                          |
   | “All you have to do is read them.        |
   |   Please don't take them down            |
   |   or rip them up!!”                      |
   | Owner, Turtle's Paradise                 |
   |__________________________________________|
```

Be sure to read the contest flyer itself - {Turtle Paradise Poster #7}! This can be found in Wutai just outside the Turtle Paradise on a bulletin board.

```
 ____________________________________________________________________________
/------------------------------------------------------------------------------\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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|                                                                              |
| {E.04} - Cross Dressing Mechanics                                            |
```

```
|                                                                    {Cross Dressing Mechanics} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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\-------------------------------------------------------------------------------------------/
```

During section D1.04 B - Wall Market you will have to dress Cloud up as a woman in order to proceed with the game, and you can vary the selection of attire he wears. Depending on your selection, either Cloud, Tifa or Aeris will be chosen to be Don Corneo's 'date' for the evening.

The minimum requirement to enter Don Corneo's mansion is just a dress and a wig, however you could if you wished enter the mansion with a dress, wig, cologne, tiara, underwear and make-up. Each choice you make will have an effect on the scoring system, and your final score will affect the outcome:

```
 2 - 11: Tifa  will be chosen as Don's date
12 - 18: Aeris will be chosen as Don's date
19 - 25: Cloud will be chosen as Don's date
```

Having Cloud chosen will unlock PS4 users the Consummate Cross-dresser Trophy.

Here is how the scoring system works:

```
 {DRESS}

+5 - Silk Dress   (Soft, Shimmers)
+3 - Satin Dress  (Soft, Shiny)
+1 - Cotton Dress (Clean)

 {WIG}

+5 - Blonde Wig (Beat Big Bro)
+3 - Dyed Wig   (Draw with Big Bro)
+1 - Wig        (Lose to Big Bro)

 {COLOGNE}

+5 - Sexy Cologne   (Digestive)
+3 - Flower cologne (Deodorant)
+1 - Cologne        (Disinfectant)

 {TIARA}

+5 - Diamond Tiara (200 gil)
+3 - Ruby Tiara    (100 gil)
+1 - Glass Tiara   (50 gil)

 {UNDERWEAR}

+0 - Bikini briefs (Group Room)
+0 - Lingerie      (&$#% Room)

 Note - The Bikini briefs were supposed to grant you +5, the Mystery Panties
        was supposed to grant you +3 and the Lingerie was supposed to grant
        you +1 but for unknown reasons the scoring system along with the
        Mystery Panties was phased out of the final game.

 {MAKE-UP}
```

+5 - 25% chance (Wind sound, difficult to hear)
+3 - 38% chance (Healing sound)
+1 - 38% chance ('Tink' sound)

{E.05} - Elements

A - About Elements
B - Elemental Materia
C - Obscure Elements
D - The Elements Themselves
E - Battle Items, Accessories And Materia List

--E.05 A - About Elements

Elements are a recurring theme for the Final Fantasy series. The most notorious of these are Fire, Ice and Lightning, and many enemies will have Elemental attributes that will affect the way the battle system plays out.

The 8 variables are (in order of priority):

Auto-Hit - The target cannot evade the attack.
Death - The target is instantly killed.
Recovery - The target is completely recovered.
Nullify - The damage dealt will be 0.
Absorb - The damage dealt will be absorbed.
Halve - The damage dealt will be halved
Double - The damage dealt will be doubled.

There are nine basic Elements in Final Fantasy VII and a number of obscure Elements that will be detailed further on. In the order that they are obtainable these 9 Elements are:

Lightning	Ice	Fire	Poison	Earth	Wind	Water	Gravity	Holy
LHT	ICE	FRE	PSN	ERT	WND	WTR	GRV	HLY

All of the Elemental attributes of all enemies are listed area-by-area throughout the walkthrough using the abbreviations as shown above. You should always try to use Elements that an enemy is weak against whilst veering away from Elements that an enemy is strong against. Remember that by using the Elemental Materia you can protect yourself from Elemental attacks by equipping it to your armour, and you can also add an Element onto your basic physical attacks by equipping it to your weapon. More on the Elemental Materia below.

It's important to note that Poison is also a Status, however an enemy's Elemental strength/weakness to poison will not correlate to the enemies immunity/vulnerability to the poison Status, although a mastered Elemental Materia placed in your armour paired with Poison *will* protect you from both the Element and the Status Poison.

A few other things to point out - nearly all Bosses are immune to Gravity, with the exception of the Midgar Zolom, Godo and Emerald Weapon. Similarly, virtually all flying creatures are weak against Wind but will nullify Earth based attacks. Also, Vincent's Level 1 Limit Break, Galian Beast, has an attack called Beast Flare that will hit with Fire damage, and his Level 2 Limit Death Gigas has an attack called Live Wire that will hit with Lightning damage. Yuffie's 2-1 Limit Break is Earth based.

Lastly, there are more Elements in play than the basic 9 as listed above, the most notable being the Restorative Element (RES). See the Obscure Elements below for more details.

{Elemental}

¬¬
--E.05 B - Elemental Materia
¬¬

The Elemental Materia is easily one of the most under-rated Materias in the game and is easily missed during the assault on the Shinra HQ early on in the game. There are 3 in total to collect:

1) D1.06 A - Fight or Flight of Stairs

Floor 62. Whilst speaking to the Mayor you can obtain the Elemental Materia by guessing his password on the first try; the password is different from game to game. The most simple way to do this would be to save just before talking to him, then guessing until you get the correct password. Finally, reload your save then talk to the Mayor selecting the correct password on the first try for the Elemental Materia.

2) D1.15 C - Mt. Nibel

During your travels you will eventually come to the same place where Cloud and Sephiroth and co. stopped to admire a Lifestream fountain. Five years later the energy from the fountain will have formed into the Elemental Materia.

3) D1.07 B - The Nibelheim Incident

During the flashback from 5 years ago you must enter into Tifa's house and interact with her piano in the second floor. Make sure to 'jam on it' otherwise you won't be able to retrieve the 3rd and final Elemental Materia.

D2.05 D - Playing Tifa's Piano in Nibelheim

You can only do this whilst playing as Tifa on Disc 2 just after you've received the Highwind. Interact with her piano once more to receive the Elemental Materia so long as you followed the prerequisite as above.

Pairing the Elemental Materia to another piece of Materia that has an Elemental attribute will either protect you from the Element, or make your physical attacks hit with that Element, depending on whether you have

equipped the Materias onto you armour or weapon, respectively.

When you place the Elemental Materia in your weapon, the level of the Elemental will not vary the effect of the attack, however when placed in your armour the current level of the Elemental will vary the effect. At level 1 you will take halve the damage of the Element that it is paired with, at level 2 you will nullify the damage and at level 3 you will absorb the damage. If you were to pair a level 3 Elemental with Lightning in your armour, then you could use Lightning based attacks to heal yourself! Remember that your Spirit and Magic stat will affect the amount HP you are healed by.

Remember that you can view your current Elemental strengths in the 'Status' menu; press confirm to scroll through the three tabs.

NOTE - Pairing Fire with the Elemental on your armour is the only way to obtain the Enemy Skill Beta from the Midgar Zolom at a low level (along with the Status Sadness).

Remember that some Summons also have Elemental properties. Below is a list of every 'pairable' Materia:

ELEMENT:	MAGIC:	SUMMON:
Lightning	Lightning	Ramuh
Ice	Ice	Shiva
Fire	Fire	Ifrit, Phoenix
Poison	Poison	--------
Earth	Earth	Titan
Wind	---------	Choco/Mog, Typoon
Water	---------	Leviathan
Gravity	Gravity	---------
Holy	---------	Alexander

- It is recommended that you equip the Elemental Materia with Lightning as soon as you obtain it seeing as many enemies in the Shinra HQ are weak against lightning.
- Once you receive the Choco/Mog Materia in the Chocobo ranch you can switch to Wind based attacks seeing as a large amount of enemies from that point on are 'flying', meaning they will beak weak vs Wind but strong vs Earth.
- The Great Glacier on Disc 2 is home to many creatures that are weak against Fire.

Remember that it is always advisable to pair a Summon as opposed to Magic with your Elemental Materia seeing as you are not penalised as much.

Lightning will have the following effect on your stats:
Strength -1, Magic +1, Max HP -2%, Max MP +2%.
Ramuh will *not* affect your strength but will affect your Magic, Max HP and Max MP by the same values.

Below is a chart depicting the quantity of enemies that are weak and strong against each Element:

	Absorb	Nullify	Halve	Total	Double
Fire	12	4	12	28	15
Ice	11	5	5	21	8

Lightning	7	5	3	15	28
Earth	4	52	3	59	4
Poison	17	6	0	23	2
Gravity	0	70	12	82	5
Water	5	18	5	28	4
Wind	0	1	0	1	29
Holy	0	1	0	1	10

So you can see that Wind, Lightning and Holy are the favourable Elements to equip with the Elemental onto your weapon, whilst Earth, Gravity, Water and Fire should be avoided, with the exception of certain areas (like the Great Glacier).

¬¬

--E.05 C - Obscure Elements

¬¬

There are 7 Elements that go relatively unknown, these are:

RESTORATIVE   CUT   HIT   PUNCH   SHOOT   SHOUT   HIDDEN

It is suspected that the developers had initially intended for every single physical attack to use the Element Cut, Hit, Punch, Shoot or Shout, and certain enemies would have varying strengths/weaknesses to these 'Physical' Elements. Even though they had decided in the end that it was too complicated, there are still a few enemies that are weak against certain Elements (like the Desert Sahagin which is weak against Punch). Nearly all of the characters weapons will conform to one of these Elements and a vast majority of enemies will use attacks with one of these properties, however Restorative and Hidden work slightly differently.

NOTE - The Ziedrich is a piece of armour that will halve all Elemental attacks, and this includes any of the above Elements excluding Shout, Restorative and Hidden. The Ziedrich is considered to be one of the best defensive armour in the game, the drawback being that it doesn't have any Materia slots.

{Restorative}:

If an enemy is weak against the Element Holy then there is a strong chance that the enemy will also absorb the Restorative Element, which means that curative items and spells will harm the enemy as opposed to healing it (the double positive makes a negative). Enemies that conform to this would be considered 'Undead', and this is a familiar trait with the Final Fantasy series.

Of all 10 enemies that are weak against Holy, only two of them do *not* absorb the Restorative Element, and these two are Soul Fire and Parasite. It's worth noting that pairing Elemental with Restore will have no effect whatsoever. Also, using items such as Ethers and Turbo Ethers will deplete your opponents MP, and casting a Megalixir/Elixir/X-Potion will cause

instant Death to your opponent, and casting a Phoenix Down will have a 25% chance to cause instant Death (because a Phoenix Down cures you of 25% HP and a Megalixir/Elixir/X-Potion cures 100% of your HP). Regen is *not* of the restorative Element and therefore it won't act to gradually deplete your opponents HP.

More on Restorative below.

{Cut}:

The Cut Element is primarily attributed to attacks that 'slice' such as swords, namely all of Cloud's weapons, one of Barret's and one of Cid's. There are 36 enemy attacks that use the Cut Element.

{Hit}:

Hit is one of the most used Physical attacks in the game, and is primarily attributed to attacks that use blunt force such as clubs or batons. Most of Tifa's weapons, some of Barret's, all of Aeris's, most of Red XIII, all of Cait Sith's and one of Cid's use the Hit Element. There are 103 enemy attacks that use the Hit Element.

{Punch}:

Surprisingly enough, Tifa's attacks do not conform to the Punch Element. Thrust would have been a more appropriate title seeing as attacks that penetrate fall under the Punch Element, such as daggers and spears. 3 of Barret's weapons, two of Tifa's and most of Cid's fall under the Punch category. 31 enemy attacks use the Punch Element.

Some enemies will be weak against Punch, such as the Desert Sahagin found near Cosmo Canyon. When you attack it with one of Cid's weapons, you will not do double damage, rather, you will have a 100% attack rate instead. The same applies to the Sahagin and the Ceasar found in Sector 6 Sewers. Thanks to NFITC1 for clarifying some of that up.

{Shoot}:

All attacks that are made from a distance are considered to be of the Element Shoot, such as guns or shurikens. Most of Barret's weapons, one of Red XIII's, all of Yuffie's and all of Vincent's are considered to be of the Element Shoot. 82 enemy attacks fall under the Shoot Element.

{Shout}:

Attacks that are made through sound are considered to be Shout, and weirdly enough that doesn't mean Cait Sith (probably because Cait's in-battle animation is to hit his target as opposed to shout at it). No allies use Shout and only 12 enemy attacks fall under the Shout Element.

{Hidden}:

Interestingly enough, Hidden isn't actually called Hidden, it just the title that has been dubbed for this Element seeing as it doesn't actually have a name. It is also sometimes referred to as 'The 10th Element'. An attack has to have an Element assigned to it, and by default if an attack has no Element then it will be assigned as Hidden by default.

To protect yourself from Hidden you would need to pair Elemental with any *non* Elemental Materia, with the exception of Restore and any Support

(blue) Materia. So, if you were to link Elemental=Luck Plus (for example) on your armour then you would then be protected from any attacks that use the Hidden Element. Seeing as there are no enemies that are weak against Hidden, linking Elemental=(Hidden) to your weapon would be pointless.

In the Japanese original version of the game there were 15 direct attacks that used the Hidden Element, but in the later SCEA/SCEE (or NTSC/PAL) versions all but one of these moves had the Hidden Element removed from their attacks. The attack that was left in the game was Ultimate WEAPON's 'Ultima Beam', and you can still absorb/nullify/halve the effects of this attack by protecting yourself from Hidden. There are also a number of passive attacks that use Hidden such as Status changes and Status protection, however you cannot defend yourself from a 'Hidden' attack if no damage is being directly dealt (although you can protect yourself from the Status).

¬¬

--E.05 D - The Elements Themselves

¬¬

Below you will find a complete run-down of every appearance of each Element, from equippable Materia to battle items to enemy attributes. It is important to note that several attacks/Summons will yield more than one Elemental property, which isn't always a good thing due to the fact that if an enemy can absorb one of the Elements then the entire attack will be absorbed (or nullifies, or halved).

```
Magic Breath - Enemy Skill. Hits with Lightning, Ice & Fire
Kjata        - Summon.      Hits with Lightning, Ice & Fire
Typoon       - Summon.      Hits with Lightning, Ice, Fire & Earth
```

It is also important to note that while Choco/Mog may be a Wind based Materia, when you cast Choco/Mog in battle neither of its attacks will be Wind based. You will only be able to utilise the Wind Element when pairing Choco/Mog with the Elemental Materia. The same goes for Typoon, even though it is classed as a Wind Based Materia, when used in-battle it will not attack with Wind.

Lastly, due to the complexity of Bizarro-Sephiroth's varying forms I haven't included any of his Elemental strengths/weaknesses in the following data, however I have included his Elemental attacks.

```
+----------------------+
|   {FIRE}:    FRE     |
+----------------------+
```

There are 15 enemies that are weak against Fire and 28 enemies that are strong against Fire. The best time to equip Fire would be in the Great Glacier early on in Disc 2. Vincent's Level 1 Limit Break, Galian Beast uses a move called Beast Flare which is Fire based. Ifrit is the only Fire based Summon in the game and uses an attack called Hellfire.

Fire is first available from the Materia Shop in Sector 7, but will also be obtained via Red XIII's initial equipment whilst raiding the Shinra HQ. Notable Fire based enemies include Motor Ball, Ark Dragon, Bomb, Soul Fire, Dragon, Foulander and Grenade.

 ____
| |

Associated Materia: (FRE)

Magic - Fire, Fire2, Fire3 (Fire), Flare (Contain Lv 4)
Enemy Skill - Beta, Flame Thrower, Magic Breath
Summon - Ifrit, Phoenix, Kjata, Typoon

Associated Items: (FRE)

Battle Items:-

Fire Fang - Uses Fire2 on all enemies
Fire Veil - Uses Fire3 on all enemies
Molotov - Fire damage on one opponent

Armour:-

Ziedrich - Halves all Elemental attacks (including obscure Elements)
Dragon Armlet - Halves Lightning, Ice & Fire based attacks
Fire Armlet - Absorbs Fire based attacks
Minerva Band - Nullifies Ice, Fire, Gravity & Holy based attacks
Can only be worn by females

Accessories:-

Fire Ring - Nullifies Fire based attacks
Tetra Elemental - Absorbs Lightning, Ice, Fire & Earth based attacks

Associated Enemies: (FRE)

Strong Against = 28 [A] Absorb = 12 [N] Nullify = 4 [H] Halve = 12

[H] Air Buster - Sector 5 Reactor (BOSS)
[H] Zenene - Hojo's Laboratory
[H] Motor Ball - Midgar Highway (BOSS)
[A] Ark Dragon - Mythril Mines
[N] Bagnadrana - Mt. Corel
[H] Search Crown - Mt. Corel
[N] Bomb - Mt. Corel Bridge
[H] Land Worm - Corel Prison Desert
[N] Cactuar - Corel Prison Desert
[H] Desert Sahagin - Cosmo Canyon Area (World Map)
[A] Soul Fire - Cave of The Gi (BOSS)
[A] Dragon - Mt. Nibel
[A] Materia Keeper - Mt. Nibel (BOSS)
[H] Sea Worm - Beaches near Mideel (World Map)
[A] Foulander - Da-chao Statue
[A] Doorbull - Temple of The Ancients
[A] Red Dragon - Temple of The Ancients (BOSS)
[A] Schizo Right - Gaea's Cliff (BOSS)
[H] Grenade - Whirlwind Maze
[H] Hard Attacker - Underwater Reactor
[N] Diablo - Ancient Forest
[A] Unknown - Sunken Gelnika
[H] Diamond WEAPON - Midgar Area (World Map) (BOSS)
[A] Rude IV - Winding Tunnels Re-visited (BOSS)
[H] Mover - North Crater Swamp Area

| [A] Pollensalta - North Crater Right Path |
| [H] Iron Man - Inside The Planet |
| [A] Ruby WEAPON - Gold Saucer Desert (World Map) (BOSS) |
| |
| |
| Weak Against = 15 (Double) |
| |
| Aps - Sector 6 Sewers (BOSS) |
| Ghost - Sector 6 Train Graveyard |
| SOLDIER:3rd - Hojo's Laboratory |
| Kalm Fang - Midgar Area (World Map) |
| Castanets - Mythril Mine |
| Flower Prong S/M/L - Gongaga |
| Crown Lance - Beaches near Nibelheim (World Map) |
| Gi Spector - Cave of The Gi |
| Kyuvilduns - Mt. Nibel |
| Bandersnatch - Icicle Area (World Map), Great Glacier |
| Shred - Great Glacier |
| Magnade - Great Glacier |
| Snow - Great Glacier |
| Icicle - Gaea's Cliff |
| Emerald WEAPON's Eyes - Sea Floor (Submarine Only) (BOSS) |

| |
|* = Enemy Skill Associated Enemy Attacks: (FRE) |
| |
| Fire - Weak dmg - Mono Drive (Sector 1 Reactor) |
| Fire - Weak dmg - Hedgehog Pie (Sector 6 Slums) |
| Fire - Weak dmg - Ghost (Train Graveyard) |
| Fire - Weak dmg - Sample:H0512-opt (Hojo's Lab) |
| Ghengaga - Weak dmg - Zenene (Hojo's Lab) |
| Rolling Fire - Weak dmg to all - Motor Ball (Midgar Highway) |
| Twin Burner - Weak dmg to all - Motor Ball (Midgar Highway) |
|*Beta - Med dmg to all - Midgar Zolom (Midgar Marshes) |
|*Flame Thrower - Weak dmg - Ark Dragon (Mythril Mines) |
| Fire Fang - Med dmg - Mystery Ninja (Forests) |
| Fire Fang - Big dmg to all - Mystery Ninja (Forests) |
| Heatwing - Weak dmg - Nerosuferoth (Junon Area) |
| Fire2 - Med dmg - Scrutin Eye (Cargo Ship) |
| Fireball - Med dmg - Bomb (Mt. Corel Bridge) |
| Fire - Weak dmg - Rude I (Gongaga Jungle) |
| Fire2 - Med dmg - Soul Fire (Cave of the Gi) |
| Fire2 - Med dmg - Jersey (Shinra Mansion) |
|*Flame Thrower - Weak dmg - Dragon (Mt. Nibel) |
| Fire - Weak dmg - Palmer (Rocket Town) |
| Flame Dance - Med dmg - Foulander (Da-chao Statue) |
| Fire Shell - Med dmg - Doorbull (Temple of Ancients)|
| Red Dragon Breath - Big dmg - Red Dragon (Temple of Ancients)|
| Magma - Med dmg - Trickplay (Icicle Area) |
|*Magic Breath - Big dmg to all - Stilva (Gaea's Cliff) |
| Right Breath - Med dmg - Schizo Right (Gaea's Cliff) |
| Double Breath - Med dmg - Schizo Left (Gaea's Cliff) |
| Gush - Med dmg - Grenade (Whirlwind Maze) |
| Fire Shell - Med dmg - Sculpture (Whirlwind Maze) |
| Fire2 - Med dmg - Killbin (Whirlwind Maze) |
| Red Light - Med dmg - Jenova-DEATH (Whirlwind Maze) |
| Tropic Wind - Med dmg - Jenova-DEATH (Whirlwind Maze) |
| Oil - Weak dmg - Hard Attacker (Underwater Reactor)|
| Flame - Med dmg - Diablo (Ancient Forest) |

Fire2	- Med dmg	- Rude III	(Sunken Gelnika)
Fire	- Weak dmg	- Poodler	(Sunken Gelnika)
Diamond Fire	- Med dmg	- Diamond WEAPON	(Midgar Area)
Flare	- Huge dmg	- Behemoth	(Midgar Sector 8)
Fire2	- Med dmg	- Manhole	(Midgar Sector 8)
Throw	- Med dmg to all	- Elena	(Winding Tunnels)
Napalm Bomb	- Big dmg	- Grosspanzer-Mobile	(Mako Cannon)
Fire2	- Med dmg	- Poodler Sample	(Mako Cannon)
Fire2	- Med dmg	- Bad Rap Sample	(Mako Cannon)
Fire3	- Big dmg	- Pollensalta	(North Crater)
*Magic Breath	- Big dmg to all	- Parasite	(North Crater)
Lv 3 Flare	- Huge dmg	- Allemagne	(North Crater)
Fire3	- Big dmg	- Bizarro Sephiroth	(North Crater)
Ruby Flame	- Huge dmg	- Ruby WEAPON	(Gold Saucer Desert)

{ICE}: ICE

There are 8 enemies that are weak against Ice and 21 enemies that are strong against Ice. The majority of Fire based creatures are vulnerable to Ice, which unfortunately are few and far between. Shiva is the only Ice Summon in the game and can damage all foes with her Diamond Dust move.

Ice is initially equipped on Cloud at the beginning of the game, and is available from most Materia Shops in Midgar. Notable Ice based enemies include Boundfat, Snow, Ice Golem, Lessaloploth and Icicle.

Associated Materia: (ICE)

Magic	- Ice, Ice2, Ice3 (Ice), Freeze (Contain Lv 1)
Enemy Skill	- Magic Breath
Summon	- Shiva, Kjata, Typoon

Associated Items: (ICE)

Battle Items:-

Antarctic Wind	- Uses Ice2 on all enemies
Ice Crystal	- Uses Ice3 on all enemies

Armour:-

Ziedrich	- Halves all Elemental attacks (including obscure Elements)
Aurora Armlet	- Absorbs Ice based attacks
Dragon Armlet	- Halves Lightning, Ice & Fire based attacks
Minerva Band	- Nullifies Ice, Fire, Gravity & Holy based attacks Can only be worn by females

Accessories:-

Ice Ring	- Nullifies Ice based attacks
Tetra Elemental	- Absorbs Lightning, Ice, Fire & Earth based attacks

```
|                                                                          |
|                            Associated Enemies:                     (ICE) |
|                                                                          |
|   Strong Against = 21   [A] Absorb = 11  [N] Nullify = 5   [H] Halve = 5  |
|                                                                          |
| [A] Deenglow       - Sector 6 Sewers                                     |
| [H] Ghost          - Sector 6 Train Graveyard                            |
| [H] Crawler        - Mythril Mine                                        |
| [N] Cactuar        - Corel Prison Desert                                 |
| [A] Garuda         - Da-chao Statue (Wutai)                              |
| [N] Jemnezmy       - Inside The Temple of The Ancients                   |
| [A] Boundfat       - Corral Valley                                       |
| [H] Bandersnatch   - Icicle Area (World Map), Great Glacier              |
| [A] Snow           - Great Glacier                                       |
| [A] Ice Golem      - Great Glacier                                       |
| [N] Shred          - Great Glacier                                       |
| [N] Lessaloploth   - Great Glacier                                       |
| [A] Blue Dragon    - Gaea's Cliff                                        |
| [A] Icicle         - Gaea's Cliff                                        |
| [A] Schizo Left    - Gaea's Cliff (BOSS)                                 |
| [N] Diablo         - Ancient Forest                                      |
| [A] Elena          - Winding Tunnels Re-visited (BOSS)                   |
| [H] Mover          - North Crater Swamp Area                             |
| [H] Iron Man       - Inside The Planet                                   |
| [A] Ruby WEAPON    - Gold Saucer Desert (World Map) (BOSS)               |
| [A] Emerald WEAPON - Sea Floor (Submarine Only) (BOSS)                   |
|                                                                          |
|   Weak Against = 8  (Double)                                             |
|                                                                          |
|  Hedgehog Pie   - Sector 6 Slums                                         |
|  Ceasar         - Sector 6 Sewers                                        |
|  Bagnadrana     - Mt. Corel                                              |
|  Land Worm      - Corel Prison Desert                                    |
|  Desert Sahagin - Cosmo Canyon Area (World Map)                          |
|  Heg            - Cave of The Gi                                         |
|  Sea Worm       - Beaches near Mideel (World Map)                        |
|  Toxic Frog     - Inside The Temple of The Ancients                      |
|_____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                          |
|* = Enemy Skill           Associated Enemy Attacks:                  (ICE) |
|                                                                          |
| Ice                - Weak dmg       - Deenglow         (Train Graveyard)  |
| Ice2               - Med  dmg       - Soldier:3RD      (Hojo's Lab)       |
| Ice                - Weak dmg       - Sample:H0512-opt (Hojo's Lab)       |
| Cold Breath        - Weak dmg       - Crawler          (Mythril Mine)     |
| Ice2               - Med  dmg       - Scrutin Eye      (Cargo Ship)       |
| Ice                - Weak dmg       - Beachplug        (Gongaga Beaches)  |
| Ice2               - Med  dmg       - Yang             (Shinra Mansion)   |
| Ice                - Weak dmg       - Palmer           (Rocket Town)      |
| Ice2               - Med  dmg       - Garuda           (Da-chao Statue)   |
| Cold Breath        - Weak dmg       - Jemnezmy         (Temple of Ancients)|
| Southern Cross     - Med  dmg       - Ancient Dragon   (Temple of Ancients)|
| Cave-In            - Big  dmg       - Demons Gate      (Temple of Ancients)|
| Ice2               - Med  dmg       - Boundfat         (Corral Valley)    |
| Ice2               - Med  dmg       - Grimguard        (Corral Valley Cave)|
| Ice2               - Med  dmg        - Snow             (Great Glacier)   |
| Cold Breath        - Weak dmg        - Snow             (Great Glacier)   |
| Cold Snap          - Med  dmg        - Ice Golem        (Great Glacier)   |
| Avalanche          - Big  dmg to all - Lessaloploth     (Great Glacier)   |
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|*Magic Breath       - Big  dmg to all - Stilva           (Gaea's Cliff)     |
| Blue Dragon Breath - Med  dmg to all - Blue Dragon      (Gaea's Cliff)     |
| Frozen Beam        - Big  dmg        - Malboro          (Gaea's Cliff)     |
| Left Breath        - Big  dmg        - Schizo Left      (Gaea's Cliff)     |
| Double Breath      - Big  dmg        - Schizo Right     (Gaea's Cliff)     |
| Ice2               - Med  dmg        - Killbin          (Whirlwind Maze)   |
| Cold               - Med  dmg        - Diablo           (Ancient Forest)   |
| Ice2               - Med  dmg        - Rude III         (Sunken Gelnika)   |
| Viper Breath       - Med  dmg        - Serpent          (Sunken Gelnika)   |
| Ice2               - Med  dmg        - Manhole          (Sector 8)         |
| Freeze             - Huge dmg        - Maximum Kimaira  (Mako Cannon)      |
|*Magic Breath       - Big  dmg to all - Parasite         (North Crater)     |
| Cold Breath        - Weak dmg        - Pollensalta      (North Crater)     |
| Ice3               - Big  dmg        - Bizarro-Sephiroth (North Crater)    |
|__________________________________________________________________________|

+--------------------------+
|   {LIGHTNING}:    LHT    |
+--------------------------+
```

There are 28 enemies that are weak against Lightning and 15 enemies that are strong against Lightning. Most mechanical creatures are weak to Bolt, and the majority of these enemies can be found in Midgar at the beginning of the game, and then again in Midgar towards the end of Disc 2. Vincent's Level 2 Limit Break, Death Gigas uses a move called Live Wire which is Lightning based. Ramuh is the Lightning based Summon and he will strike down on his foes with his mighty Judgement Bolt.

Lightning is initially equipped on Cloud at the beginning of the game, and is available from most Materia Shops in Midgar. Notable Lightning based creatures include Needle Kiss, Crown Lance, Thunder Bird and Garuda.

```
 ____________________________________________________________________________
|                                                                            |
|                             Associated Materia:                    (LHT)   |
|                                                                            |
| Magic       - Bolt, Bolt2, Bolt3 (Lightning)                               |
| Enemy Skill - Trine, Magic Breath                                          |
| Summon      - Ramuh, Kjata, Typoon                                         |
|____________________________________________________________________________|

 ____________________________________________________________________________
|                                                                            |
|                              Associated Items:                     (LHT)   |
|                                                                            |
|   Battle Items:-                                                           |
|                                                                            |
| Bolt Plume  - Uses Bolt2 on all enemies                                    |
| Swift Bolt  - Uses Bolt3 on all enemies                                    |
| Dragon Fang - Lightning damage against all opponents                       |
|                                                                            |
|   Armour:-                                                                 |
|                                                                            |
| Ziedrich      - Halves all Elemental attacks (including obscure Elements)  |
| Bolt Armlet   - Absorbs Lightning based attacks                            |
| Dragon Armlet - Halves Lightning, Ice & Fire based attacks                 |
| Escort Guard  - Nullifies Lightning, Poison, Earth & Water based attacks   |
|                 Can only be worn by males                                  |
|                                                                            |
|   Accessories:-                                                            |
|                                                                            |
```

| Bolt Ring - Nullifies Lightning based attacks |
| Tetra Elemental - Absorbs Lightning, Ice, Fire & Earth based attacks |

Associated Enemies: (LHT)

Strong Against = 15 [A] Absorb = 7 [N] Nullify = 5 [H] Halve = 3

[H]	Reno I	Sector 7 Support Tower (BOSS)
[N]	Warning Board	Hojo's Laboratory
[H]	Sample:H0512	Hojo's Laboratory (BOSS)
[N]	Needle Kiss	Mt. Corel
[N]	Cactuar	Corel Prison Desert
[A]	Crown Lance	Beaches near Nibelheim (World Map)
[A]	Thunderbird	Wutai area (World Map)
[A]	Edgehead	Wutai Area (World Map)
[A]	Garuda	Da-chao Statue (Wutai)
[N]	Guard System	Paths to Junon's Underwater Reactor
[A]	Unknown 3	Sunken Gelnika
[A]	Reno IV	Winding Tunnels Re-visited (BOSS)
[N]	Dark Dragon	North Crater
[H]	Mover	North Crater Swamp Area
[A]	Ruby WEAPON	Gold Saucer Desert (World Map) (BOSS)

Weak Against = 28 (Double)

1st Ray	Sector 1 Reactor
Sweeper	Sector 1 Reactor
Guard Scorpion	Sector 1 Reactor (BOSS)
Rocket Launcher	Sector 4 Winding Tunnels
Blugu	Sector 4 Platforms
Proto Machinegun	Sector 4 Platforms
Air Buster	Sector 5 Rector (BOSS)
Hammer Blaster	Shinra HQ
Moth Slasher	Hojo's Laboratory
Laser Cannon	Hojo's Laboratory
Machine Gun	Hojo's Laboratory
Hundred Gunner	Shinra HQ Elevators (BOSS)
Heli Gunner	Shinra HQ Elevators (BOSS)
Motor Ball	Midgar Highway (BOSS)
Custom Sweeper	Midgar Area (World Map)
Roulette Cannon	Upper Junon (Disc 2)
Eagle Gun	Mt. Corel Train (Disc 2)
Gun Carrier	Junon's Underwater Reactor
Carry Armor	Junon's Underwater Reactor (BOSS)
Diamond WEAPON	Midgar Area (World Map) (BOSS)
Crazy Saw	Sector 8
Cromwell	Sector 8
Shadow Maker	Winding Tunnels (Re-visited)
Grosspanzer-BIG	Mako Cannon Base
Grosspanzer-MOBILE	Mako Cannon Base
Grosspanzer-SMALL	Mako Cannon Base
X-Cannon	Mako Cannon
Emerald WEAPON	Sea Floor (Submarine Only) (BOSS)

* = Enemy Skill Associated Enemy Attacks: (LHT)

Electro-Mag Rod - Weak dmg - Reno I (Sector 7)
Bolt2 - Med dmg - Soldier:3RD (Hojo's Laboratory)
Bolt - Weak dmg - Dark Nation (Rufus Boss Fight)
Scissor Spark - Weak dmg - Castanets (Mythril Mines)
Swift Bolt - Big dmg to all - Mystery Ninja (Forests)
Thunderbolt - Med dmg - Zemzelett (Junon Area)
Thunder Kiss - Weak dmg - Needle Kiss (Mt. Corel)
Electroprod - Weak dmg - Reno II (Gongaga Jungle)
Bolt - Weak dmg - Crown Lance (Nibelheim Beaches)
Bolt2 - Med dmg - Lost Number (Shinra Mansion)
Bolt2 - Med dmg - Yang (Shinra Mansion)
*Trine - Med dmg to all - Materia Keeper (Mt. Nibel)
Bolt2 - Med dmg - Palmer (Rocket Town)
Lightning - Med dmg to all - Thunderbird (Wutai Area)
Electric Burst - Med dmg - Edgehead (Wutai Area)
Bolt2 - Med dmg - Garuda (Da-chao Statue)
*Trine - Med dmg to all - Godo (Wutai Pagoda)
Bolt Ball - Med dmg - Vlakorados (Bone Village Area)
Bolt2 - Med dmg - Grimguard (Corral Valley Cave)
Wide Grazer - Med dmg to all - Ice Golem (Great Glacier)
*Trine - Med dmg to all - Stilva (Gaea's Cliff)
*Magic Breath - Big dmg to all - Stilva (Gaea's Cliff)
Left Breath 2 - Big dmg to all - Schizo Left (Gaea's Cliff)
Right Breath 2 - Big dmg to all - Schizo Right (Gaea's Cliff)
Bolt2 - Med dmg - Rude II (Rocket Town)
Bolt2 - Med dmg - Rude III (Sunken Gelnika)
Electroprod 2 - Big dmg - Reno III (Sunken Gelnika)
Bolt2 - Med dmg - Unknown 3 (Sunken Gelnika)
Thunderball - Big dmg - Ultimate WEAPON (Aerial Battle)
Electroprod - Big dmg - Reno IV (Winding Tunnels)
*Magic Breath - Big dmg to all - Parasite (North Crater)
Bolt3 - Big dmg - Christopher (North Crater Swamp)
Bolt3 - Big dmg - Bizarro-Sephiroth (North Crater)

{EARTH}: ERT

There are 4 enemies that are weak against Earth and 59 enemies that are strong against Earth, making Earth one of the worst Elements in the game. All flying creatures are immune to Earth, whilst at the same time being weak against Wind. Yuffie's 2-1 Limit Break, Landscaper hits with Earth damage. Titan is the only Earth based Summon using his Anger of The Land attack.

Earth can first be bought from the Materia Shop in Kalm. Notable Earth based creatures include Land Worm and Sea Worm.

Associated Materia: (ERT)
Magic - Quake, Quake2, Quake3 (Earth), Break (Contain Lv 2)
Summon - Titan, Typoon

Associated Items: (ERT)
Battle Items:-

| Earth Drum - Uses Quake2 on all enemies |
| Earth Mallet - Uses Quake3 on all enemies |
| |
| Armour:- |
| |
| Ziedrich - Halves all Elemental attacks (including obscure Elements) |
| Escort Guard - Nullifies Lightning, Poison, Earth & Water based attacks |
| Can only be worn by males |
| |
| Accessories:- |
| |
| Tetra Elemental - Absorbs Lightning, Ice, Fire & Earth based attacks |

Associated Enemies: (ERT)

Strong Against = 59 [A] Absorb = 4 [N] Nullify = 52 [H] Halve = 3

[N]	Mono Drive	Sector 1 Reactor
[N]	Blugu	Sector 4 Platforms
[N]	Air Buster	Sector 5 Reactor (BOSS)
[N]	Deenglow	Train Graveyard
[N]	Ghost	Train Graveyard
[N]	Aero Combatant	Sector 7 Support Tower
[N]	Sword Dance	Shinra HQ
[N]	Sample:H0512-opt	Hojo's Laboratory (BOSS)
[N]	Brain Pod	Hojo's Laboratory
[N]	Heli Gunner	Shinra HQ Elevators (BOSS)
[N]	Ark Dragon	Mythril Mines
[N]	Zemzelett	Junon Area (World Map)
[N]	Formula	Junon Area (World Map)
[N]	Bottomswell	Junon Harbour (BOSS)
[N]	Scrutin Eye	Cargo Ship
[N]	Grangalan /Jr/Jr Jr	Corel Area (World Map)
[N]	Needle Kiss	Mt. Corel
[N]	Bloatfloat	Mt. Corel
[N]	Bomb	Mt. Corel
[N]	2-Faced	Corel Prison
[A]	Land Worm	Corel Prison Desert
[N]	Cactuar	Corel Prison Desert
[N]	Flapbeat	Gold Saucer Area (World Map)
[N]	Joker	Gold Saucer Area (World Map)
[N]	Crown Lance	Beaches Near Nibelheim (World Map)
[N]	Gi Nattak	Cave of The Gi (BOSS)
[N]	Soul Fire	Cave of The Gi (BOSS)
[N]	Ghirofelgo	Shinra Mansion
[N]	Black Bat	Shinra Mansion
[N]	Sonic Speed	Mt. Nibel
[N]	Zuu	Mt. Nibel
[A]	Sea Worm	Beaches Near Mideel (World Map)
[N]	Garuda	Da-chao Statue
[N]	Gorkii	Wutai Pagoda (BOSS)
[N]	Tonadu	Beaches Near Temple of Ancients (World Map)
[N]	Slaps	Forests Near Temple of Ancients (World Map)
[N]	Ancient Dragon	Temple of The Ancients
[H]	Demons Gate	Temple of The Ancients (BOSS)
[A]	Trickplay	Icicle Area (World Map)
[N]	Malldancer	Corral Valley
[N]	Shred	Great Glacier

| [N] Lessaloploth - Great Glacier |
| [N] Grenade - Whirlwind Maze |
| [N] Dragon Rider - Whirlwind Maze |
| [N] Eagle Gun - Mt. Corel Train (Disc 2) |
| [N] Divers Nest - Pathway to Underwater Reactor |
| [N] Ghost Ship - Pathway to Underwater Reactor |
| [N] Corvette - Pathway to Underwater Reactor |
| [N] Rilfsak - Ancient Forest |
| [N] Serpent - Sunken Gelnika |
| [N] Ultimate WEAPON - Aerial Battle (BOSS) |
| [N] Parasite - North Crater |
| [N] Allemagne - North Crater |
| [H] Mover - North Crater Swamp Area |
| [H] Iron Man - Inside The Planet (BOSS) |
| [N] Jenova-SYNTHESIS - Inside The Planet (BOSS) |
| [N] Safer-Sephiroth - Inside The Planet (BOSS) |
| [A] Ruby WEAPON - Gold Saucer Desert (World Map) (BOSS) |
| [N] Emerald WEAPON - Sea Floor (Submarine Only) (BOSS) |
| |
| Weak Against = 4 (Double) |
| |
| Crawler - Mythril Mines |
| Flower Prong S/M/L - Gongaga |
| Jenova-LIFE - City of The Ancients |
| Icicle - Gaea's Cliff |

| |
| Associated Enemy Attacks: (ERT) |
| |
| Suicide Drop - Weak dmg to all - Hell House (Sector 6 Slums) |
| Sinking - Weak dmg - Mu (Chocobo Ranch Area) |
| Earthquake - Weak dmg to all - Land Worm (Corel Prison Desert) |
| Sandstorm - Med dmg to all - Land Worm (Corel Prison Desert) |
| Club - Med dmg - Joker (Gold Saucer Area) |
| Grand Punch - Med dmg - Grand Horn (Gongaga Area) |
| Quake2 - Med dmg - Bagrisk (Cosmo Canyon Area) |
| Quake2 - Med dmg - Lost Number (Shinra Mansion) |
| Iron Attack - Med dmg - Screamer (Mt. Nibel) |
| Earthquake - Weak dmg to all - Sea Worm (Mideel Beaches) |
| Sandstorm - Med dmg to all - Sea Worm (Mideel Beaches) |
| Iron Attack - Med dmg - Staniv (Wutai Pagoda) |
| Sinking - Weak dmg - Trickplay (Icicle Area) |
| Squash - Med dmg - Gigas (Whirlwind Maze) |
| Quake3 - Big dmg to all - Gigas (Whirlwind Maze) |
| Quake2 - Med dmg - Ultimate WEAPON (Ground Battle) |
| Quake3 - Big dmg to all - Bizarro-Sephiroth (North Crater) |
| Break - Huge dmg - Safer-Sephiroth (North Crater) |
| Tremor - Med dmg to all - Schizo Left (Gaea's Cliff) |
| Tremor - Med dmg to all - Schizo Right (Gaea's Cliff) |

+----------------------+
| POISON : PSN | {Poison Element}
+----------------------+

There are 2 enemies that are weak against Poison and 23 enemies that are strong against Poison. Whilst the Poison Element and the Poison Status are completely separate, there are instances where the two are linked. For example, a Lv 2 Elemental paired with Poison in ones armour will also defend

against the Status Poison. Similarly, if you were to pair the Added Effect Materia with Poison you would also nullify the Elemental damage.

Poison is first available from a chest in Hojo's Laboratory in the Shinra HQ and can then be bought from Kalm. Notable Poison based creatures include Brain Pod, Zenene, Flower Prong, Slalom and Malboro.

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 ____________________________________________________________________________
|                                                                            |
|                              Associated Materia:                    (PSN)  |
|                                                                            |
| Magic - Bio, Bio2, Bio3 (Poison)                                           |
|____________________________________________________________________________|

 ____________________________________________________________________________
|                                                                            |
|                               Associated Items:                     (PSN)  |
|                                                                            |
|   Battle Items:-                                                           |
|                                                                            |
| Deadly Waste - Uses Bio2 on all enemies                                    |
| M-Tentacles  - Uses Bio3 on all enemies                                    |
|                                                                            |
|   Armour:-                                                                 |
|                                                                            |
| Ziedrich     - Halves all Elemental attacks (including obscure Elements)   |
| Escort Guard - Nullifies Lightning, Poison, Earth & Water based attacks    |
|                Can only be worn by males                                   |
|                                                                            |
|   Accessories:-                                                            |
|                                                                            |
| Poison Ring - Absorbs Poison based attacks                                 |
|____________________________________________________________________________|

 ____________________________________________________________________________
|                                                                            |
|                              Associated Enemies:                    (PSN)  |
|                                                                            |
|   Strong Against = 23   [A] Absorb = 17  [N] Nullify = 6   [H] Halve = 0   |
|                                                                            |
| [A] Smogger            - Sector 5 Reactor                                  |
| [A] Sample:H0512       - Hojo's Laboratory (BOSS)                          |
| [A] Brain Pod          - Hojo's Laboratory                                 |
| [A] Zenene             - Hojo's Laboratory                                 |
| [N] Jenova-BIRTH       - Cargo Ship (BOSS)                                 |
| [A] Slalom             - Pathway to Underwater Reactor                     |
| [N] Cactuar            - Corel Prison Desert                               |
| [A] Flower Prong S/M/L - Gongaga                                           |
| [A] Heg                - Cave of The Gi                                    |
| [N] Soul Fire          - Cave of the Gi (BOSS)                             |
| [A] Velcher Task       - Rocket Town Area (World Map)                      |
| [A] Toxic Frog         - Temple of The Ancients                            |
| [N] Demons Gate        - Temple of The Ancients (BOSS)                     |
| [A] Zolokalter         - Gaea's Cliff                                      |
| [A] Malboro            - Gaea's Cliff / North Crater Right Path            |
| [N] Roulette Cannon    - Upper Junon (Disc 2)                              |
| [A] Eagle Gun          - Mt. Corel Train (Disc 2)                          |
| [A] Ho-chu             - Battle Square                                     |
| [N] Carry Armor        - Underwater Reactor (BOSS)                         |
| [A] Epiolnis           - Ancient Forest                                    |
| [A] Unknown 2          - Sunken Gelnika                                    |
| [A] Bad Rap            - Sunken Gelnika                                    |
| [A] Jenova-SYNTHESIS   - Inside The Planet                                 |
```

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|                                                                                |
|   Weak Against = 2  (Death)                                                    |
|                                                                                |
|  8 eye    - Temple of The Ancients                                             |
|  Jemnezmy - Temple of The Ancients                                             |
|________________________________________________________________________________|
 ________________________________________________________________________________
|                                                                                |
|                          Associated Enemy Attacks:                   (PSN)     |
|                                                                                |
| Refuse        - Weak dmg  + Poison/Sleep - Brain Pod       (Hojo's Lab)      |
| Piazzo Shower - Weak dmg  + Poison       - Zenene          (Hojo's Lab)      |
| Poison Breath - Med  dmg  + Poison       - CMD. Grand Horn (Fort Condor)     |
| Poison Breath - Med  dmg  + Poison       - Bagnadrana      (Mt. Corel)       |
| Bio2          - Med  dmg  + Poison       - Flower Prong    (Gongaga Jungle)  |
| Poison Fang   - Med  dmg  + Poison       - Heg             (Cave of The Gi)  |
| Bio2          - Med  dmg  + Poison       - Lost Number     (Shinra Mansion)  |
| Toxic Powder  - Med  dmg  + Poison       - Bizarre Bug     (Wutai Area)      |
| Bio2          - Med  dmg  + Poison       - Godo            (Wutai Pagoda)    |
| Bio2          - Med  dmg  + Poison       - Malboro         (Gaea's Cliff)    |
| Acid Rain     - Med  dmg  + Poison       - Epiolnis        (Ancient Forest)  |
| Evil Poison   - Med  dmg  + Darkness     - Bad Rap         (Sunken Gelnika)  |
| Poison Fang   - Huge dmg  + Poison       - Unknown 3       (Sunken Gelnika)  |
| Bio2          - Med  dmg  + Poison       - Malboro         (North Crater)    |
| Poison Fang   - Huge dmg  + Poison       - Dragon Zombie   (North Crater)    |
| Bio2          - Med  dmg  + Poison       - Jenova-SYNTHESIS (North Crater)   |
|                                                                                |
|  NOTE - There are more attacks that are Poison based than is shown above,    |
|         however I have only listed the moves that attack with the             |
|         Poison Element (and therefore damages). A full list of Poison         |
|         based Status changing attacks can be found in section E.09.           |
|________________________________________________________________________________|

+------------------------+
|   {GRAVITY}:    GRV    |
+------------------------+
```

There are 5 enemies that are weak against Gravity and a whopping 82 enemies that are strong against Gravity. Seeing as the majority of Bosses are immune to Gravity based attacks (46 to be precise) Demi should be avoided, unless of course you're in a regular battle; in which case Gravity can be quite useful. The nature of Gravity is that it doesn't deal direct damage, instead it deals damage that is proportionate to ones max HP, meaning a tough enemy can be made not so tough using the right Gravity based attack (such as Laser, which is identical to Demi2).

Demi will drain 1/4 of your opponents max HP, Demi2 & Laser will drain 1/2 of your opponents Max HP and Demi3 will drain 3/4 of your opponents max HP, without breaking the 9999 cap. Emerald WEAPON is one of the few Bosses to Halve Gravity as opposed to completely nullifying it, meaning you can still use Gravity to inflict 9999 each hit. Pairing Gravity with the Elemental Materia on your weapon will only make your physical attacks deal double damage against enemies weak to Gravity, your attacks won't become completely Gravity based if that makes sense; you won't start attacking for damage proportionate to your targets Max HP.

You can first obtain a Gravity based attack when you reach Corel Prison by learning Laser from Death Claw, you can then obtain the Gravity Materia when you reach the Cave of The Gi. Notable Gravity based creatures include Valron. That's it, just Valron.

Associated Materia: (GRV)

Magic - Demi, Demi2, Demi3 (Gravity)
Enemy Skill - Laser

Associated Items: (GRV)

Battle Items:-

Graviball - Uses Demi on all enemies
T/S Bomb - Uses Demi2 on all enemies

Armour:-

Ziedrich - Halves all Elemental attacks (including obscure Elements)
Minerva Band - Nullifies Ice, Fire, Gravity & Holy based attacks
Can only be worn by females

Associated Enemies: (GRV)

Strong Against = 82 [A] Absorb = 0 [N] Nullify = 70 [H] Halve = 12

[N]	Guard Scorpion	Sector 1 Reactor (BOSS)
[N]	Air Buster	Sector 5 Reactor (BOSS)
[N]	Aps	Sector 6 Sewers (BOSS)
[N]	Deenglow	Train Graveyard
[H]	Eligor	Train Graveyard
[N]	Reno I	Sector 7 Support Tower (BOSS)
[N]	Sample:H0512	Hojo's Laboratory (BOSS)
[H]	Hundred Gunner	Shinra HQ Elevators (BOSS)
[N]	Rufus	Shinra HQ Rooftop (BOSS)
[N]	Motor Ball	Midgar Highway
[N]	Zemzelett	Junon Area (World Map)
[H]	Hell Rider VR2	Junon Area (World Map)
[H]	Bottomswell	Junon Harbour (BOSS)
[N]	Jenova-BIRTH	Cargo Ship (BOSS)
[N]	Grangalan / Jr / Jr Jr	Corel Area (World Map)
[N]	Bagnadrana	Mt. Corel
[H]	Land Worm	Corel Prison Desert
[N]	Cactuar	Corel Prison Desert
[N]	Dyne	Corel Prison (Desert)
[H]	Harpy	Gold Saucer Area (World Map)
[N]	Kimara Bug	Gongaga
[N]	Heavy Tank	Gongaga
[N]	Rude I	Gongaga (BOSS)
[N]	Reno II	Gongaga (BOSS)
[N]	Gi Nattak	Cave of The Gi (BOSS)
[N]	Soul Fire	Cave of The Gi (BOSS)
[H]	Ying	Shinra Mansion
[H]	Yang	Shinra Mansion
[N]	Lost Number	Shinra Mansion (BOSS)
[N]	Dragon	Mt. Nibel
[N]	Screamer	Mt. Nibel

[N] Zuu	- Mt. Nibel
[N] Materia Keeper	- Mt. Nibel (BOSS)
[N] Palmer	- Rocket Town (BOSS)
[N] Sea Worm	- Beaches Near Mideel (World Map)
[N] Adamantaimai	- Beaches Near Wutai (World Map)
[N] Rapps	- Da-chao Statue (BOSS)
[N] Gorkii	- Wutai Pagoda (BOSS)
[N] Shake	- Wutai Pagoda (BOSS)
[N] Chekhov	- Wutai Pagoda (BOSS)
[N] Staniv	- Wutai Pagoda (BOSS)
[N] Doorbull	- Temple of The Ancients
[N] 8 eye	- Temple of The Ancients
[N] Red Dragon	- Temple of The Ancients (BOSS)
[N] Demons Gate	- Temple of The Ancients (BOSS)
[H] Vlakorados	- Bone Village Area (World Map)
[N] Jenova-LIFE	- City of The Ancients (BOSS)
[N] Acrophies	- Corral Valley Cave
[N] Lessaloploth	- Great Glacier
[N] Malboro	- Gaea's Cliff / North Crater Right Path
[N] Stilva	- Gaea's Cliff
[N] Blue Dragon	- Gaea's Cliff
[N] Schizo Left	- Gaea's Cliff (BOSS)
[N] Schizo Right	- Gaea's Cliff (BOSS)
[N] Gigas	- Whirlwind Maze
[N] Dragon Rider	- Whirlwind Maze
[N] Jenova-DEATH	- Whirlwind Maze (BOSS)
[N] Ultimate WEAPON	- All Battles (BOSS)
[N] Ho-chu	- Battle Square
[N] Tonberry	- Battle Square
[N] Ghost Ship	- Pathway to Underwater Reactor
[N] Carry Armor	- Underwater Reactor (BOSS)
[N] Rude II	- Rocket Town (Disc 2) (BOSS)
[N] Serpent	- Sunken Gelnika
[N] Rude III	- Sunken Gelnika (BOSS)
[N] Reno III	- Sunken Gelnika (BOSS)
[N] Diamond WEAPON	- Midgar Area (World Map (BOSS)
[N] Rude IV	- Winding Tunnels Re-visited (BOSS)
[N] Reno IV	- Winding Tunnels Re-visited (BOSS)
[N] Elena	- Winding Tunnels Re-visited (BOSS)
[N] Proud Clod	- Mako Cannon Base (BOSS)
[N] Jamar Armor	- Mako Cannon Base (BOSS)
[N] Hojo	- Mako Cannon (BOSS)
[N] Helletic Hojo	- Mako Cannon (BOSS)
[N] Lifeform Hojo	- Mako Cannon (BOSS)
[N] Master Tonberry	- North Crater
[H] King Behemoth	- North Crater
[H] Jenova-Synthesis	- Inside The Planet (BOSS)
[N] Safer-Sephiroth	- Inside The Planet (BOSS)
[N] Ruby WEAPON	- Gold Saucer Desert (World Map) (BOSS)
[N] Ruby WEAPON's Tentacle	- Gold Saucer Desert (World Map) (BOSS)
[H] Emerald WEAPON	- Sea Floor (Submarine Only) (BOSS)

Weak Against = 5 (Double)

Aero Combatant	- Sector 7 Support Tower
Ghirofelgo	- Shinra Mansion
Ancient Dragon	- Temple of The Ancients
Magnade	- Great Glacier
Icicle	- Gaea's Cliff

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 ____________________________________________________________________________
|                                                                            |
|* = Enemy Skill           Associated Enemy Attacks:                  (GRV) |
|                                                                            |
| Demi      - Drains 1/4 HP - Deenglow    (Train Graveyard)                  |
|*Laser     - Drains 1/2 HP - Death Claw  (Corel Prison)                     |
| Dive Kick - Drains 1/4 HP - Valron      (Forests Near Rocket Town)         |
| Demi3     - Drains 3/4 HP - Valron      (Forests Near Rocket Town)         |
| Dive Kick - Drains 1/4 HP - Gorkii      (Wutai Pagoda)                     |
| Demi2     - Drains 1/2 HP - Gorkii      (Wutai Pagoda)                     |
| Demi3     - Drains 3/4 HP - Godo        (Wutai Pagoda)                     |
|*Laser     - Drains 1/2 HP - Dark Dragon (North Crater)                     |
|____________________________________________________________________________|
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+----------------------+
|   {WATER}:    WTR    |
+----------------------+
```

There are 4 enemies that are weak against Water and 28 enemies that are strong against Water making Water a terrible Element to use. The only Water based Summon is Leviathan who uses a move called Tidal Wave.

You can first obtain a Water based attack when you reach the Gold Saucer Area by learning Aqualung from the Harpy. Notable Water based creatures include Sahagin, Desert Sahagin, Jenova-LIFE, Acrophies and Serpent.

```
 ____________________________________________________________________________
|                                                                            |
|                             Associated Materia:                    (WTR) |
|                                                                            |
| Enemy Skill - Aqualung                                                     |
| Summon      - Leviathan                                                    |
|____________________________________________________________________________|
```

```
 ____________________________________________________________________________
|                                                                            |
|                              Associated Items:                     (WTR) |
|                                                                            |
|   Battle Items:-                                                           |
|                                                                            |
| Dragon Scales - Uses Aqualung on all enemies                               |
|                                                                            |
|   Armour:-                                                                 |
|                                                                            |
| Ziedrich     - Halves all Elemental attacks (including obscure Elements)  |
| Escort Guard - Nullifies Lightning, Poison, Earth & Water based attacks    |
|                Can only be worn by males                                   |
|                                                                            |
|   Accessories:-                                                            |
|                                                                            |
| Water Ring - Absorbs Water based attacks                                   |
|____________________________________________________________________________|
```

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 ____________________________________________________________________________
|                                                                            |
|                             Associated Enemies:                    (WTR) |
|                                                                            |
|   Strong Against = 28   [A] Absorb = 5   [N] Nullify = 18  [H] Halve = 5   |
|                                                                            |
| [A] Sahagin               - Sector 6 Sewers                                |
| [N] Deenglow              - Train Graveyard                                |
| [N] Ghost                 - Train Graveyard                                |
| [N] Zemzelett             - Junon Area (World Map)                         |
```

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| [N] Scrutin Eye            - Cargo Ship                                    |
| [N] Grangalan / Jr / Jr Jr - Corel Area (World Map)                        |
| [N] Cactuar                - Corel Prison Desert                           |
| [A] Desert Sahagin         - Cosmo Canyon Area (World Map)                 |
| [N] Gi Nattak              - Cave of The Gi (BOSS)                         |
| [N] Soul Fire              - Cave of The Gi (BOSS)                         |
| [N] Tonadu                 - Beaches Near Temple of Ancients (World Map)   |
| [N] Ancient Dragon         - Temple of The Ancients                        |
| [N] Malldancer             - Corral Valley                                 |
| [A] Jenova-LIFE            - City of The Ancients (BOSS)                   |
| [A] Acrophies              - Corral Valley Cave                            |
| [N] Shred                  - Great Glacier                                 |
| [N] Lessaloploth           - Great Glacier                                 |
| [N] Dragon Rider           - Whirlwind Maze                                |
| [N] Eagle Gun              - Mt. Corel Train (Disc 2)                      |
| [H] Diver Nest             - Pathway to Underwater Reactor                 |
| [H] Ghost Ship             - Pathway to Underwater Reactor                 |
| [H] Corvette               - Pathway to Underwater Reactor                 |
| [H] Senior Grunt           - Underwater Reactor                            |
| [H] Hard Attacker          - Underwater Reactor                            |
| [A] Serpent                - Sunken Gelnika                                |
| [N] Ultimate WEAPON        - Aerial Battle (BOSS)                          |
| [N] Ruby WEAPON            - Gold Saucer Desert (World Map) (BOSS)         |
| [N] Ruby WEAPON's Tentacle - Gold Saucer Desert (World Map) (BOSS)         |
|                                                                            |
|   Weak Against = 4   (Double)                                              |
|                                                                            |
|  Malboro     - Gaea's Cliff / North Crater Right Path                      |
|  Wolfmeister - Mt. Corel Train (Disc 2)                                    |
|  Ho-chu      - Battle Square                                               |
|  Iron Man    - Inside The Planet                                           |
|____________________________________________________________________________|

 ___________________________________________________________________________
|                                                                           |
|* = Enemy Skill           Associated Enemy Attacks:                  (WTR) |
|                                                                           |
| Sewer Tsunami   - Weak dmg to all - Aps           (Sector 6 Sewer)        |
| Bubble          - Weak dmg        - Ceasar        (Sector 6 Sewers)       |
| Sewer           - Med  dmg        - Mu            (Chocobo Ranch Area)    |
| Leviathan Scales- Med  dmg to all - Mystery Ninja (Forests)               |
| Big Wave        - Med  dmg to all - Bottomswell   (Junon Harbour)         |
|*Aqualung        - Med  dmg to all - Harpy         (Gold Saucer Area)      |
|*Aqualung        - Med  dmg to all - Jenova-LIFE   (City of The Ancients)  |
| Blue Flame      - Med  dmg        - Jenova-LIFE   (City of The Ancients)  |
| Blue Light      - Med  dmg        - Jenova-Life   (City of The Ancients)  |
| Huge Tidal Wave - Med  dmg to all - Acrophies     (Corral Valley Cave)    |
| Sewer           - Med  dmg        - Trickplay     (Icicle Area)           |
| Big Wave        - Weak dmg to all - Diver Nest (Path to Underwater Reactor)|
|*Aqualung        - Med  dmg to all - Serpent       (Sunken Gelnika)        |
| Huge Tidal Wave - Huge dmg to all - Serpent       (Sunken Gelnika)        |
|___________________________________________________________________________|

+---------------------+
|   {WIND}:    WND    |
+---------------------+

There are 29 enemies that are weak against Wind and 1 enemy that is strong
against Wind, making Wind probably the best Element to have in the game. All
flying creatures are weak against Wind, whilst at the same time being strong
against Earth. Although Choco/Mog's in-battle attacks are non-elemental, you
```

will still be able to pair it with the Elemental Materia for Wind based attacks/defence. The same applies for Typoon.

You can first obtain a Wind based Materia (Choco/Mog) at the Chocobo Ranch. It is recommended that you equip it straight away as a lot of enemies from that point onwards will be weak against Wind. Notable Wind based creatures include Formula, Zuu & Tonadu (although all will be weak vs Wind).

```
 ____________________________________________________________________________
|                                                                            |
|                              Associated Materia:                    (WND)  |
|                                                                            |
| Magic  - Tornado (Contain Lv3)                                             |
| Summon - Choco/Mog, Typoon                                                 |
|____________________________________________________________________________|

 ____________________________________________________________________________
|                                                                            |
|                               Associated Items:                     (WND)  |
|                                                                            |
|   Battle Items:-                                                           |
|                                                                            |
| Bird Wing - Inflicts medium damage to all enemies                          |
|                                                                            |
|   Armour:-                                                                 |
|                                                                            |
| Ziedrich - Halves all Elemental attacks (including obscure Elements)       |
|____________________________________________________________________________|

 ____________________________________________________________________________
|                                                                            |
|                              Associated Enemies:                    (WND)  |
|                                                                            |
|   Strong Against = 1    [A] Absorb = 0   [N] Nullify = 1   [H] Halve = 0   |
|                                                                            |
| [N] Cactuar       - Corel Prison Desert                                    |
|                                                                            |
|   Weak Against = 29  (Double)                                              |
|                                                                            |
|  Mono Drive     - Sector 1 Reactor                                         |
|  Blugu          - Sector 4 Platforms                                       |
|  Deenglow       - Train Graveyard                                          |
|  Aero Combatant - Sector 7 Support Tower                                   |
|  Heli Gunner    - Shinra HQ Elevators (BOSS)                               |
|  Ark Dragon     - Mythril Mines                                            |
|  Zemzelett      - Junon Area (World Map)                                   |
|  Formula        - Junon Area (World Map)                                   |
|  Bottomswell    - Junon Harbour (BOSS)                                     |
|  Scrutin Eye    - Cargo Ship                                               |
|  Needle Kiss    - Mt. Corel                                                |
|  Bloatfloat     - Mt. Corel                                                |
|  Flapbeat       - Gold Saucer Area (World Map)                             |
|  Joker          - Gold Saucer Area (World Map)                             |
|  Soul Fire      - Cave of The Gi (BOSS)                                    |
|  Black Bat      - Shinra Mansion                                           |
|  Sonic Speed    - Mt. Nibel                                                |
|  Zuu            - Mt. Nibel                                                |
|  Garuda         - Da-chao Statue                                           |
|  Gorkii         - Wutai Pagoda (BOSS)                                      |
|  Tonadu         - Beaches Near Temple of The Ancients (World Map)          |
|  Slaps          - Forests Near Temple of The Ancients (World Map)          |
|  Ancient Dragon - Temple of The Ancients                                   |
|  Shred          - Great Glacier                                            |
```

| Lessaloploth - Great Glacier |
| Dragon Rider - Whirlwind Maze |
| Serpent - Sunken Gelnika |
| Parasite - North Crater |
| Allemagne - North Crater |

Associated Enemy Attacks: (WND)

Flying Sickle - Med dmg	- SOLDIER:3rd	(Hojo's Lab)	
Cross Impulse - Weak dmg to all	- Formula	(Junon Area)	
Blue Impulse - Weak dmg to all	- Formula	(Junon Area)	
Air Bomber - Weak dmg	- Formula	(Junon Area)	
Clap - Weak dmg to all	- Zemzelett	(Junon Area)	
Flying Sickle - Med dmg	- Flapbeat	(Gold Saucer Area)	
Sonic Attack - Weak dmg	- Sonic Speed	(Mt. Nibel)	
Great Gale - Med dmg to all	- Zuu	(Mt. Nibel)	
Aero3 - Big dmg	- Rapps	(Da-chao Statue)	
Big Sound - Weak dmg	- Tonadu	(Beaches Near TOTA)	
Great Gale - Med dmg to all	- Tonadu	(Beaches Near TOTA)	
Flying Sickle - Med dmg	- Frozen Nail	(Great Glacier)	
Great Gale - Big dmg to all	- Blue Dragon	(Gaea's Cliff)	
Aero3 - Big dmg	- Wind Wing	(Whirlwind Maze)	
Tornado Wave - Med dmg	- Diver Nest	(Path to Underwater Reactor)	

{HOLY}: HLY

There are 10 enemies that are weak against Holy and 1 enemy that is strong against Holy. Enemies that are weak against Holy are usually regarded as Undead, but not always. Annoyingly enough, by the time you obtain the only Holy based Materia in the game you'll have already encountered the majority of enemies that are weak to Holy. The Materia in question is Alexander, and can rain damage with his attack 'Judgement'.

The important thing to note is to not confuse Holy with the Restorative Element. *Most* enemies that are weak against Holy will also absorb the Restorative Element, meaning that Potions and other healing moves will harm your enemy. Most, but not all. The Parasite for example (North Crater) and the Soul Fire (Cave of The Gi) will take double damage should you pair Alexander with Elemental on your weapon, while Curative items and spells will just heal them normally.

It's also worth pointing out that not a single enemy contains an attack that is Holy based, so the Holy Nullifying effect of the Minerva Band is effectively pointless. You can first obtain the only Holy based Summon, Alexander whilst traversing through the Great Glacier on Disc 2. There are no Holy based creatures in the game.

Associated Materia: (HLY)

Summon - Alexander

```
|                              Associated Items:                          (HLY) |
|                                                                                 |
|   Armour:-                                                                      |
|                                                                                 |
| Ziedrich     - Halves all Elemental attacks (including obscure Elements)       |
| Minerva Band - Nullifies Ice, Fire, Gravity & Holy based attacks                |
|                Can only be worn by females                                      |
|_________________________________________________________________________________|

 _________________________________________________________________________________
|                                                                                 |
|                             Associated Enemies:                         (HLY) |
|                                                                                 |
|   Strong Against = 1    [A] Absorb = 0   [N] Nullify = 1   [H] Halve = 0        |
|                                                                                 |
| [N] Cactuar       - Corel Prison Desert                                         |
|                                                                                 |
|   Weak Against = 10  (Double)                                                   |
|                                                                                 |
|  Ghost         - Train Graveyard                                                |
|  Brain Pod     - Hojo's Laboratory                                              |
|  Zenene        - Hojo's Laboratory                                              |
|  Gi Spector    - Cave of The Gi                                                 |
|  Gi Nattak     - Cave of The Gi (BOSS)                                          |
|  Soul Fire     - Cave of The Gi (BOSS)                                          |
|  Black Bat     - Shinra Mansion                                                 |
|  Ghost Ship    - Pathway to Underwater Reactor                                  |
|  Parasite      - North Crater                                                   |
|  Dragon Zombie - North Crater Right Path                                        |
|_________________________________________________________________________________|

 _________________________________________________________________________________
|                                                                                 |
|                          Associated Enemy Attacks:                      (HLY) |
|                                                                                 |
| There are no Holy based enemy attacks in Final Fantasy VII!                     |
|_________________________________________________________________________________|

+----------------------------+
|   {RESTORATIVE}:    RES    |
+----------------------------+

There are 8 enemies in the game that can absorb the Restorative Element, and
as such can be harmed by healing moves and items. These enemies are generally
considered to be 'Undead' creatures. Notable Undead creatures include Ghost,
Gi Nattak and Dragon Zombie.

Note that casting White Wind on Undead creatures will deal damage equal to
the casters current HP, whilst at the same time causing Petrify.

 _________________________________________________________________________________
|                                                                                 |
|                              Associated Materia:                        (RES) |
|                                                                                 |
| Magic       - Cure, Cure2, Cure3 (Restore), Life Life2 (Revive)                 |
| Enemy Skill - Angel Whisper, White Wind                                         |
|_________________________________________________________________________________|

 _________________________________________________________________________________
|                                                                                 |
|                              Associated Items:                          (RES) |
|                                                                                 |
|   Battle Items:-                                                                |
```

Potion	- Damages one opponent for 100 HP
Hi-Potion	- Damages one opponent for 500 HP
X-Potion	- Damages one opponent for all of their HP (Death)
Ether	- Damages one opponent for 100 MP
Turbo Ether	- Damages one opponent for all of their MP
Elixir	- Damages one opponent for all of their HP (Death)
Megalixir	- Damages all opponents for all of their HP (Death)
Phoenix Down	- Damages one opponent for all of their HP (Death)
Sylkis Greens	- Damages one opponent for 100 HP
Mimett Greens	- Damages one opponent for 100 HP
Reagan Greens	- Damages one opponent for 100 HP
Curiel Greens	- Damages one opponent for 100 HP
Pahsana Greens	- Damages one opponent for 100 HP
Tantai Greens	- Damages one opponent for 100 HP
Krakka Greens	- Damages one opponent for 100 HP
Gysahl Greens	- Damages one opponent for 100 HP

Associated Enemies: (RES)

Weak Against = 8 (Absorb)

Ghost	- Train Graveyard
Brain Pod	- Hojo's Laboratory
Zenene	- Hojo's Laboratory
Gi Spector	- Cave of The Gi
Gi Nattak	- Cave of The Gi (BOSS)
Black Bat	- Shinra Mansion
Ghost Ship	- Pathway to Underwater Reactor
Dragon Zombie	- North Crater Right Path

Associated Enemy Attacks: (RES)

Reanimagic	- Revives all Sample:H0512-opts	- Sample:H0512
Hot Springs	- Restores a medium amount of HP	- Mu / Trickplay
Heart	- Restores a medium amount of HP	- Joker
Howling	- Revives Nibel Wolf	- Nibel Wolf
Howling	- Revives Bandersnatch	- Bandersnatch
Capsule	- Revives Poodler or Bad Rap	- Hojo
Emperor	- Restores a large amount of HP	- Death Dealer
Left Hand Revived	- Revives Left Hand	- Jenova-Synthesis
Right Hand Revived	- Revives Right Hand	- Jenova-Synthesis
Aurora Fence	- Cures parties Statuses & revives	- Bizarro-Sephiroth
Bizarro Enegy	- Cures Main Body's HP	- Bizarro-Sephiroth

--E.05 E - Battle Items, Accessories And Materia List

ALL ELEMENTAL MAGIC, ITEMS & ACCESSORIES

```
|   MAGIC:-                                                                  |
|                                                                            |
| Fire, Fire2, Fire3, Flare       (Fire)                                     |
| Ice, Ice2, Ice3, Freeze         (Ice)                                      |
| Bolt, Bolt2, Bolt3              (Lightning)                                |
| Quake, Quake2, Quake3, Break    (Earth)                                    |
| Bio, Bio2, Bio3                 (Poison)                                   |
| Demi, Demi2, Demi3              (Gravity)                                  |
| Tornado                         (Wind)                                     |
| Cure, Cure2, Cure3, Life, Life2 (Restorative)                              |
|                                                                            |
|   ENEMY SKILL:-                                                            |
|                                                                            |
| Beta, Flame Thrower       (Fire)                                           |
| Trine                     (Lightning)                                      |
| Laser                     (Gravity)                                        |
| Aqualung                  (Water)                                          |
| Magic Breath              (Fire Ice and Lightning)                         |
| Angel Whisper, White Wind (Restorative)                                    |
|                                                                            |
|   SUMMON:-                                                                 |
|                                                                            |
| Ifrit, Phoenix (Fire)                                                      |
| Shiva          (Ice)                                                       |
| Ramuh          (Lightning)                                                 |
| Titan          (Earth)                                                     |
| Leviathan      (Water)                                                     |
| Choco/Mog,     (Wind)                                                      |
| Alexander      (Holy)                                                      |
| Kjata          (Fire Ice and Lightning)                                    |
| Typoon         (Fire Ice Lightning and Earth) (Wind)                       |
|                                                                            |
|   BATTLE ITEMS:-                                                           |
|                                                                            |
| Antarctic Wind - Uses Ice2 on all enemies                                  |
| Bird Wing      - Inflicts medium damage to all enemies                     |
| Bolt Plume     - Uses Bolt2 on all enemies                                 |
| Deadly Waste   - Uses Bio2 on all enemies                                  |
| Dragon Fang    - Lightning damage against all opponents                    |
| Dragon Scales  - Uses Aqualung on all enemies                              |
| Earth Drum     - Uses Quake2 on all enemies                                |
| Earth Mallet   - Uses Quake3 on all enemies                                |
| Fire Fang      - Uses Fire2 on all enemies                                 |
| Fire Veil      - Uses Fire3 on all enemies                                 |
| Graviball      - Uses Demi on all enemies                                  |
| Ice Crystal    - Uses Ice3 on all enemies                                  |
| M-Tentacles    - Uses Bio3 on all enemies                                  |
| Molotov        - Fire damage on one opponent                               |
| Swift Bolt     - Uses Bolt3 on all enemies                                 |
| T/S Bomb       - Uses Demi2 on all enemies                                 |
|                                                                            |
| *All healing items are associated with the Restorative Element.            |
|                                                                            |
|   ARMOUR:-                                                                 |
|                                                                            |
| Aurora Armlet - Absorbs Ice based attacks                                  |
| Bolt Armlet   - Absorbs Lightning based attacks                            |
| Dragon Armlet - Halves Lightning, Ice & Fire based attacks                 |
| Escort Guard  - Nullifies Lightning, Poison, Earth & Water based attacks   |
|                 Can only be worn by males                                  |
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| Fire Armlet   - Absorbs Fire based attacks                                 |
| Minerva Band  - Nullifies Ice, Fire, Gravity & Holy based attacks          |
|                 Can only be worn by females                                |
| Ziedrich      - Halves all Elemental attacks (including obscure Elements)  |
|                                                                            |
|   ACCESSORIES:-                                                            |
|                                                                            |
| Bolt Ring       - Nullifies Lightning based attacks                        |
| Fire Ring       - Nullifies Fire based attacks                             |
| Ice Ring        - Nullifies Ice based attacks                              |
| Poison Ring     - Absorbs Poison based attacks                             |
| Tetra Elemental - Absorbs Lightning, Ice, Fire & Earth based attacks       |
| Water Ring      - Absorbs Water based attacks                              |
|                                                                            |
|   LIMIT BREAKS:-                                                           |
|                                                                            |
| Yuffie   2-1  Landscaper   - Deals Earth damage                            |
| Vincent  Lv1  Galian Beast - Beast Flare deals Fire damage                 |
| Vincent  Lv2  Death Gigas  - Live Wire deals Lightning damage              |
|____________________________________________________________________________|


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|                                                                            |
| {E.06} - Fort Condor Mini-Game                                             |
|                                                                            |
|  A - Fort Condor Itself                                                    |
|  B - The Prizes                                                            |
|  C - About The Battles                                                     |
|  D - Battle Strategies                                                     |
|                                                      {Fort Condor Battles} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--E.06 A - Fort Condor Itself
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Fort condor is basically a Shinra Reactor with a giant Condor 'nesting' its egg upon the top of it! FC can be found in Junon Area and can fist be visited just after exiting the Mythril Mines. Although FC is a completely optional mini-quest, you will have to visit FC as part of the story line mid-way through Disc 2. FC also serves as a brilliant resting spot whilst attempting to recruit Yuffie (see section E.07), or whilst training in the Forests near Junon which serve as an excellent training spot when you first arrive in this area.

When you first enter Fort Condor you will have some dialogue that will affect certain players 'rating' towards you (see section E.01). You will be asked if you're willing to assist a small rebel faction take stand against the Shinra to protect the Condor (of course you're going to say yes) and its egg, once you have accepted you will then be able to make use of the beds on the lower-right floor along with the save point (for free). You can also make use of

the shops on the upper-right floor.

Here is what you can buy from Fort Condor:

DISC 1:

ITEM SHOP		MATERIA SHOP	
Potion	50 gil	Fire	600 gil
Phoenix Down	300 gil	Lightning	600 gil
Hyper	100 gil	Ice	600 gil
Tranquilizer	100 gil	Restore	750 gil
Tent	500 gil		

DISC 2 & 3:

ITEM SHOP		MATERIA SHOP	
Potion	50 gil	Throw	10,000 gil
Phoenix Down	300 gil	Manipulate	10,000 gil
Ether	1500 gil	Deathblow	10,000 gil
Hyper	100 gil	Destruct	9000 gil
Tranquilizer	100 gil	All	20,000 gil
Tent	500 gil		
S-Mine	1000 gil		

On the upper-left shack you'll be able to view the Condor and its egg by sitting at the viewpoint. You can also talk to the man there that will trigger a Shinra attack, allowing you to take part in the Fort Condor Mini-Game.

Before engaging in battle you must have 4000 gil as a reserve in your wallet. If you wanted to you could just let the FC faction 'handle it themselves', but to do this they must have 3000 gil in their wallet. Select 'Contribute gil' to see how much funding they currently have, and to donate amounts of 500, 1000, 2000, 3000 or 5000 gil. You will not receive any battle prizes this way, and therefore this is a pointless way to defeat the Shinra.

NOTE - There will be battles that will be impossible to win seeing as you won't actually be able to take part in them for various reasons. These battles will be considered as 'won' provided the faction had enough gil to fight the Shinra, so make sure to donate at some point! No prizes will be given for these battles however.

--E.06 B - The Prizes

There are some pretty decent prizes up for grabs, but you must win the mini-game in order to win the prize; the game is considered 'lost' if one of the enemies makes it to the shack, resulting in a mandatory battle with the CMD. Grand Horn. Also, the battles themselves are usually only available for a small window, and are very easy to miss completely.

If you were to lose/miss a battle then it is worth noting that you would not lose the prize that was available, rather you would lose the final prize (if that makes sense). So, let's say you took part in and won 10 battles, but you had missed 3 of them along the way then your prize for your 10th battle would be the same prize for the 10th battle, and *not* the 13th battle.

NOTE - The final 'mandatory' battle is the only battle that is *not* considered lost if the CMD. Grand Horn reaches the shack; you'll still be able to retrieve the prizes (Huge Materia and Phoenix Materia). This is actually the recommended strategy as he'll drop the Imperial Guard, which is an awesome piece of armour.

BATTLE 01 - This battle is fought when you first visit Fort Condor after the Mythril Mines but before resting at Junon.
Enemies - 11
Prize - Magic Comb (Double growth weapon for Red XIII)

BATTLE 02 - This battle is fought after resting at Junon but before entering into the water with Mr Dolphin.
Enemies - 20
Prize - Peace Ring (Protects from Berserk, Confusion, Fury and Sadness)

BATTLE 03 - This battle is fought after getting in the water with Mr Dolphin but before jumping to the upper platform.
Enemies - 20
Prize - 3 x Ethers (although the game will display 'Tincture')

BATTLE 04 - This battle is fought after obtaining the Buggy but before entering Cosmo Canyon.
Enemies - 25
Prize - 1 x Megalixir

BATTLE 05 - This battle is fought after Bugenhagen opens the door leading to the Cave of The Gi but before descending the rope. You must not drive past the Cosmo Canyon before entering otherwise the Buggy will break down and you won't be able to return to Junon.
Enemies - 25
Prize - 5 x Hi-Potions (although the game will display 5 Potions)

BATTLE 06 - This battle is fought after completing The Cave of The Gi but before talking to Shera in Rocket Town.
Enemies - 25
Prize - 5 x Hi-Potions (although the game will display 5 Potions)

BATTLE 07 - This battle is fought after talking to Shera but before talking to Cid. This is the longest (and last) hike back to Fort Condor.
Enemies - 30
Prize - Superball (Powerful weapon for Yuffie)

BATTLE 08 - This battle is fought after obtaining the Tiny Bronco but

before obtaining the Keystone from the Gold Saucer.
Enemies - 30
Prize - 3 x Turbo Ethers

BATTLE 09 - This battle is fought after the Date at the Gold Saucer but before entering the Temple of The Ancients.
Enemies - 30
Prize - 3 x Turbo Ethers

BATTLE 10 - This battle is fought after completing The Temple of The Ancients but before using the Lunar Harp in the Sleeping Forest.
Enemies - 35
Prize - 5 x X-Potions (although the game will display nothing)

BATTLE 11 - This battle is fought after using the Lunar Harp in the Sleeping Forest but before sleeping in the Forgotten Capitol.
Enemies - 35
Prize - 5 x X-Potions (although the game will display nothing)

BATTLE 12 - This battle is fought after sleeping in the Forgotten Capitol but before descending to fight Jenova-LIFE.
Enemies - 35
Prize - 5 x X-Potions (although the game will display nothing)

BATTLE 13 - This battle is fought at the beginning of Disc 2 before entering the Icicle Inn.
Enemies - 40
Prize - 3 x Elixirs

BATTLE 14 - This battle cannot be fought seeing as it takes place whilst Tifa and Barret are being held captive by the Shinra.

BATTLE 15 - This battle cannot be fought seeing as it takes place whilst Tifa and Barret are being held captive by the Shinra.

BATTLE 16 - This battle cannot be fought seeing as it takes place whilst Tifa and Barret are being held captive by the Shinra.

BATTLE 17 - This battle cannot be fought seeing as it takes place whilst Tifa and Barret are being held captive by the Shinra.

BATTLE 18 - This battle cannot be fought seeing as it takes place whilst Tifa and Barret are being held captive by the Shinra.

BATTLE 19 - This battle is fought after obtaining the Highwind but before visiting Mideel.
Enemies - 40
Prize - 3 x Elixirs

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|_____________________________________________________________________________|
|                                                                             |
| BATTLE 20 - This battle cannot be fought seeing as it takes place whilst    |
|             Tifa and Cloud are in Mideel.                                   |
|_____________________________________________________________________________|
|                                                                             |
| !!FINAL BATTLE!!                                                            |
|                                                                             |
| BATTLE 21 - This is a mandatory battle that is fought during the Huge       |
|             Materia Quest. You must fight and defeat the CMD. Grand Horn    |
|             in order to obtain the Imperial Guard.                          |
|   Enemies - 45                                                              |
|     Prize - Huge Materia, Phoenix Materia, Imperial Guard                   |
|_____________________________________________________________________________|
```

For the final fight you will not need to have 4000 gil as a reserve. Also, if you were to lose to the CMD. Grand Horn then you would not be met with a 'Game Over' screen, instead you would just be kicked out of Fort Condor forever, also losing the Huge Materia. If this happens then you can still obtain the Phoenix Materia from Bone Village, see section E.12 for more info.

NOTE - Although many of the items look fairly basic it is definitely worth completing at least 7 battles to obtain Yuffie's Superball, Red XIII's Magic Comb and the Peace Ring (the Peace Ring will massively help out at the Shinra Mansion in Nibelheim).

--E.06 C - About The Battles

Including the final battle there are 15 battles to be fought. In order to succeed you must defend yourself against a horde of Shinra that will try to make their way up the side of the Reactor. If any single enemy makes it to the shack at the top then you have lost the battle and will have to fight the CMD. Grand Horn. To win you must defeat all enemies that appear, including the Commander that appears at the very end.

NOTE - It is possible to avoid fighting the Commander. If you were to defeat every single enemy that is in play before the Commander was to show up then you will win the battle automatically, regardless of how far into the battle you are; to do this you would have to go all out on the offensive. Similarly, if the Commander were to appear and you were able to defeat him then the battle would end instantly, regardless of how many other enemies were still left in play.

Before the battle begins you will be given the opportunity to place as many units as you please (with a limit of 20), provided you have enough gil as placing units down will cost you. This is why a 4000 gil reserve is necessary to take part. You will only be able to plant your units roughly half way down the field, a red line will indicate how far down you can go. You will also be able to plant down units mid-battle, so you don't have to spend a bucket-load before the battle has begun (I usually just plant 3).

**Any remaining units that are still alive at the end of the battle will be refunded to you at 200 gil per unit, regardless of how much they initially cost.

Once you have your starting line ready you can begin the game with X. Once

the battle has begun you can speed up the game by pressing R1 and slow it down using L1, a white indicator at the bottom right hand side of the screen will indicate the current game speed. The bar on the left hand side will indicate how many enemies and allies are on the field along with the how far up the Reactor the enemy is; once the enemy is roughly 7/8ths of the way up a 'warning' indicator will start flashing. Make sure to plant some units by the shack if this happens. Note that you can also pause the game using Start.

To give a unit a command simply click and point to send one of your units marching downhill towards the enemy. As your troops move downhill so will the 'red line', meaning you can plant fresh units right in the middle of the battle ground if you wish. When a unit encounters an enemy a turn-based battle will begin. You can take part manually by pressing confirm when prompted, or you can let it play out automatically by pressing cancel (recommended). By letting the battle play out automatically you will have the time to keep your eye on what's going on over the whole playing field, you can also try slowing down the speed whilst making decisions then speeding it back up again when you're ready to proceed.

When it comes to choosing which units to select there should only be 3 that you are interested in - The Attacker, The Defender and The Shooter. Think of it as Rock, Paper Scissors; the three enemy types that you will encounter (aside from the Commander) are Beast, Barbarian and Wyvern.

```
  Attacker - Defeats Beast     - Defeated by Barbarian - Cost 420 gil
  Defender - Defeats Barbarian - Defeated by Wyvern    - Cost 440 gil
  Shooter  - Defeats Wyvern    - Defeated by Beast     - Cost 520 gil
```

The Attacker moves the quickest, The Defender hits the strongest and The Shooter can hit from afar. Also, The Fighter costs 400 gil, and while it has no strengths/weaknesses it does hit for quite a lot and has decent HP. An enemy that is weak against one of your units will receive double damage from that unit whilst at the same time only delivering half damage, and vice-versa. All of the other units aren't really that great, but can be used to help you out if you wish. As you progress and complete more battles new types of deployable units will become available, but as long as you know what you're doing you should only ever have to rely on the 3 units as mention above.

Here is a list of each unit available:

UNIT	COST	POWER	HP	RANGE	STRONG VS	WEAK VS
{Fighter}	400 gil	30	200	1	N/A	N/A
{Attacker}	420 gil	25	180	1	Beast	Barbarian
{Defender}	440 gil	35	220	1	Barbarian	Wyvern
{Shooter}	520 gil	20	160	1 - 3	Wyvern	Beast
{Repairer}	480 gil	10	160	1	N/A	N/A
{Worker}	400 gil	10	160	1	N/A	N/A
{Stoner}	480 gil	20	100	1 - 4	N/A	N/A
{Tristoner}	1000 gil	35	150	1 - 5	N/A	N/A
{Catapult}	480 gil	18	100	1 - 5	N/A	N/A

{Fire Catapult}	600 gil	25	120	1 - 6	N/A	N/A

NOTE - The Tristoner is available after you have completed your 4th battle and the Fire Catapult is available after you have completed your 7th battle. They will both be available for the final battle regardless of whether or not you'd previously unlocked them.

A repairer will heal an ally for 10 HP per move. A worker will place a bomb to surprise the enemy (allies cannot be harmed by bombs). The bottom 4 units will all hit enemies from a distance, and are fairly useless although there are times that their range comes in handy.

Here is a list of enemy units:

UNIT	POWER	HP	RANGE	STRONG VS	WEAK VS
{Beast}	25	180	1	Shooter	Attacker
{Barbarian}	15	130	1 - 3	Attacker	Defender
{Wyvern}	20	140	1	Defender	Shooter
{Commander}	60	230	1	N/A	N/A

Here is how much HP each unit takes and receives against each enemy:

(The first entry is how much damage the *Beast* will *take* from the fighter)

	BEAST		BARBARIAN		WYVERN		COMMANDER	
UNIT	TAKE	DEAL	TAKE	DEAL	TAKE	DEAL	TAKE	DEAL
Fighter	30	25	30	15	27	20	15	50
Attacker	40	12	27	22	20	22	12	50
Defender	30	25	52	7	24	30	17	50
Shooter	10	37	16	15	30	10	6	50
Repairer	10	25	10	15	9	20	5	50
Worker	15	25	15	15	13	20	7	50
Stoner	20	25	16	15	6	20	10	50
Tristoner	30	25	24	15	9	20	15	50
Catapult	18	25	14	15	14	20	12	50
Fire Catapult	25	25	20	15	20	20	12	50
Worker's Bomb	15		15		13		17	

--E.06 D - Battle Strategies
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STRATEGY 1:- The Impatient '~~~~~~

This is basically the quickest and most offensive way to end the game and is the strategy I always use. It is also the most proficient way to defeat the Shinra.

1.) Before the battle begins place 3 Attackers as far down as they you can, spread evenly across the field (Attackers move the quickest).

2.) When the battle begins slow the speed right down then select each unit to move down towards the enemy. Speed the battle up again.

3.) Just before the troops engage each other, deploy some units that match the enemies weaknesses. Try not to over-populate the field; leave some space for new units to be placed.

4.) The idea is to completely over-run the enemy. As soon as they appear they are overwhelmed, and if the strategy is executed correctly then you should have won the battle in no time, ages before the Commander even appears.

5.) If the Commander does appear then select every unit in play to gang up upon him, but try to do so all at the same time. If anything, pull back certain units as so that they don't get wiped out, then when all of your units are close enough to him have every single one of them rush the Commander and he'll drop in no time.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~.
STRATEGY 2:- The Conservationist '~~~~~~

This is the most defensive strategy, and while not being the quickest or cheapest it sure is the safest way to win.

1.) Before the battle begins set up a line of Fighters, Shooters, Stoners, Tristoners, Catapults and Fire Catapults.

2.) Once the battle has begun speed up the gauge all the way and just let the enemy come to you.

3.) As the enemy draws near make sure to deploy a few units that match the enemies weaknesses, although they should be fairly weakened by the time they engage you, provided you have placed all of your long ranged artillery in strategically advantageous spots.

4.) Don't be afraid to use a few Repairers seeing as they'll have enough time to do some healing, just don't forget to command them to do so.

5.) As with Strategy 1, when the Commander arrives have every ally cluster together whilst waiting for him to approach, then when he is close enough have every unit attack him. With Catapults, Stoners etc. he should fall without too much trouble.

Here are the enemy formations as they appear, this should help you with the first two strategies (credit goes to Absolute Steve as the source):

```
 _______________________   _______________________   _______________________
|                       | |                       | |                       |
```

BATTLE 01: 11 ENEMIES

Left:	Right:
Beast	Beast
Beast	Beast
Wyvern	Wyvern
Beast	Beast
Wyvern	Beast
---	CMD

****

BATTLE 02-03: 20 ENEMIES

Left:	Right:
Wyvern	Beast
Barbarian	---
Wyvern	Beast
---	Wyvern
Beast	Beast
Beast	Wyvern
Barbarian	Barbarian
Wyvern	Barbarian
Beast	Wyvern
Barbarian	---
---	Beast
Beast	---
---	CMD

****

BATTLE 04-06: 25 ENEMIES

Left:	Right:
Beast	Barbarian
---	Wyvern
Barbarian	Beast
---	Wyvern
Beast	Beast

Barbarian	Barbarian
---	Wyvern
---	Wyvern
---	Wyvern
---	Wyvern
---	Wyvern
Barbarian	Barbarian
Beast	Beast
---	Beast
Barbarian	---
Wyvern	Barbarian
---	CMD

****

BATTLE 07-09: 30 ENEMIES

Left:	Right:
Wyvern	Wyvern
Barbarian	Barbarian
Beast	Beast
Wyvern	Wyvern
Wyvern	Wyvern
Barbarian	Barbarian
Barbarian	Barbarian
Beast	Beast
Beast	Beast
Barbarian	Beast
Wyvern	Barbarian
Beast	Barbarian
Wyvern	Wyvern
Wyvern	Wyvern
Barbarian	---
---	CMD

****

BATTLE 10-12: 35 ENEMIES

Left:	Right:
Barbarian	Barbarian
Barbarian	---
Barbarian	Barbarian
Wyvern	---
Wyvern	Wyvern
Wyvern	---
Wyvern	Wyvern
Wyvern	Wyvern
---	Wyvern
Wyvern	Wyvern
---	Beast
Beast	---
---	Beast
Beast	---
---	Beast
Beast	---
---	Beast
Beast	---
---	Barbarian
---	Barbarian
---	Barbarian
Wyvern	---
---	Wyvern
Beast	Beast
Beast	Beast
Beast	---
---	CMD

****

BATTLE 13-14: 40 ENEMIES

Left:	Right:
Beast	Beast
Beast	Beast
Beast	---
Barbarian	Barbarian
Barbarian	Barbarian
Barbarian	---
Wyvern	Wyvern
Wyvern	Wyvern
Wyvern	---
Beast	---
Beast	Beast
Beast	Beast
Beast	Beast
Barbarian	---
Barbarian	Barbarian
Barbarian	Barbarian
Barbarian	Barbarian
Wyvern	---
Wyvern	Wyvern
Wyvern	Wyvern
Wyvern	Wyvern
---	Beast
Barbarian	Beast
---	CMD

****

!!FINAL BATTLE!! BATTLE 15: 45 ENEMIES

Left:	Right:
Barbarian	Beast
Barbarian	Beast
Wyvern	Beast
Beast	Barbarian
Barbarian	Beast
Beast	Barbarian
Beast	---
Barbarian	---
Wyvern	---

```
| Beast     | --------- |
| Barbarian | --------- |
| Wyvern    | --------- | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~.
| Beast     | --------- | STRATEGY 3:- The 'Can't Be Bothered'  '~~~~~~~~~~~~~
| Barbarian | --------- |
| --------- | Wyvern    |  1.) Before the battle begins, do nothing!
| --------- | Beast     |
| --------- | Barbarian |  2.) When the battle begins speed up the gauge all
| --------- | Wyvern    |      the way. Do nothing else.
| --------- | Beast     |
| --------- | Barbarian |  3.) When the enemy reaches the shack, defeat the
| Barbarian | Barbarian |      CMD. Grand Horn. That's it!
| Barbarian | Barbarian |
| Barbarian | Barbarian |  This strategy is only recommended for two things.
| Beast     | Beast     |  Firstly, there is a very difficult to obtain item
| Beast     | Beast     |  called the Vagyrisk Claw, and although it can be
| Beast     | Beast     |  stolen from an enemy called Bagrisk it is much
| Wyvern    | Wyvern    |  easier to obtain by defeating a low level CMD.
| Wyvern    | Wyvern    |  Grand Horn. Just remember that you will not
| Wyvern    | --------- |  receive the prize for that battle if you opt to do
| --------- | CMD       |  this.
|___________|___________|
```

Secondly, when you are obtaining the Huge Materia you can acquire a very good piece of armour called the Imperial Guard from the CMD. Grand Horn Lv 37, and unlike the previous battles you *will* receive the prizes up for grabs if you lose the Fort Condor Battle, which is the Huge Materia and the Phoenix Materia. You must defeat the CMD. Grand Horn however or you would be forever banned from re-entering Fort Condor!

```
 ____________________________________________________________________________
|                                                                            |
| CMD. GRAND HORN                                                            |
|                                                                            |
|    Here is what the CMD. Grand Horn's stats look like:                     |
|                                                                            |
|   #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#   |
|   >          [CMD.               [CMD.               [CMD.            <   |
|   >           GRAND HORN Lv 19]   GRAND HORN Lv 25]   GRAND HORN Lv 37] <   |
|   >                                                                   <   |
|   > ------Lv: [--------------19] [--------------25] [--------------37] <   |
|   > ------HP: [------------2000] [------------4000] [------------8000] <   |
|   > ------MP: [-------------100] [-------------200] [-------------300] <   |
|   > -----EXP: [-------------200] [-------------400] [-------------800] <   |
|   > ------AP: [--------------20] [--------------40] [--------------80] <   |
|   > -----GIL: [------------2400] [------------4800] [------------9600] <   |
|   > ----DROP: [---Vagyrisk Claw] [----------------] [--Imperial Guard] <   |
|   #~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#   |
|                                                                            |
| The CMD. Grand Horn Lv 37 will only be fought during the final battle for  |
| the Huge Materia, and cannot be fought prior to this battle.               |
|                                                                            |
|                                                                            |
| There are the 3 varying factors that contribute to whether you fight CMD.  |
| Grand Horn  Lv 19 or Lv 25.                                                |
| In the order that they are taken into consideration:                       |
|                                                                            |
| - The number of party members in the team                                  |
| - The Average party level.                                                 |
| - The battle rank alongside the quantity of enemies you killed in the Fort |
|   Condor Battle before an enemy reached the shack.                         |
```

```
|                                                                              |
|   If there are less than 3 members in the team then you will always face     |
|   the Lv 19 CMD. Grand Horn. This will take place during battles 2 & 3.      |
|                                                                              |
|   If the average party level is below 19 then you will always face the       |
|   level 19 CMD. Grand Horn. If the average party level is above 25 then      |
|   you will always face the CMD. Grand Horn level 25.                         |
|                                                                              |
|   If your average party level is between 19 - 25 then the battle ranking     |
|   system comes into play:                                                    |
|                                                                              |
|                                                                              |
| Battles 1-3 - Rank 1 - CMD. Grand Horn Lv 19 is always fought.               |
|                                                                              |
| Battles 4-6 - Rank 2 - CMD. Grand Horn Lv 19 is fought if 15+ enemies have   |
|                        been killed, otherwise a CMD. Grand Horn Lv 25 is     |
|                        fought.                                               |
|                                                                              |
| Battles 7-9 - Rank 3 - CMD. Grand Horn Lv 19 is fought if 20+ enemies have   |
|                        been killed, otherwise a CMD. Grand Horn Lv 25 is     |
|                        fought.                                               |
|                                                                              |
| Battles 10+ - Rank 4 - CMD. Grand Horn Lv 19 is fought if 25+ enemies have   |
|                        been killed, otherwise a CMD. Grand Horn Lv 25 is     |
|                        fought.                                               |
|                                                                              |
| For some reason Aeris's level is not counted when finding the parties        |
| average level, although the sum will still be divided by three meaning you   |
| will have a much greater chance of fighting a Lv 19 CMD. Grand Horn which    |
| is very handy to know if you're trying to obtain the Vagyrisk Claw.          |
|______________________________________________________________________________|
```

The last thing I'd like to mention before finishing with this section is regarding a small glitch involving the Phoenix Materia. If you wish to duplicate it (once only) then you mustn't run out of the shack to claim it after winning the final Fort Condor Battle. Instead, leave it where it is and wait until you get to Disc 3 (you'll still be able to grab the Huge Materia). Then, dig up the Phoenix Materia from Bone Village (see section E.12). Return to Fort Condor and run outside the shack to grab a 2nd copy of the Phoenix Materia! For more glitches and exploits visit section E.18

```
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|                                                                              |
| {E.07} - Obtaining Yuffie Kisaragi                                           |
|                                                                              |
|  A - How To Obtain Yuffie                                                    |
|  B - Where To Obtain Yuffie                                                  |
|  C - Yuffie's Stats                                                          |
|  D - Glitches                                                                |
|                                                                    {Yuffie}  |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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```

--E.07 A - How To Obtain Yuffie

Yuffie Kisaragi is one of two 'hidden' characters that can be recruited, along with Vincent Valentine. See section E.10 for details on how to recruit Vincent. Yuffie can first be obtained when Cloud reaches Junon Area just after the Mythril Mine. It is very possible that you could miss out on recruiting her at this stage, so take note of the fact that she can be recruited at any point during in the game where Forests can be located. Recruiting Yuffie will unlock the 'Yuffie' Trophy.

To obtain Yuffie you must first battle around in the forests until you encounter the Mystery Ninja. Once she has been defeated you will be brought to a non-World Map screen with a save point. *DO NOT* attempt to use the save point as Yuffie will steal 200 gil from you and then flee from the screen. In fact don't open the menu or do anything else that involves taking your eyes off her; she is an expert thief after all.

NOTE - If she does steal from you then you will have to battle around again until you re-encounter the Mystery Ninja. Also, when you have finished recruiting her she will return any gil to you that she had previously stolen.

When prompted, select the following dialogue choices to recruit Yuffie:

Yuffie: “You spikey-headed jerk! One more time, let's go one more time!”
Cloud: “Not Interested”

Yuffie: “You're pretty scared of me, huh!?”
Cloud: “......petrified”

Yuffie: “I'm really gonna leave! REALLY!”
Cloud: “Wait a second!”

Yuffie: “You want me to go with you?”
Cloud: “......That's right”

Yuffie: “All right! I'll go with you!”
Cloud: “......Let's hurry on”

- Choosing an incorrect answer on the first question will result in you being forced into the menus, she'll then steal 200 gil from you.
- An incorrect second response will lead to her running away stealing 500 gil.
- An incorrect third or fourth response will lead to her just running away, stealing nothing.
- An incorrect fifth response will lead to you entering Yuffie's name. When you come out of that screen Yuffie will have stolen 700 gil from you.
- If you attempt to make use of the save point then she'll steal 200 gil from you.

Also, each correct response given will raise Yuffie's affection towards you by +2.

--E.07 B - Where To Obtain Yuffie

Yuffie can be recruited in any of the 8 forests scattered around the World, and various forests have varying encounter rate:

```
       Junon Area Forests - 12.5% Encounter Rate
     Gongaga Area Forests -   25% Encounter Rate
       Nibel Area Forests -   25% Encounter Rate (Large Forest)
 Rocket Town Area Forests - 99.6% Encounter Rate (Small Forest)
   Woodlands Area Forests -   50% Encounter Rate (Near Temple of The Ancients)
      Mideel Area Forests -   50% Encounter Rate
    Goblin Island Forests -   50% Encounter Rate
     Round Island Forests -   50% Encounter Rate
```

--E.07 C - Yuffie's Stats

Yuffie's stats will vary depending on what Cloud's current level is when they battles each other:

```
 Cloud Lv  1-20 | Yuffie Lv 17
 Cloud Lv 21-25 | Yuffie Lv 22
 Cloud Lv 26-30 | Yuffie Lv 27
 Cloud Lv 31-35 | Yuffie Lv 32
 Cloud Lv 36-40 | Yuffie Lv 37
 Cloud Lv 40-99 | Yuffie Lv 42
```

```
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
>          [MYSTERY   [MYSTERY   [MYSTERY   [MYSTERY   [MYSTERY   [MYSTERY   <
>              NINJA]     NINJA]     NINJA]     NINJA]     NINJA]     NINJA] <
>                                                                            <
> -----Lv: [------17] [------22] [------27] [------32] [------37] [------42] <
> -----HP: [-----600] [-----800] [----1120] [----1500] [----1950] [----2400] <
> -----MP: [-----117] [-----150] [-----190] [-----234] [-----280] [-----325] <
> ----EXP: [-----160] [-----240] [-----320] [-----480] [-----640] [-----720] <
> -----AP: [------20] [------40] [------60] [------80] [-----100] [-----120] <
> ----GIL: [-----400] [-----800] [----1200] [----1600] [----2000] [----2400] <
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~#
|                               NOTE ON ENEMIES:                               |
|                                                                              |
| At any level the Mystery Ninja will use the attacks 'Fight', 'Throw', and    |
| 'Spider Web' which inflicts Slow. A level 17 or 22 MN will also use an       |
| 'Impaler' which inflicts Frog, and also a 'Fire Fang' which inflicts weak    |
| Fire damage. A level 27, 32, 37 or 42 MN will use a 'Fire Veil' which        |
| inflicts moderate Fire damage, 'Leviathan Scales' which inflict Water        |
| damage and a 'Swift Bolt' which inflicts Lightning damage.                   |
|                                                                              |
+------------------------------------------------------------------------------+
```

When you recruit Yuffie she will have equipped on her the Throw Materia, a Carbon Bangle and the 4-Point Shuriken. All of Yuffie's weapons are long ranged, and her Ultimate Weapon, The Conformer is the only weapon in the game that can deal regular damage whilst using the Command 'Morph' (as opposed to hitting for 1/8th of normal damage).

Yuffie also has a side quest that is regarded as the biggest side quest of the game, and is mandatory to take part in should you wish to obtain every

piece of Materia. You will also not be able to complete the Turtle Paradise Mini-Game (section E.03) if you do not partake in her sidequest. If you haven't completed it by the time you have parachuted in on Midgar towards the end of Disc 2 then you will have missed out on the quest completely.

¬¬

--E.07 D - Glitches

¬¬

There are two glitches that are pertaining to the Yuffie recruiting process:

1.) More of an exploit than a glitch. To keep boosting Yuffie's affection towards you to a max of 30, you can choose the correct response 4 times, thus raising her affection value towards you by +8 in total. You can then select the incorrect response on the final option, repeat twice.

    The drawback is that she will steal 700 gil from you each time, although she will return all that she has stolen when you finally do recruit her. Repeating this glitch more than twice is pointless, as her affection cannot exceed 30 when recruiting her.

2.) Definitely regarded as a glitch, YUFFIE WARPING is something that can only be done on the PC/Steam version of the game. It involves warping your whole team, inventory, stats etc. from one save file to another. So basically, you could if you wanted to warp a save file containing Aeris to the beginning of Disc 2, or you could warp a level 99 Cloud back to the beginning of the game.

    This is done due to the fact that whilst recruiting Yuffie you are coming from a World Map screen (before the battle) to a Field screen (after the battle), and this is the only place in the game where this will occur. Poor programming allows the glitch to occur, see section E.18 C for a full rundown on how to perform the glitch. Here is a simplified version:

First you'll need to prime the save that you wish to load *FROM*. Make sure that you haven't recruited Yuffie and that you have reached Rocket Town. Save the game in the smaller of the two forests (where you'll encounter Yuffie 99.6% of the time).

Then load the save game that you wish to warp *TO*. Make sure to engage in a non-World Map battle (World Map battle encounters will void the glitch). During this battle you must allow all three characters to die as to return to the main menu. Then load up the 'primed' save file. Battle around until you face Yuffie, once she has been defeated instead of exiting to the save point 'recruiting' screen, you will have instead been warped to the battle that you had previously died on. On the other save file! It's that simple!

This glitch will come with a number of bugs, and depending on the circumstances it can freeze up your game.

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|                                                                            |
| {E.08} - Gold Saucer                                                       |
```

| A - About The Gold Saucer
| B - Chocobo Square
| C - Wonder Square
| D - Battle Square
| E - Ghost Square
| F - Round Square
| G - Speed Square
| H - Event Square

{Gold Saucer}

--E.08 A - About The Gold Saucer

The Gold Saucer is situated in the middle of Corel Desert and can only be accessed via North Corel which is just north of the desert. Here you'll be able to ride the tram up to the Gold Saucer, which is Final Fantasy VII's epicentre of fun and games, not to mention great prizes. The Amusement Park is spread across 8 floors. When you first enter the Gold Saucer you'll be roughly 1/2 way into the first Disc, although you won't be able to explore it properly until you have obtained the buggy.

When you arrive at the Gold Saucer you must pay 3000 gil to enter, or if you can afford it you can choose to pay 30,000 gil for a lifetime pass (aka Golden Ticket). You'll also notice a save point in the background, this can only be used by spending 5GP.

GP (Gold Points) serve as the Gold Saucers form of currency, and until you get to Disc 2 they can be very difficult to obtain; you must either win at the Chocobo Races or win at the arcade games in the Wonder Square. When you do reach Disc 2 you can amass large amounts of GP much more easily by manually racing your own Chocobos at the Chocobo Square, until then the Super Dunk game in the Wonder Square is probably your best option for racking up GP early on in the game.

You can also exchange gil for GP by talking to the man that will appear behind the save point at the Ropeway Station. This man will only appear from Disc 2 onwards and has a 15% chance of appearing (roughly). He will exchange 100 gil for 1GP with a maximum of 100GP for 10,000 gil.

The main two reasons that you would want to amass a large amount of GP are for the prizes that are available at the Wonder Square (obtained by trading in your GP), and the prizes that are available at the Battle Square (costs 10GP to partake in a battle). There are also some great prizes that can be won at the Chocobo Square, but these are more easily obtained once you have started the whole Chocobo breeding process.

{Chocobo Square}

--E.08 B - Chocobo Square

--Items of Interest - Sneak Attack Materia, Enemy Away Materia, Sprint Shoes
Magic Counter Materia

BETTING:

Before you have obtained your own Chocobos on Disc 2, the only way in which you can partake in Chocobo Racing is to place a bet at the main central Bookmaker's Office. The ranks are divided up into C, B, A and S ranks, the higher the rank the better the rewards but the more the bet costs. On Disc 1 you will only have rank C & B to choose from.

To enter into the bets you'll need to pay 200 gil, then you have to pay an additional price to place a bet; the price of the bet depends on which Class you select:

Class C - 100 gil
Class B - 200 gil
Class A - 300 gil
Class S - 500 gil

Every time you bet on a race you will have a grid of 15 squares to choose from; each square represents one possible outcome of the race and you can select up to three of them. If you determine Chocobo 1, 4 & 5 to be the Chocobos with the highest chance of winning, then you should put your money on squares 1-4, 1-5 and 4-5.

7 of the 15 squares will yield a 'common' item, 5 will yield an 'uncommon' item and 3 will yield a 'rare' item. The available items for that particular race are chosen at random and are displayed in the bottom left hand corner of the lobby screen.

Chance of Winning...	Cumulative Chance:
A Prize - 20 % (3 out of 15)	20%
A Common Prize - 46.6 % (7 out of 15)	9.3%
An Uncommon Prize - 33.3 % (5 out of 15)	6.6%
A Rare Prize - 20 % (3 out of 15)	4%

TIP - Thanks to the help of Bellfell and Phiefer3, I have been able to work out a formula that yields a 40% average win ratio:

Find X using the table below, then multiply that figure by Stamina. Repeat the process for all 6 Chocobos, then bet on the three with the highest result.

CLASS C:	CLASS B:
Top Speed - X	Top Speed - X
73 KPH - 415	88 KPH - 500
74 KPH - 420	89 KPH - 506
75 KPH - 426	90 KPH - 511
76 KPH - 432	91 KPH - 517
77 KPH - 438	92 KPH - 523
78 KPH - 443	93 KPH - 528
79 KPH - 449	94 KPH - 534
80 KPH - 455	95 KPH - 540
81 KPH - 460	96 KPH - 545
82 KPH - 466	97 KPH - 551

83 KPH - 472	98 KPH - 557
84 KPH - 477	99 KPH - 563
85 KPH - 483	100 KPH - 568
86 KPH - 489	101 KPH - 574
87 KPH - 494	102 KPH - 580
88 KPH - 500	103 KPH - 585
	104 KPH - 591
Stamina Range: 250 - 279	105 KPH - 597
Result Range: 10.36% - 14.%	
	Stamina Range - 300 - 329
	Result Range: 15.% - 19.64%
CLASS A:	CLASS S:
Top Speed - X	Top Speed - X
102 KPH - 580	147 KPH - 835
103 KPH - 585	148 KPH - 841
104 KPH - 591	149 KPH - 847
105 KPH - 597	150 KPH - 852
106 KPH - 602	151 KPH - 858
107 KPH - 608	152 KPH - 864
108 KPH - 614	153 KPH - 869
109 KPH - 619	154 KPH - 875
110 KPH - 625	155 KPH - 881
111 KPH - 631	156 KPH - 886
112 KPH - 636	157 KPH - 892
113 KPH - 642	158 KPH - 898
114 KPH - 648	159 KPH - 903
115 KPH - 653	160 KPH - 909
116 KPH - 659	161 KPH - 915
117 KPH - 665	162 KPH - 920
118 KPH - 670	163 KPH - 926
119 KPH - 676	164 KPH - 932
120 KPH - 682	165 KPH - 938
121 KPH - 688	166 KPH - 943
122 KPH - 693	167 KPH - 949
123 KPH - 699	168 KPH - 955
	169 KPH - 960
Stamina Range: 350 - 379	170 KPH - 966
Result Range: 20.3% - 26.49%	
	Stamina Range: 500 - 529
	Result Range: 41.83% - 51.2%

To understand the maths behind the above tables, you must first understand the formula behind it:

Top Speed / Maximum Top Speed (176 KPH) = X
Stamina / Maximum Stamina (999) = Y
X * Y = % of maximum possible stat values
SO
If a Chocobo had a Top Speed of 113 KPH, then X would be 64.2%.
If a Chocobo had 362 Stamina, then Y would be 36.2%
0.642 * 0.362 = 23.24% of maximum possible Top Speed and Stamina

I tried this method over 100 races, and I was able to win 40 of them. The main problem is that you cannot determine a Chocobos Run, Acceleration, Intelligence or Cooperation, so there is no way of accurately determining the Chocobo with the greatest stats.

It is speculated that the rank of the jockey has an affect on the outcome of the race, and there are 4 ranks that can be determined by the colour of the Jockey - Platinum, Gold, Silver and Bronze. If in doubt, try betting on the highest ranking Jockey; again this is only speculation.

PRIZES:

Here are the prizes that are up for grabs:

CLASS C:	GP
Potion	5
Phoenix Down	10
Hyper	10
Tranquilizer	10
*Hi-Potion	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20
Ether	30

****

CLASS S:	GP
Potion	5
Phoenix Down	10
Hero Drink	15
Bolt Plume	20
Antarctic Wind	20
Ether	30
Ice Crystal	50
Fire Veil	50
Swift Bolt	50
Turbo Ether	150
Elixir	200
Counter Attack	300
Enemy Away	300
Megalixir	300
Precious Watch	300
Sneak Attack	300
Chocobracelet	400
Cat's Bell	500
Magic Counter	500
Sprint Shoes	500

CLASS B:	GP
Phoenix Down	10
Hyper	10
Tranquilizer	10
*Hi-Potion	15
Hero Drink	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20
Ether	30
Ice Crystal	50
Turbo Ether	150
Elixir	200
Enemy Away	300

CLASS A:	GP
Phoenix Down	10
*Hi-Potion	15
Hero Drink	15
Antarctic Wind	20
Bolt Plume	20
Fire Fang	20
Ether	30
Ice Crystal	50
Fire Veil	50
Swift Bolt	50
Elixir	200
Counter Attack	300
Enemy Away	300
Sneak Attack	300
Cat's Bell	500
Sprint Shoes	500

NOTES - Counter Attack will be spelt 'Counter' whilst in the lobby screen. Do not confuse this with the Support (blue) Counter Materia.

- Enemy Away will only become available from Disc 2 onwards

Prizes that are unique to the Chocobo Square:

- Enemy Away Materia
- Precious Watch
- Sneak Attack Materia
- Chocobracelet
- Cat's Bell
- Sprint Shoes (One of these can also be obtained from the Battle Square)

In Class S, you will have a 7.95% chance of one of the 10 rare items appearing (Elixir downwards).

* - The Hi-Potion is actually glitched, and even though the dialogue box will
    display "Received Hi-Potion", you'll actually receive a Tranquilizer.

The prizes you get for betting are the exact same prizes that you get for racing. You first get a taste of what the Chocobo Racing experience is like when you attempt to leave Corel Prison; you have to win in order to be allowed to leave (although you won't win a prize, other than that of freedom). If you lose then you will be able to re-try as many times as you like until you win, just be sure to pick up the Ramuh Materia whilst in the Jockey's Room as you'll never again be able to re-visit that area.

You won't be able to race in the Chocobo Races again until you have completed the Lifestream events in Mideel on Disc 2 (the Gold Saucer won't have re-opened until that point). You can then catch and breed your own Chocobos to race in the Chocobo Square. It is much safer to race your own Chocobo as opposed to betting at the Bookmaker's Office seeing as all you will need to do to guarantee a prize is to win the race. When you do win a race either through betting or racing you will be able to choose your reward; you can take either the Item or the GP. One of the main incentives to spend time racing your Chocobos in the Chocobo Square is to gain high amounts of GP, aswell as to help with the Chocobo breeding quest.

BREEDING:

Racing your Chocobos in the Chocobo Square is actually a requirement of the breeding process. Every time your Chocobo wins its third race it'll be ranked up to the next class, and a couple of highly ranked Chocobos will be more likely to breed a 'special' Chocobo. Also, the higher the ranking of the parents, the greater the racing stats will be of the new-born Chocobo.

For more details on Chocobo breeding see section E.14.

ESTER:

To enter into a race you must talk to Ester who will be standing outside of the Staffroom. She will only be present from Disc 2 onwards. Here you will be able to choose which Chocobo you wish to race followed by which track you would like to race on. For what it's worth, always pick the short track; there is nothing worth noting about the long track other than the fact that you'll be able to see a recurring Final Fantasy easter egg - The Moai Face.

If you have either Tifa or Cid in your party then there'll be a 50% chance that they'll want to be the one to ride on the back of a Chocobo. It's completely optional of course but it can be quite refreshing to see someone else riding a Chocobo for a change, however it makes absolutely no difference whatsoever to the Chocobos performance. If both Cid and Tifa are in your party then Tifa will always be the one to ask.

NOTE - I suspect that the developers chose Tifa and Cid to be the ones to
       partake in the races (and also the Snowboarding game) due to the fact
       that they are the two characters that you take control of whilst
       Cloud is 'unavailable' in Mideel. Perhaps originally the Gold Saucer
       was intended to be open for business during that time...

{CHOCOBO RACING}:

Controls:-

Left	Left
Right	Right
X	Slow Down
Sq	Speed Up
O	Sprint (drains stamina)
Start	Pause
Select	Toggle between Manual and Automatic
R1+R2	Holding together will slowly refill stamina

As soon as the race begins you're going to want to press Select to toggle from Automatic to Manual. Then, you're going to want to hold down R1+R2 for the remainder of the race so that you consistently replenish you stamina bar. Then tap Square a number of times to speed up your Chocobo all the way, you can even sprint if you like (with O) to get in the lead, just make sure to save enough stamina for the final hurdle.

If you have a Green or Blue Chocobo then you'll find that you won't struggle as much at particular points in the race. Due to hurried programming, the 'ability' of each Chocobo has been reversed - The Green Chocobo will find it easier to traverse through the water section of the long course as well as the space section at the end of the short course, while a Blue Chocobo will make short work of the spiralling climb at the beginning of the short course. Naturally the Black and Gold Chocobos won't struggle at all while a Yellow Chocobo will struggle will all parts.

**Once the first two Chocobos have crossed the finish line you can end the race by pressing Start; you don't have to wait for all 6 Chocobos to cross the finishing line.

For information on how the racing stats work whilst breeding Chocobos, see section E.10 E.

TEIOH:

Every so often you be up against the well-known jockey Joe and his Black Chocobo Teioh. Teioh's stats are always faster than yours and can be very tough to beat at times. His Speed is always 10% higher than yours and his Stamina is always 25% higher than yours, regardless of whether your Chocobos stats are maxed out or not. And obviously being a Black Chocobo he can make short work of the tracks environmental hazards.

It is extremely difficult to beat Teioh without the use of a Gold, Black or Green Chocobo, so don't waste too much time trying. You'll have to really exhaust your sprint to stay ahead of him, just make sure to save enough for the final sprint otherwise you're screwed. Using the R1+R2 trick here is paramount.

Teioh will never appear in Class C, however his encounter rate for the other Classes are as follows:

Class B - 12.5%
Class A - 25%
Class S - 50%

SPECIAL PRIZES:

If you manage to win 19 races with a single Chocobo then Ester will reward you with five prizes that are available in Class S (but unfortunately not the Magic Counter Materia):

Precious Watch, Chocobracelet, Cat's Bell, Sprint Shoes and Counter Attack

{Wonder Square}

--E.08 C - Wonder Square

--Items of Interest - Gil Plus Materia, EXP Plus Materia, Speed Source

The Wonder Square will be your main source of GP whilst on Disc 1, and although there are 9 games to choose from the only game that will really make an impact on your GP wallet will be the Super Dunk game. It's recommended that you play the Mog House game and the G-Bike game to win some one off prizes - 30 GP and a Speed Source, respectively. The Snowboarding game is also worth a blast as it's probably the most fun game to play, followed by G-Bike.

NOTE - When you first enter the Wonder Square you will automatically recruit Cait Sith onto your team, who will also come equipped with the mighty Manipulate Materia.

When you enter the 1st floor of the Arcade itself you will have three games to choose from. In the 2nd floor you will have 6 games to choose from. Also, there is a staff member on the 1st floor who will trade your GP for prizes:

PRIZE:	Cost:
Potion	1GP
Ether	20GP
X-Potion	80GP
Turbo Ether	100GP
Gold Ticket	300GP
Carob Nut	500GP
Gil Plus Materia	1000GP
EXP Plus Materia	2000GP

- The Gold Ticket is a waste of GP and is much more easily obtained by paying 30,000 gil at the Ropeway Station.
- The Carob Nut will be displayed as '????' and can be easily obtained by stealing from the Vlakorados near Bone Village. They are used for breeding Chocobos.
- The Gil Plus Materia and the EXP Plus Materia will both appear as '????'. There is only one available of each and neither will become available until you have reached Disc 2.

1ST FLOOR - {ARM WRESTLER} - COST 100 GIL

This game is situated to the left of the staff member. It is very easy to win and only requires you to tap O as quickly as you can. There are two difficulty settings:

Sumo Wrestler (Easy) - Prize = 1GP
Wrestler (Hard) - Prize = 2GP

1ST FLOOR - {SUPER DUNK} - COST 200 GIL

This game is situated on the lower right hand side and is considered by many to be the best source of GP for Disc 1. The game will require you to hold O

down for approximately 1/2 a second and timing it right will score you 1GP, the idea is to chain as many baskets as you can to maximise your GP count. Holding O down for too long or too short will result in a miss, the game will then pay-out the GP that you've earned.

NOTE - Thank xPsychoMantis a huge amount for this!
Go to https://www.metronomeonline.com/ and set it to 120 BPM. It will take a while to get used to but eventually you will start to find a rhythm where you'll be scoring every time. It also helps greatly if you mute the Gold Saucer backing music. Simply push O for one beat. Try not to over think it; in fact try to think about something else while you are playing. Look away from the screen, but don't close your eyes and nod your head slightly to the beep.

Every time you net a basket you will earn 1GP. Once you have scored 10 consecutive points you will be given the option to 'Double Down'. If you land that shot then you will double your current score, if you fail the shot then your score will be reduced to 1GP and the game will end. The highest chain possible is 44 baskets which will land you a whopping 300GP, so it really is worth investing a small amount of time into the game.

1ST FLOOR - {WONDER CATCHER} - COST 100 GIL

On the back wall you'll find two machines that are good for eating up your gil and that's about it. Each machine will spit out a random prize, the prizes are as follows:

LEFT MACHINE:		RIGHT MACHINE:		
PRIZE:	CHANCE	PRIZE:	CHANCE	- The right machine is slightly better than the left machine, but only marginally.
Potion	39.06%	Potion	39.06%	
Nothing	29.3%	Nothing	29.3%	- The Phoenix Down and the Ether are glitched. When you receive the Phoenix Down the game will tell you that you have received an Ether, and vice-versa.
1 GP	19.53%	1 GP	19.53%	
3 GP	8.99%	3 GP	8%	
Phoenix Down	1.95%	Ether	2.94%	
Megalixir	0.78%	Elixir	0.78%	
80 GP	0.39%	100 GP	0.39%	

2ND FLOOR - {G-BIKE} - COST 200 GIL

G-Bike is situated at the northern end of the room and is basically the same game as the one played whilst escaping Midgar on the Highway. Press O to swing the Buster Sword to the right and Square to swing it to the left. For every enemy biker that you knock down you'll score 500 points, and you'll lose 50 points every time the truck is hit.

The orange bikers shouldn't pose too much of a threat, it's the red bikers you need to be wary of as their main strategy is to lure you away from the truck, and while you are pre-occupied the orange bikers will then damage the truck as much as they can. Don't forget that you can knock down an enemy by colliding into him enough times, you can also create a domino effect if you line them up right.

You will receive 2 GP for scoring between 5000 - 9999 and you'll receive 10 GP for scoring over 10,000. You'll also be rewarded with a one-off Speed Source the first time you score over 10,000 points, which makes the G-Bike game worth playing at least until you have acquired the bonus prize.

On the PS4 version, you can unlock the Corel's Angel Trophy by scoring 10,050 points or more on the G-Bike game. You'll also notice blue bikes amongst the orange bikes; these appear to act in the same way as the orange bikes.

2ND FLOOR - {CRYSTAL FORTUNE} - COST 50 GIL

Just to the right of the G-Bike machine you'll find the Crystal Fortune machine. Each time you reach a milestone within the story the fortune will change to match your current circumstances. The fortunes that will be given are as follows:

	FORTUNE:	REFERENCE:
First Visit to Gold Saucer	"Use caution in relationships."	Cait Sith's betrayal
After you obtain the buggy	"Your lucky colour is red"	The colour of the buggy
After you complete Cosmo Canyon	"You may meet someone new."	The possible recruitment of Vincent Valentine
After you complete Nibelheim	"You have ties with those that fly."	The recruitment of Cid Highwind
After you obtain the Tiny Bronco	"What you are looking for is near."	The Keystone which is in the Battle Square
After you obtain the Keystone	"Use caution in relationships."	Cait Sith's betrayal
After you have been on the date	"What you search for is in the southeast."	The location of the Temple of The Ancients
After you complete Temple of The Ancients	"Beware of the north."	Sephiroth and the Reunion
After you complete the Forgotten Capitol	"A great turning point is near."	...(*spoilers*)...
After you obtain the Highwind	"Never give up."	The impending doom that is Meteor

Also take note of the fortune that Cait Sith read out to you when he forced his way into your party - "What you pursue will be yours. But you will lose something dear". I can only imagine that the 'pursue' part was relating to the Black Materia and the 'losing' part is an obvious reference to the events that take place at the end of Disc 1.

2ND FLOOR - {MOG HOUSE} - COST 100 GIL

This machine is positioned on the right hand side and is worth playing just once as you'll net a quick one-time-only 30GP. All you have to do is feed Mog 5 Kupo Nuts when prompted, and then 3 Kupo Nuts the second time. It's a little boring to watch, but definitely worth it for the GP. Be sure to talk to the person next to the machine to claim your reward.

2ND FLOOR - {3D BATTLER} - COST 200 GIL

This machine is positioned in the centre of the room and is pretty much a rock, paper, scissors type game that yields five opponents, each increasing in difficulty as you progress. So difficult in-fact that many people stay clear of this game altogether.

Press X for a Low Attack (Beats Mid, loses to High)
Press Sq for a Mid Attack (Beats High, loses to Low)
Press Tr for a High Attack (Beats Low, loses to Mid)

After you have successfully hit your opponent a number of times they will drop to their knees, progressing you to the next round. Here are the prizes up for grabs alongside the chances you have of winning:

Rnd:	Opponent:	Prize:	Chance of winning per hit	Chance of beating	Cumulative chance
# 1	Ninja Girl	0 GP	50% Win, 25% Loss, 25% Tie	93.5234%	93.5234%
# 2	Masked Man	3 GP	33.3% Win, 33.3% Loss, 33.3% Tie	50%	47%
# 3	Afro Pimp	30 GP	25% Win, 50% Loss, 25% Tie	6.4766%	3%
# 4	Red Spaceman	300 GP	25% Win, 75% Loss, 0% Tie	0.08903%	0.0003%
# 5	Invisible Man	N/A	0% Win 75% Loss, 25% Tie	0%	0%

The 5th and final battle is more of a joke enemy than a real one seeing as he is completely invisible, and it is completely impossible to defeat him. Due to the terrible chances that you have of even making it past the third round, the most you can hope to regularly win whilst playing 3D Battler is 3GP.

2ND FLOOR - {SNOWBOARDING} - COST 200 GIL

The snowboarding machine is situated on the left hand side and is only available once the Gold Saucer has re-opened on Disc 2. Snowboarding is definitely the most challenging of all of the Wonder Square games and is also regarded as the most enjoyable. You'll have experienced it before seeing as

it's basically the same mini-game as the one at the Icicle Inn, but with different courses.

As with Chocobo Racing, Tifa or Cid may occasionally ask to have a try on the snowboarding machine (37.5% of the time). It makes no difference whatsoever to the performance of the snowboard and is completely optional. If both Tifa and Cid are present then Tifa will always be the one to ask.

Controls:-

Left	Left
Right	Right
Down/Sq	Slow Down
X	Jump
L1/R1	Lean into corner (helps for a tighter angle)
Start	Pause/Skip intro

THE PRIZES:

There are 3 course to choose from - A (Beginner), B (Expert) & C (Crazy). Scoring 70 or more on course A will unlock course B, and scoring 70 or more on course B will unlock course C. Scoring 90 or more on any course will net you a one-time-only prize of GP and an item: (Maximum Score = 100)

90+ Points	GP:	PRIZE:
Course A	30GP	Safety Bit
Course B	100GP	All Materia
Course C	300GP	Crystal Bangle

- Score is calculated by 3 things: Technique (30 Points), Balloons (40 points) and Time (30 points).
- Technique points are deducted whenever you crash into something. You'll start off with 30 points.
- Red balloons earn 1 point, Blue earn 3 points and Green earn 5.
- 1 point of Time will be deducted for every 2 seconds you fall behind par time:

RANKINGS:

Rank	BAD	AWFUL	GOOD	COOL
Score	0-29	30-69	70-99	100

Awful and Bad are swapped in the PC version.

Course A:	Course B:	Course C:
01'30"000	01'45"000	02'00"000

As with Technique, you'll start off with 30 points.

TIME ATTACK:

In order to unlock the Time Attack mode you must first score 70 points or more (GOOD ranking) on a particular track, thereby unlocking Time Attack for that track (you also must have also set a score on every track). Time Attack is activated by grabbing the Yellow balloon at the beginning of the race, and there are some additional options available in the menus. You can change the floor to a chequered grid, change the ghost Mog's snowboard to a sleigh, you can even replace Mog with a running Cactuar, but to do that you must first unlock rank 'Super', which is no easy feat (Time Attack rankings differ from the normal rankings).

To assist with obtaining a 'Super' ranking you must first obtain a 'Good' ranking which will unlock the Silver balloon at the beginning of a track,

granting you a speed bonus and thereby making it possible for you to decimate your old records.

Here are the Time Attack Rankings for each version of the game:

NOTE - The correct display should be 01'29"999 as opposed to 1'29"99, I just didn't have room to fit everything in. Sorry!

European 'PAL' Version

RANK:	COURSE A:	COURSE B:	COURSE C:
Freak	1'01"99 or below	1'18"99 or below	1'23"99 or below
Super	1'02"00 - 1'04"99	1'19"00 - 1'26"99	1'24"00 - 1'29"99
Excellent	1'05"00 - 1'06"99	1'27"00 - 1'28"99	1'30"00 - 1'35"99
Very Good	1'07"00 - 1'11"99	1'29"00 - 1'30"99	1'36"00 - 1'41"99
Good	1'12"00 - 1'17"99	1'31"00 - 1'44"99	1'42"00 - 1'53"99
Average	1'18"00 - 1'29"99	1'45"00 - 1'59"99	1'54"00 - 2'09"99
Poor	1'30"00 - 1'44"99	2'00"00 - 2'14"99	2'10"00 - 2'29"99
Fail	1'45"00 or above	2'15"00 or above	2'30"00 or above

American 'NTSC' Version

RANK:	COURSE A:	COURSE B:	COURSE C:
Freak	0'51"99 or below	1'05"99 or below	1'09"99 or below
Super	0'52"00 - 0'53"99	1'06"00 - 1'09"99	1'10"00 - 1'14"99
Excellent	0'54"00 - 0'55"99	1'10"00 - 1'12"99	1'15"00 - 1'19"99
Very Good	0'56"00 - 0'59"99	1'13"00 - 1'15"99	1'20"00 - 1'24"99
Good	1'00"00 - 1'04"99	1'16"00 - 1'19"99	1'25"00 - 1'34"99
Average	1'05"00 - 1'15"99	1'20"00 - 1'39"99	1'35"00 - 1'49"99
Poor	1'16"00 - 1'29"99	1'40"00 - 1'59"99	1'50"00 - 2'09"99
Fail	1'30"00 or above	2'00"00 or above	2'10"00 or above

PC Version

RANK:	COURSE A:	COURSE B:	COURSE C:
Freak	0'52"99 or below	1'07"99 or below	1'14"99 or below
Super	0'53"00 - 0'53"99	1'08"00 - 1'09"99	1'15"00 - 1'16"99
Excellent	0'54"00 - 0'54"99	1'10"00 - 1'11"99	1'17"00 - 1'20"99
Very Good	0'55"00 - 0'59"99	1'12"00 - 1'14"99	1'21"00 - 1'24"99
Good	1'00"00 - 1'04"99	1'15"00 - 1'19"99	1'25"00 - 1'34"99
Average	1'05"00 - 1'14"99	1'20"00 - 1'39"99	1'35"00 - 1'49"99
Poor	1'15"00 - 1'29"99	1'40"00 - 1'59"99	1'50"00 - 2'09"99
Fail	1'30"00 or above	2'00"00 or above	2'10"00 or above

Original and International Japanese Versions			
RANK:	COURSE A:	COURSE B:	COURSE C:
Freak	0'51"99 or below	1'05"99 or below	1'12"99 or below
*Godly	0'52"00 - 0'52"99	1'06"00 - 1'07"99	1'13"00 - 1'14"99
Super	0'53"00 - 0'53"99	1'08"00 - 1'09"99	1'15"00 - 1'16"99
Excellent	0'54"00 - 0'54"99	1'10"00 - 1'11"99	1'17"00 - 1'20"99
Very Good	0'55"00 - 0'59"99	1'12"00 - 1'14"99	1'21"00 - 1'24"99
Good	1'00"00 - 1'04"99	1'15"00 - 1'19"99	1'25"00 - 1'34"99
Average	1'05"00 - 1'14"99	1'20"00 - 1'39"99	1'35"00 - 1'49"99
Poor	1'15"00 - 1'29"99	1'40"00 - 1'59"99	1'50"00 - 2'09"99
Fail	1'30"00 or above	2'00"00 or above	2'10"00 or above

*Godly rank was removed from all other versions.

2ND FLOOR - {TORPEDO ATTACK} - COST 200 GIL

The Submarine machine can be found on the very left hand side next to the Snowboarding machine. I'll be honest, the game is pretty boring and the prizes are dull, although the Dragon Fang and the Dragon Scales will come in handy at the Battle Square. You won't be able to play the game until you have completed the submarine events mid-way through Disc 2. This is basically the same mini-game as the one you'll have played at the end of that mission.

Controls:-

Up	Descend	The aim of the game is to destroy all enemy
Down	Ascend	submarines, and there are 5 difficulty settings
Left	Left	to choose from. The higher the setting, the more
Right	Right	subs you will have to destroy and the more HP
X	Slow Down	each enemy sub will have. The easiest way to win
Tr	Speed Up	is to use your sonar to locate enemy Subs, then
Sq	Fire Torpedo	simply lock onto them and fire with Square. Your
R1	Sonar	score will be affected be the speed in which you
R2	Change View	destroy the enemy subs, the amount of damage you
Select	Quit	take along with the current difficulty setting
		you are on.

NOTE - It doesn't matter in the slightest how high of a score you get, all that you need to do to win the prize is to beat the game. You will lose the game if the timer runs out and there are still enemy subs left to destroy, or you are destroyed yourself.

	TARGETS:	PRIZE:	
Level 1:	7	20GP + Ink	The prize doesn't exactly
Level 2:	10	20GP + T/S Bomb	correlate to the difficulty
Level 3:	8	20GP + Dragon Fang	setting as shown; all you have
Level 4:	12	20GP + Dragon Scales	to do to win all 5 prizes is
Level 5:	10	20GP + Cauldron	to win 5 times on any setting.
			Prizes can only be won once.

The Cauldron will be misspelt as Caldron.

--E.08 D - Battle Square

--Items of Interest - Final Attack Materia, W-Summon Materia, Omnislash, Speed Plus Materia, Enemy Lure Materia, Champion Belt, Pre-Emptive Materia, Sprint Shoes, Ribbon

The first time you enter the Battle Square you will be accused of committing a massacre, you will then be thrown into Corel Prison (Provided you have first recruited Cait Sith, which will happen automatically the first time you enter the Wonder Square). You'll then have to wait until you have obtained the Buggy before you can then enter the Battle Square properly, and as you've probably figured by the name this is a place where you can put your battle skills to the test for the chance to win some great prizes!

The only attraction at the Battle Square is the Battle Arena which will cost 10GP to participate in, and although competing is completely optional, you will have to take part in one mandatory battle as per the story line (will not cost you 10GP). This takes place just after you receive the Tiny Bronco, and your reward for this battle will be the Keystone. If you manage to win all of these 8 battles within the Battle Arena then Dio (The owner of the Gold Saucer) will throw in a Protect Vest and a Choco Feather as a bonus. You can also enter into a 'special' battle', the reward being the Final Attack Materia. See below for more details.

PRIZES:

You reward for winning at the Battle Square will be dispensed in the form of BP (Battle Points), and the BP you obtain can then be exchanged for prizes at the two consoles to the left and right of the entrance. The further into the game you progress the better and cheaper the prizes will be.

NOTE - **When you leave the Battle Arena your BP count will be reset to 0.** You must make sure to have enough GP (and time) on your hands to be able obtain the prizes that you are after; if you run out of GP then you will be forced to spend all the current BP you have, as you will lose all of it the second you step outside. 200GP+ should be a sufficient amount, always remember to save your game just before coming to the Arena.

	BEFORE TINY BRONCO:	AFTER TINY BRONCO:	AFTER HIGHWIND:	
Potion	----80 BP	---------	---------	- Certain prizes
Phoenix Down	---160 BP	---100 BP	---------	have been mis-
Shrapnel	---320 BP	---------	---------	spelt on the
Ether	---640 BP	---------	---------	prize board.
Remedy	---------	---200 BP	100 BP	
Mimett Greens	--1280 BP	---400 BP	---------	- The Champion
Fury Ring	--2560 BP	---------	---------	Belt is an
Enemy Lure	--5120 BP	---800 BP	250 BP	amazing piece of
Bird Wing	---------	--1600 BP	---------	kit and is worth
S-Mine	---------	--3200 BP	---------	getting hold of

Right Arm	---------	---------	---500 BP	as soon as you
Pre-Emptive	10,240 BP	--6400 BP	--1000 BP	can.
Reagan Greens	---------	---------	--2000 BP	
Speed Plus	20,480 BP	12,800 BP	--4000 BP	- There is only
Stardust	---------	---------	--8000 BP	one Omnislash
Champion Belt	40,960 BP	25,600 BP	16,000 BP	and W-Summon
Omnislash	---------	51,200 BP	32,000 BP	available.
W-Summon	---------	---------	64,000 BP	

Reagan Greens have been misspelt as Regan Greens, and Mimett Greens have been misspelt as Memmet Greens.

You can also obtain a pair of Sprint Shoes for free which is a really cool accessory that will automatically put your character in Haste. To obtain the Sprint Shoes you must first talk to the NPC that you see standing at the very bottom of the stairs at the entrance to the Battle Square. After she has commented on how she doesn't like fighters that are all talk, you can then compete in the Battle Arena. Be sure to win all 8 battles, when you do you will be able to talk to her again to receive the Sprint Shoes. This can only be done once.

Spending your unneeded BP on Ethers the first time you battle there (assuming you jump into the Battle Square as soon as you can, once you get the Buggy) is a good idea, seeing as they can then be sold for 750 gil each, replenishing your gil supply.

{BATTLE ARENA}:

The Battle Arena mini-game consists of 8 fights, each becoming more difficult than the last. Most of the enemies that you engage here are ones that you will already have fought before, however there are 2 enemies that are unique to the Battle Square, and these are Ho-chu and Tonberry.

Only one player can fight at a time, and the HP, MP, Limit gauge status etc. of the player when he/she went into the battle will be exactly same when they come out of the battle, regardless of what happens inside the Arena. Because of this, it's always advisable to make use of the Inn in North Corel before ascending the Ropeway to the Gold Saucer. I would also recommend having your Limit bar roughly halfway filled.

Guide Update! Entering the Battle Square with 7777 HP will activate "All Lucky 7's" for every battle, and is the quickest and easiest way to fly through the Battle Square, See section E.18 A for more details.

There are some enemies that will teach you particular Enemy Skills whilst battling away, however once the battle has finished and you have returned to the Battle Arena lobby you'll find that the Enemy Skills that you had learnt will no longer be available on your skill list. You won't gain any EXP, AP or gil and nor will any of the kills that you make count towards you Limit Break levels, however the items that you consume *will* deplete as they normally would, and any items you obtain via stealing and morphing will be added to your inventory as normal.

NOTE - Morphing the Ho-chu is the best way to obtain a third Ribbon after acquiring the Highwind.

After each fight you will have the option to either continue on fighting or

to finish the battle, retaining your currently accumulated BP. Should you choose to continue on, and then die before making it to the next round, you will lose all of the BP that you accumulated for the battle and the mini-game would be considered lost. Should this happen then you would receive the consolation prize, a 'Tissue' (which does absolutely nothing). The game is considered won if you win all 8 battles, or you decide to end the battle after a fight.

One of the biggest incentives to grind it out at the Battle Arena is for the 'Omnislash' prize, which is Cloud's Ultimate Lv 4 Limit Break technique and is regarded as potentially one of the strongest attacks in the game. Obviously you'll need to rack up a large amount of BP for this, and the amount of BP you gain per battle is entirely based on which handicap you receive at the end of each individual fight.

{HANDICAPS}:

Very similar to Cait Sith's and Tifa's Limit Breaks, the handicap system works much like a fruit machine's 'slots'. After each battle (provided you have chosen to continue on) you will be presented with a spinning reel with 3 symbols on, and each symbol correlates to a handicap. You can slow the reels down if you wish by tapping Square.

NOTE - Timing is everything. Whilst slowing down the reels, try to press Square on the symbol *before* the one you are after, it's the same technique for rigging Cait Sith's 'Slots' (see section E.02 E).

The tougher the handicap, the bigger the BP reward. Below is a list of every handicap, note that receiving any of the 'Materia Broken' handicaps will also cancel any of the status effects of the equipped Materia i.e. Strength - 1 etc.

SYMBOL:	HANDICAP:
Poison	Inflicts you with Poison.
Frog	Inflicts you with Frog.
Small Cloud	Inflicts you with Small.
Boot	1/2 Speed (differs from Slow). Effects stack.
Item Pouch	Seals the Item Command.
Ring	Nullifies the effect of any Accessory you are wearing.
Sword	Attack power is decreased. Effects stack.
Bracelet	Defence is decreased.
Red Materia	Summon Materia is disabled.
Yellow Materia	Command Materia is disabled.
Green Materia	Magic Materia is disabled.
Purple Materia	Independent Materia is disabled.

Blue Materia	Support Materia is disabled.
All Materia	All Materia is disabled.
Clock - TIME	Deals damage equal to Game Time (hours) x 30.
HP	Cuts your Max HP by half. Effects stack.
MP	Cuts your Max MP by half. Effects stack.
HP + MP	Cuts your Max HP and MP by half. Effects stack.
0MP	Cuts your Current MP down to 0.
Lv (Small Arrow)	Decreases your level by 5. Effects stack.
Lv (Large Arrow)	Decreases your level by 10. Effects stack.
CURE	Your HP is restored.
Lucky 7	No handicap.

NOTE - Use Ribbons or White Capes to help protect you from the Status changing handicaps. Also, you can use Smoke Bombs or the Exit Materia to escape mid-battle whilst keeping your BP. If you try to escape using R1+L1 however then you would lose all of your BP.

You start each battle with 10 BP. Each handicap you obtain you will receive a small amount BP, however you'll only really start to see the big figures on the final two reels; aim to get the easy handicaps until then. Although aiming for the tougher handicaps for the final two fights can sometimes be challenging, the BP reward is definitely worth the risk. The highest possible amount that you can obtain in one battle is 12,576BP.

You do not need to try to 'preserve' the most rewarding handicaps for the final 2 reels either, such as 'All Materia Broken' or 'Green Materia Broken'. The contents of each reel will be scripted in from the beginning of each battle; nothing you ever land on will affect the line-up for the following reels.

NOTE - Whilst under 'Resist', you will still be able to undergo Status changes via the handicaps. Should this happen then you will not be able to remove the handicap unless you use White Wind or DeSpell.

Here are the BP rewards for each handicap, highest to lowest:

	ROUND & BP REWARDED:						
HANDICAP:	8	7	6	5	4	3	2
All Mat Broken	10,000	1866	463	--	59	--	--
Magic Mat Broken	9425	1775	445	145	--	28	15
Weapon Broken	8246	1602	---	140	57	27	15
Item Sealed	7201	1368	355	118	48	23	13
Indpndnt Mat Broken	6645	1196	301	99	--	20	11
Accessory Broken	----	953	248	84	35	8	10

1/2 HP + MP	3134	775	244	94	43	--	--
Armour Broken	----	654	---	---	33	17	--
1/2 HP	----	591	204	84	40	22	13
Frog	3069	520	130	44	19	10	6
Small	2940	453	108	36	16	8	5
Zero MP	1855	502	171	70	--	--	11
1/2 MP	----	485	173	73	36	20	12
Time x30 Damage	1401	379	130	54	26	15	--
Down 10 Levels	968	308	118	53	28	16	--
Poison	----	82	33	16	--	6	4
Support Mat Broken	----	----	281	91	37	--	--
Summon Mat Broken	----	----	---	90	37	18	10
Command Mat Broken	----	----	---	41	17	8	5
1/2 Speed	----	----	---	19	--	7	5
Down 5 Levels	----	----	---	---	13	8	5
Lucky 7	7	7	7	7	7	7	7
Cure	1	1	1	1	1	1	1

So the top 5 handicaps to watch out for on the final two rounds will be the All Materia Broken, Magic Materia Broken, Weapon Broken, Item sealed and Independent Materia Broken. Having said that, be mindful of the Weapon Broken handicap as its effects will stack, leaving your physical attacks potentially harmless. Use the Enemy Skill Goblin Punch if this happens.

ENEMIES:

As with the prizes, the enemies that you encounter will update firstly after you've received the Tiny bronco, and then again once you've received the Highwind on Disc 2. Seeing as the enemies on the first 'bout' are so weak, it is recommended that you utilise the opportunity to obtain the invaluable Champion Belt at an early point in the game.

All enemies will have 200% of their normal HP along with 125% of their
Attack and Magic Attack.

There are two groups of enemies that will be selected at random, Group A and Group B, the latter of which is usually slightly more difficult than the former. Each group consists of 4 potential enemy formations for you to fight, again selected at random. The enemy line-up for the final fight will be the same for both groups.

BEFORE OBTAINING THE TINY BRONCO

GROUP A	GROUP B
BATTLE 1: Sector 1 Rector	BATTLE 1: Sector 1 Rector
1x Guard Hound	1x Grashtrike*
2x Mono Drive	2x Guard Hound
2x Grunt	2x Chuse Tank
3x Grunt	3x Grashtrike*
BATTLE 2: Sector 6, Sewers	BATTLE 2: Sector 1, Sector 6, Sewers

2x Hedgehog Pie	1x Sweeper*
2x Whole Eater	3x Hedgehog Pie
3x Blugu*	3x Ceasar*
2x Sahagin, 1x Ceasar*	2x Hedgehog Pie, 1x Whole Eater
BATTLE 3: Train Graveyard	BATTLE 3: Train Graveyard, Sector 7
1x Eligor*	1x Eligor*
2x Cripshay*, 1x Deenglow	2x Aero Combatant
2x Ghost, 1x Deenglow	2x Deenglow
3x Ghost	3x Deenglow
BATTLE 4: Shinra HQ	BATTLE 4: Shinra HQ
1x Moth Slasher	1x Brain Pod
2x Sword Dance	1x Sword Dance
2x Brain Pod	2x Moth Slasher
1x Vargid Police, 1x Zenene	3x Sword Dance
BATTLE 5: Midgar/Grasslands Area	BATTLE 5: Midgar/Grasslands Area
1x Devil Ride	2x Levrikon
2x Elfadunk	2x Custom Sweeper
3x Levrikon	2x Mu, 1x Levrikon
3x Kalm Fang	2x Elfadunk, 1x Levrikon
BATTLE 6: Mythril Mine	BATTLE 6: Cargo Ship, Mythril Mine
2x Madouge*	4x Scrutin Eye
3x Castanets	4x Castanets
3x Crawler, 1x Ark Dragon	3x Crawler, 2x Madouge*
5x Crawler	2x Castanets, 1x Ark Dragon, 1x Crawler
BATTLE 7: Junon Area, Costa Del Sol	BATTLE 7: Junon Area
1x Zemzelett	1x Zemzelett
2x Nerosuferoth*	2x Formula*
4x Beachplug*	2x Nerosuferoth*, 1x Formula
5x Capparwire	2x Capparwire, 1x Nerosuferoth*
BATTLE 8: Junon, Costa, Gold Saucer, Mt.Corel	BATTLE 8: Junon, Costa, Gold Saucer, Mt. Corel
1x Hell Rider VR2	1x Hell Rider VR2
1x Grangalan*	1x Grangalan*
1x Harpy	1x Harpy
2x Bagnadrana*	2x Bagnadrana*

*Susceptible to L4 Suicide

- Wind can sometimes be useful.
- Be sure to make use of the White Cape.
- The Brain Pod and Zenene are 'Undead', so restorative items and spells will harm them.

- Use L4 Suicide on the Grangalan to finish it off quickly.
- You don't need to kill the middle or left-most Grangalan Jr.Jr.; just kill the right-most Jr.Jr. and that will free up the Grangalan Jr.; Once he is dead you can kill the Grangalan and end the battle.
- Be wary of the Harpy & the 5 x Capparwire.
- Make sure to have acquired the Enemy Skills Beta, White Wind and Big Guard.
- Items of Value: Turbo Ether - Stolen from the Land Worm - Corel Desert
  Right Arm - Stolen from the Bomb - Mt. Corel Bridge
  Smoke Bomb - Stolen from the Slalom - Junon underground

AFTER OBTAINING THE TINY BRONCO

GROUP A	GROUP B
BATTLE 1: Corel Prison, Gold Saucer Area	BATTLE 1: Gold Saucer Area
1x Bullmotor	1x Flapbeat
2x Bullmotor	2x Flapbeat
2x Spencer	2x Joker
4x Flapbeat	3x Spencer, 1x Flapbeat
BATTLE 2: Gongaga Area	BATTLE 2: Mt. Corel, Gongaga Area
1x Crown Lance*	2x Gagighandi
1x Grand Horn	3x Gagighandi
2x Grand Horn	3x Needle Kiss
2x Gagighandi	1x Needle Kiss, 1x Search Crown, 1x Bagnadrana
BATTLE 3: Gongaga, Gongaga Area	BATTLE 3: Gongaga
1x Flower Prong	1x Flower Prong
1x Heavy Tank	1x Heavy Tank
1x Kimara Bug	1x Touch Me
2x Touch Me, 1x Gagighandi	2x Kimara Bug
BATTLE 4: Cosmo Canyon Area	BATTLE 4: Cosmo Canyon Area
1x Griffin	1x Griffin
1x Golem*	2x Crown Lance
2x Desert Sahagin*	2x Desert Sahagin*
3x Bagrisk***	2x Skeeskee*, 1x Griffin
BATTLE 5: Cave of The Gi	BATTLE 5: Cave of The Gi
2x Gi Spector	3x Gi Spector
3x Skeeskee	2x Heg, 1x Sneaky Step
3x Sneaky Step	3x Heg, 1x Sneaky Step
4x Heg	5x Heg

BATTLE 6: Rocket Town/Nibelheim Area	BATTLE 6: Rocket Town/Nibelheim Area
2x Bahba Velamyu	2x Bahba Velamyu**
3x Nibel Wolf	2x Velcher Task
2x Nibel Wolf, 1x Velcher Task	3x Valron*
6x Battery Cap*	4x Battery Cap*, 1x Valron*
BATTLE 7: Shinra Mansion, Mt. Nibel	BATTLE 7: Shinra Mansion, Mt. Nibel
3x Twin Brain	3x Black Bat
2x Screamer, 1x Twin Brain	3x Sonic Speed
2x Kyuvilduns*, 1x Sonic Speed	3x Kyuvilduns*
4x Black Bat	5x Kyuvilduns*
BATTLE 8: Shinra Mansion, Mt. Nibel	BATTLE 8: Shinra Mansion, Mt. Nibel
1x Ghirofelgo	1x Ghirofelgo
1x Zuu	1x Zuu
1x Dragon*	1x Dragon*
1x Ying*, 1x Yang*	1x Ying*, 1x Yang*

*Susceptible to L4 Suicide.
**Should you encounter 2x Bahba Velamyu in Group B in Round 6, then round 7 & 8 will be fought in Group A.
***Always try to steal from the Bagrisk for the elusive Vagyrisk Claw.

- The Black Bats and the Gi Spectors are 'Undead', so restorative items and spells will harm them.
- Use L4 Suicide against Ying Yang and the Dragon.
- Be wary of the Valron's Demi3, and also the 6x Battery Caps.
- Added Effect=Time on your weapon is a good idea.
- Remember Ying is resilient to physical attacks while Yang is resilient to magical attacks.
- Items of Value - Swift Bolt (Bought from Wutai)
  Fire Veil (Bought from Wutai)
  Diamond Bangle (Bought from Bone Village)
  Ribbon (Found in the Temple of The Ancients)
  Remedy (Steal from Velcher Task - Rocket Town Area, OR bought for 200BP)

AFTER OBTAINING THE HIGHWIND

GROUP A	GROUP B
BATTLE 1: Wutai Area, Da-chao Statue	BATTLE 1: Woodlands Area, Da-chao Statue
2x Foulander	2x Dual Horn
3x Foulander	2x Garuda
3x Razor Weed	3x Garuda
2x Jayjujayme*, 1x Bizarre Bug*	2x Jayjujayme*, 1x Garuda
BATTLE 2:	BATTLE 2:

Wutai/Woodlands Area	Wutai/Woodlands Area
1x Adamantaimai	1x Under Lizard
1x Tonadu	1x Tonadu
2x Kelzmelzer	2x Bizarre Bug, 1x Tail Vault*
2x Under Lizard	5x Slaps
BATTLE 3: Temple of The Ancients	BATTLE 3: Temple of The Ancients
1x Doorbull	1x Doorbull
2x 8 eye**	2x 8 eye**
3x Ancient Dragon	2x Ancient Dragon
3x Toxic Frog, 1x Jemnezmy*	2x Toxic Frog, 1x Jemnezmy*
BATTLE 4: Bone Village Area, Corral Valley	BATTLE 4: Mideel, Great Glacier, Corral Valley
1x Vlakorados	1x Hippogriff
1x Acrophies	2x Ice Golem*
2x Trickplay*	2x Jumping*
3x Malldancer*, 1x Boundfat	2x Boundfat, 1x Trickplay*
BATTLE 5: Icicle Area, Great Glacier	BATTLE 5: Great Glacier
1x Magnade	1x Lessaloploth
2x Lessaloploth	2x Frozen Nail*
3x Jumping*	1x Snow*, 1x Lessaloploth
3x Shred*	2x Shred*, 1x Frozen Nail
BATTLE 6: Gaea's Cliff, Whirlwind Maze	BATTLE 6: Gaea's Cliff
1x Stilva*	2x Cuahl
2x Headbomber, 1x Cuahl	3x Headbomber
2x Gremlin*, 1x Sculpture*	3x Evilhead
2x Wind Wing*, 1x Ironite	2x Headbomber, 1x Zolokalter
BATTLE 7: Gaea's Cliff, Whirlwind Maze	BATTLE 7: Whirlwind Maze
1x Malboro*	1x Tonberry***
1x Blue Dragon	2x Ironite
1x Gigas*	2x Wind Wing*
1x Dragon Rider	3x Gremlin*
BATTLE 8: Mideel Area, Gelnika, Junon Reactor	BATTLE 8: Mideel Area, Gelnika, Junon Reactor
1x Sea Worm	1x Sea Worm
1x Serpent*	1x Serpent*
1x Ghost Ship*	1x Ghost Ship*
1x Ho-chu***	1x Ho-chu***

*Susceptible to L4 Suicide

**Always Morph the 8 eye for some Magic Sources

***The Tonberry and the Ho-chu are enemies that are unique to the Battle Arena. The Ho-chu was originally intended to be found within the Ancient Forest, and the Tonberry was intended to be encountered at the Whirlwind

maze (not to be confused with the Master Tonberry at the North Crater).

- L4 Suicide works well against a whopping 19 creatures.
- The Vlakorados has 66,666HP!
- The Tonberry can kill you in one hit, so be sure to cast Death Force.
- Use your characters Ultimate weapons if you have acquired them.
- You can Morph the Ho-chu into a Ribbon.
- Use armour such as the Mystile, Imperial Guard or Ziedrich.
- Be sure to stock up on plenty of Smoke Bombs, Remedys, and Elixirs.
- The Ghost Ship has a move that can eject you from battle, so disperse of it quickly using L4 Suicide.

Here is a list of every enemy that is susceptible to L4 Suicide:

Before Tiny Bronco:		After Tiny Bronco:		After Highwind:	
Blugu	Lv 4	Crown Lance	Lv 20	Jemnezmy	Lv 24
Grashtrike	Lv 8	Desert Sahagin	Lv 20	Trickplay	Lv 24
Ceasar	Lv 8	Skeeskee	Lv 20	Jumping	Lv 24
Sweeper	Lv 8	Golem	Lv 24	Jayjujayme	Lv 28
Cripshay	Lv 8	Battery Cap	Lv 24	Bizarre Bug	Lv 28
Eligor	Lv 12	Valron	Lv 24	Tail Vault	Lv 28
Madouge	Lv 16	Kyuvilduns	Lv 24	Frozen Nail	Lv 28
Nerosuferoth	Lv 16	Ying/Yang	Lv 24	Malldancer	Lv 32
Beachplug	Lv 16	Dragon	Lv 32	Shred	Lv 32
Formula	Lv 16			Snow	Lv 32
Grangalan	Lv 16			Sculpture	Lv 32
Bagnadrana	Lv 16			Gremlin	Lv 36
				Wind Wing	Lv 36
				Ice Golem	Lv 40
				Stilva	Lv 40
				Gigas	Lv 40
				Serpent	Lv 40
				Malboro	Lv 44
				Ghost Ship	Lv 44
				Unknown 3**	Lv 52

**Unknown 3 is only available in the special Battle (see below).

Below is a list of valuable items that you can steal and morph from the enemies within the Battle Arena. Note that if an item has a low steal rate then I may not have included it, such as an Ether.

VALUABLE ITEMS TO STEAL AND MORPH

Before Tiny Bronco: (Cannot Morph at this stage in the game)

GRASHTRIKE - Battle 1 Group B
Spider Web - Inflicts Slow on all enemies - Steal (50%)

CUSTOM SWEEPER - Battle 5 Group B
Atomic Scissors - Weapon for Barret (sell for 700 gil) - Steal (50%)

After Tiny Bronco:

BAGNADRANA - Battle 2 Group B, Battle 3 Group A
Guard Source - Permanently raises Vitality by 1 - Morph (900 HP)

| KIMARA BUG - Battle 3 Group A & B |
Hourglass - Inflicts Stop on all enemies - Morph (1400 HP)
HEAVY TANK - Battle 3 Group A & B
Power Source - Permanently raises Strength by 1 - Morph (3200 HP)
BAGRISK - Battle 4 Group A
Vagyrisk Claw - Inflicts Petrify on one enemy (extremely rare steal)
Remedy - Cures all abnormal Statuses - Morph (800 HP)
SCREAMER - Battle 7 Group A
Power Source - Permanently raises Strength by 1 - Morph (1600 HP)
___

| After Highwind: |
| '''''''''''''' |
| |
| 8 EYE - Battle 3 Group A & B |
Magic Source - Permanently raises Magic by 1 - Morph (1000 HP)
VLAKORADOS - Battle 4 Group A
Carob Nut - Used to breed 'special' Chocobos - Steal (50%)
ACROPHIES - Battle 4 Group A
Water Ring - Absorbs Water (sell for 5000 gil) - Steal (12.5%)
SNOW - Battle 5 Group B
Circlet - Raises Magic +30 and Spirit +30 - Steal (12.5)
MALBORO - Battle 7 Group A
M-Tentacles - Casts Bio 3 on all opponents - Steal (50%) (50% Soft)
GIGAS - Battle 7 Group A
Gigas Armlet - Raise Strength +30, 0 growth - Steal (50%)
DRAGON RIDER - Battle 7 Group A
Mind Source - Permanently raises Spirit by 1 - Morph (7000 HP)
SERPENT - Battle 8 Group A & B
Water Ring - Absorbs Water (sell for 5000 gil) - Steal (50%)
Mind Source - Permanently raises Spirit by 1 - Morph (28,000 HP)
HO-CHU - Battle 8 Group A & B
Circlet - Raises Magic +30 and Spirit +30 - Steal (12.5)
Ribbon - Protects against most Status ailments - Morph (10,700 HP)
GHOST SHIP - Battle 8 Group A & B
Guide Book - Traded for the Underwater Materia - Morph (12,000 HP)
___

| Special Battle: |
| '''''''''''''' |
| |
| HO-CHU - Battle 1 |
| Circlet - Raises Magic +30 and Spirit +30 - Steal (12.5%) |
Ribbon - Protects against most Status ailments - Morph (10,700 HP)
UNKNOWN 3 - Battle 3
Magic Source - Permanently raises Magic by 1 - Morph (30,000 HP)

| SERPENT - Battle 4 |
| Water Ring - Absorbs Water (sell for 5000 gil) - Steal (50%) |
Mind Source - Permanently raises Spirit by 1 - Morph (28,000 HP)
MAXIMUM KIMAIRA - Battle 7
Guard Source - Permanently raises Vitality by 1 - Morph (8000 HP)

NOTE - If you didn't obtain a Ghost Hand while in the Train Graveyard at the beginning on the game, then you can still obtain it by stealing from the Ghost (before Tint Bronco), or by morphing the Sneaky Step or Gi Spector (after Tiny Bronco), but once you obtain the Highwind the item will be lost forever if you failed to obtain one.

BATTLE STRATEGIES:

The first thing you should think about is preparation. Make sure to have healed yourself at North Corel before entering the Battle Square, and also make sure to have saved up a sufficient amount of GP. This is easily done at the Chocobo races once you can race your own Chocobos. Aim to have your Limit filled up halfway, and possibly even come equipped with Sadness to lessen the amount of damage you take. The idea is to have your Limit bar filled for the final fight, if it fills up sooner then you should rely on Deathblow (or Goblin Punch).

NOTE - If you wanted to you could fill up you Limit gauge all the way prior to entering the Battle Square, then equip the Mime Materia. Once the battle has begun, cast Haste, Regen etc. then cast your Limit Break and keep Miming it until you need to heal. Be sure not to equip any Counter Attacks if you plan to use this method.

You'll want to make use of Big Guard and Regen in every battle. You're also going to want to use Materia such as Heal (Esuna), Counter Attack, HP Plus, Luck Plus, (Command) Counter=Deathblow, Added Cut=Deathblow and even Steal as Well=Deathblow. Ribbons are an absolute must, or failing that Added Effect=Hades in your amour works really well although I would recommend using that combo on your weapon. Before you obtain a Ribbon you'll need to rely on the White Cape which will protect you from Frog/Small.

One of the most used commonly strategies is to make it to the beginning of Round 8 (whilst aiming for the 'All Materia Broken' handicap), then use a Smoke Bomb to escape from the battle retaining all of your accumulated BP. You could also do the same with the Exit Materia, although it wouldn't be much use to you if you've received a handicap that disables it. Do not run away normally (by holding R1+L1) as it will register as a 'loss' and you'll lose all of your accumulated BP (for that battle).

NOTE - When you do receive the 'All Materia Broken' handicap, remember you can hold down confirm to auto attack, unless of course you need to heal.

Enemy Skills are a crucial element to the Battle Square and will really tip the tide in your favour. Aim to learn Big Guard, White Wind/Angel Whisper, Beta, L4 Suicide, Magic Hammer, Death Force, Dragon Force, Magic Breath and Goblin Punch. For info on how to obtain each Enemy Skill visit section G.02. Here's a top tip: If you were to receive the 'Weapon Broken' handicap multiple times then the effects would stack and your physical attacks could become useless. When this happens you can fall back on Goblin Punch which

will hit for 75% of your normal physical attacks, for 0 MP.

Seeing as the enemies have twice their normal HP and 1.25x their normal attack and Magic, it's important to come prepared. Always have your player in the back row accompanied by a long ranged weapon, or the Long Range Materia (don't forget to move your player to the front row if you receive either the 'Independent' or 'All Materia Broken' handicap). Slash All or Double Cut are a must, and make sure to have some solid armour equipped such as the Mystile, which will grant your player incredible evasion stats. Failing that, the Imperial Guard or the Ziedrich will fit nicely.

NOTE - If you have been playing the game for a very long time then the 'Time x30' handicap could ruin your day. If the resulting damage is higher than your current HP then your HP will be reduced to 1, leaving you extremely vulnerable.

Provided that it doesn't morally displease you, you could utilise the W-Item trick to duplicate yourself enough Elixirs, Smoke Bombs and other resources to make your Battle experience that much easier. If you don't wish to use glitches then be sure to spend any leftover BP on Remedies, as you'll need them should you lose your ability to cure negative Statuses through Esuna or White Wind/Angel Whisper. Also remember that Haste, Regen and Slow-Numb *will* carry over through to the next fight, Death Sentence will not.

Here is a list of useful Items that will help you in the Battle Arena:

The W-Item trick is recommended

ITEM:	EFFECT:	WHERE TO OBTAIN:
X-Potion	Fully restores HP	Steal from the Spiral
Turbo Ether	Fully restores MP	Steal from Land Worm or morph from Beachplug
Elixir	Fully restores HP + MP	Morph from Vlakorados or Harpy
Right Arm	Explosive damage to all targets, medium damage	Steal from Bomb
Dragon Fang	Lightning damage to all targets, heavy damage	Dropped from Schizo or won on the Torpedo Attack game
Fire Veil	Uses Fire3 on all targets	Bought from Wutai - 800 gil
Swift Bolt	Uses Bolt3 on all targets	Bought From Wutai - 800 gil
Ice Crystal	Uses Ice3 on all targets	Morph from Bandersnatch
M-Tentacles	Uses Bio3 on all targets	Steal from Malboro
Dragon Scales	Uses Aqualung on all targets	Steal from Sea Worm or won on the Torpedo Attack game
Hourglass	Inflicts Stop on all targets	Morph from Kimara Bug
Remedy	Cures you of most Statuses	Steal from Velcher Task or morph from Needle Kiss

Hero Drink	Increases Attack, MAttack, Def and MDef by 30%, stacks	Found at North Crater or won at the Chocobo Square
Smoke Bomb	Escapes from battle	Steal from Slalom

Here are a few load-out suggestions:

First visit:

Cloud - Back Row

Force Stealer - Heal, Restore, Enemy Skill
Silver Armlet - All=Lightning, HP Plus, Long Range
White Cape

After Tiny Bronco:

Cloud - Back Row

Murasame - Added Effect=Time, Elemental=Choco/Mog, Enemy Skill
Diamond Bangle - Heal, Restore, Counter Attack, Long Range, HP Plus
Ribbon/White Cape

After Highwind: (You're going to want to use Yuffie to morph a Ho-chu into a Ribbon once you've obtained her Conformer from the Sunken Gelnika)

Yuffie - Back Row

Conformer - Added Effect=Hades, Added Cut=Deathblow, Heal, Restore, Slash-All, Morph
Shinra Alpha - Enemy Skill, Counter Attack, Counter Attack, Steal,
Ribbon HP Plus, MP Plus

Cloud - Back Row

Ultima Weapon - Master Magic, Master Command, Master Summon, Enemy Skill, Added Effect=Hades, Added Cut=Deathblow
Mystile - Counter=Deathblow, Counter Attack, Counter Attack, Mega All
Ribbon HP Plus,

SPECIAL BATTLE:

Towards the end of the game you are going to be given the opportunity to partake in a 'special' battle which is harder than normal battles. This battle won't become available until you have in your possession the W-Summon Materia, Omnislash and Cloud's Ultima Weapon (Cloud must have learned Omnislash). The earliest point in the game that you can obtain all three items is just after you have defeated Diamond WEAPON (just before you parachute into Midgar), after which you'll be able to take out Ultimate WEAPON to receive the Ultima Weapon (which is Cloud's ultimate weapon).

Once you have met the above conditions you will be able to talk to the clerk behind the desk who will offer you the opportunity to fight in the special battle. If you win all 8 rounds then you will be rewarded with the Final Attack Materia, which can only be won once. You can also win some completely

useless prizes such as the Combat Diary, Autograph and Gambler. These items serve absolutely no purpose whatsoever. Only Cloud will be able to participate in this 'special' battle.

NOTE - The Final Attack Materia is extremely useful, especially when paired with Revive. It's definitely considered 'essential' when going up against either Ruby or Emerald WEAPON.

The enemies for this battle are pre-scripted and never change:

BATTLE 1:	Sea Worm	* = Susceptible to L4 Suicide.
BATTLE 2:	Ho-chu	The Sea Worm is vulnerable to Ice
BATTLE 3:	Unknown 3*	The Ho-chu is vulnerable to Water
BATTLE 4:	Serpent	The Serpent is vulnerable to Wind
BATTLE 5:	Wolfmeister	The Wolfmeister is vulnerable to Water
BATTLE 6:	Behemoth	
BATTLE 7:	Maximum Kimaira	Winning 10 battles will net you a
BATTLE 8:	Proud Clod, Jamar Armor	Ribbon, however it's much easier to
		just morph a Ho-chu.

1st Win = Final Attack Materia
2nd Win = Autograph
3rd Win = Combat Diary
4th Win = Gambler
10th Win = Ribbon

If your win count is between 5~9, or more than 10, then the prize chances are as follows:

Autograph - 33.6% chance (86/256)
Combat Diary - 33.6% chance (86/256)
Gambler - 32.8% chance (84/256)

{Ghost Square}

--E.08 E - Ghost Square

--Items of Interest - Turtle Paradise Poster #3

The Ghost Square basically serves as an Inn where you can rest for 5GP. In the 1st floor lobby on the left hand side you'll find the poster for the Turtle Paradise Mini-Game (section E.03). Through the opening you'll find Mr Hangman's shop, here's what he has to sell: (no variation between Discs)

ITEM SHOP	
Potion	50 gil
Phoenix Down	300 gil
Ether	1500 gil
Antidote	80 gil
Maiden's Kiss	150 gil
Cornucopia	150 gil
Soft	150 gil
Echo Screen	100 gil
Hyper	100 gil

During Disc 1 the Ghost Square will act as a 'catch up' point, where Cloud will run through the story plot so-far with his comrades. Shortly after this the Dating sequence will begin (section E.01). You will never again step foot in the hotel bedroom once the dating sequence has finished, so be sure to pick up the Elixir that is hiding in the northern closet.

Tranquilizer	100 gil

{Round Square}

--E.08 F - Round Square

For 3GP you can ride the Gondola with a teammate of your choice. You'll see a few scenes that weren't shown on the date, other than that there isn't much point in spending too much time here. The date sequence itself is fairly interesting as you'll be spending some quality time with either Aeris, Tifa, Yuffie or Barret. Aeris's and Tifa's date will have a 'meaningful' feel to it, and Yuffie's and Barret's date will have a 'comical' feel to it.

If you want to view the dialogue that takes place here for each character, then you should visit section E.01 F.

{Speed Square}

--E.08 G - Speed Square

--Items of Interest - Umbrella, Flayer

The Speed Square is home to one attraction only, and that is the 'Shooting Coaster' which is basically a rollercoaster style shoot-em-up. The first time you visits the Gold Saucer you'll be able talk to the owner, Dio, about the Black Materia and a man in a hooded cape. Heading down the tunnel will lead to the attraction itself. The ride costs 10GP to play, and isn't that great in the way of rewards seeing as most of the prizes do absolutely nothing, while the ones that are good for something require an insanely high score to obtain:

SCORE:	PRIZE:	
3000+	1/35 Soldier 33.2% chance Super Sweeper 33.2% chance Masamune Blade 33.6% chance	- The Umbrella is a weapon for Aeris that has 0 Materia slots but incredibly strong attack power, and is best used for Yuffie's sidequest.
5000+	Umbrella (once only, Disc 1) Flayer (once only, Disc 2)	- The Flayer is a weapon for Cid and is the strongest weapon in the game to have normal growth. None of its 7 Materia slots are linked.

While scoring 3000+ can be a challenge, scoring 5000+ can be near to impossible without using an emulator. I suggest sitting down with youtube to really learn the track and the position of every target, because as they say, practise makes perfect! Use confirm to shoot the targets as they appear, but be mindful of the power-bar to the left, the more it depletes the less power your shots will have.

NOTE - Do not let your Power meter run below 4/5ths. Quick, short bursts is what's required, especially for the big spaceship at the end!

Below is a list detailing each available target, along with how many points each is worth and how many times they appear:

TARGET:	SCORE:	QNTY:
Ghost	40	10
Cactus	30	5
Cacti on Rocks	50	1
Blue Plane	50	9
Grey Plane	50	11
Yellow Boulder	200	1
Yellow Frog	60	3
Red Water Wheel	285	1
Yellow Star	40	10
Flashing Star	70	6
Icicle	40	10
Icicle Shard	50	7
Balloon	30	19
Large Balloon	70	1
UFO	60	9
Pink Rocket	50	8
Lava Boulder	70	7
Helicopter	40	8
Flashy UFO	80	8
Large Spaceship	1000	1
Secret Headlight	200	1

- The Cactus comes in two different forms.
- The Cacti on Rocks is the last cactus target that drops on top of a boulder.
- To find the Yellow Boulder you must look out for the single Blue Plane in the Canyon, just before it passes you'll notice the Yellow Boulder at the top.
- The Red Wheel appears just after Yellow Frogs, and the longer you shoot it the more points you accumulate with a max of 285.
- After the boss at the end you'll encounter one more Helicopter, Blue Plane and Grey Plane, each worth 10 points more than normal.
- As you're pulling into the station you can try to shoot the second from last headlight on the left for an additional 200 points.

There is also a 'Zeppelin Propeller' that can be shot for additional points, however this is only achievable in the Japanese original, the PC and the PS4 release. Due to the amount of points available (30,440 total), this is believed to be a glitch. The Propeller appears for two brief moments, and can be found in-between the Pink Rockets and the Lava Boulders.

Again, you're really going to need some patience on this one. I suggest saving before attempting to gain the Flayer (let's face it, there's no real need for the Umbrella, unless you're going for 100%), and really memorising the youtube vids; there's plenty out there!

{Event Square}

--E.08 H - Event Square

The Event Square is basically a theatre that has got absolutely nothing going on for the majority of the game, except for during the dating sequence. Whilst you are with your date you will be chosen as the 100th couple (unless you are with Barret, in which case this whole scene will be skipped entirely) and you will be asked to perform in the play. You will then have multiple dialogue options to choose from in which you can either aid the play to help it run smoothly (but also boringly), or you can purposely muck up the lines for a comical experience.

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|                                                                             |
| {E.09} - Statuses                                                           |
|                                                                             |
|  A - About Statuses                                                         |
|  B - Added Effect Materia                                                   |
|  C - Additional Information                                                 |
|  D - Negative Statuses  (15)                                                |
|  E - Positive Statuses   (7)                                                |
|  F - Supportive Statuses (4)                                                |
|  G - Unlisted Statuses   (9)                                                |
|  H - Battle Items, Accessories And Materia List                             |
|                                                                 {Statuses} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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--E.09 A - About Statuses

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 ____________________________________________________________________________
|                                                                            |
|  Death         Near-death     Sleep    Poison    Sadness     Fury          |
|  Confusion     Silence        Haste    Slow      Stop        Frog    Small |
|  Slow-numb     Petrify        Regen              Barrier     MBarrier      |
|  Reflect       Shield         Death-sentence     Manipulate                |
|  Berserk       Peerless       Paralyzed          Darkness                  |
|____________________________________________________________________________|
```

As with the Elements, Status changes are a recurring trait that is used in the Final Fantasy series. Very commonly a Status change will have a direct effect on the way in which either the player or the enemy behaves. Some Statuses will have positive effect, such as Haste, and some Statuses will be negative, such as Poison. There are 26 'main' Statuses but there are actually considered to be 35 in total.

NOTE - The Ribbon is considered to be the best Accessory in the game, and it will protect you from the majority of negative Statuses. One can first be found in the Temple of The Ancients, the 2nd in Gaea's Cliff, and final piece in the Battle Square by Morphing a Ho-chu. It *won't* protect you from Death, Slow and Stop however.

Time based Statuses such as Death Sentence and Poison will usually affect your players at a rate based on how fast your Battle Speed settings are set to. My best advice is to set the ATB to 'Wait', and don't have the Battle Speed set too high. This way you won't be penalised for spending a long time selecting which command to use, or whilst watching the characters battle animations play out.

Unlike a lot of other Final Fantasy games, most Statuses will *not* carry over from battle to battle, the exceptions being Fury and Sadness. Both Statuses will each have positive and negative effects; Fury will make your Limits fill up quicker whilst making your attacks less accurate; Sadness will make your Limits fill up more slowly whilst receiving less damage from attacks.

White Wind is an incredibly useful Enemy Skill that is learnt from the Zemzelett in Junon Area, and becomes available as soon as you obtain the Manipulate Materia. It's effects will not only heal your HP but will also

cure you of most Statuses! The same goes for Angel Whisper, which is learnt from the Pollensalta in the North Crater. Another great way to defend yourself from Status ailments is to level the Heal Materia up to level 2 for 'Esuna', which will cure you of most bad afflictions.

There are three Statuses that will render you immune to all other Status changes, and these are Resist, Petrify and Peerless. Petrify is very similar to being K.O'd and Peerless is another term for Invincible (only Aeris's Limits can grant the Peerless Status). Note that whilst under Resist you can still undergo Status changes from the handicaps at the Battle Square, with the additional effect of 'locking' the status in place, which is bad.

{Added Effect}

--E.09 B - Added Effect Materia

Very much like the Elemental Materia, the Added Effect Materia will protect you from a Status change if you pair it with the associated Materia whilst placing it in your armour. Similarly, placing it on your weapon will make you attack with the associated Status.

There is only one piece of Added Effect Materia in the whole game, and you *must* obtain whilst traversing through the Cave of The Gi on Disc 1. If you miss picking it up then you'll have permanently missed out on it, see section D1.14 B for the walkthrough.

NOTE - A Lv1 Time on your weapon paired with Added Effect *will* make your attacks hit with Slow and Stop, whereas a Lv1 Time paired with, let's say, Sneak Attack will only make your player cast Haste.

To see a full list of every Status that you are attacking with and defending against, go into the 'Status' screen, then use confirm to navigate to the Status tab (third one in). Not all available Statuses are shown within this window - only 26 of the available 35 are shown.

You won't be able to fully utilise the awesomeness of the Added Effect Materia until you manage to obtain the Hades Materia from the Sunken Gelnika. Pairing them together will make you attack with/protect from: Sleep, Poison, Confusion, Silence, Frog and Small. (Just) before you are able to grab the Hades Materia you will be able to get the Contain Materia from Mideel, which will make you attack/protect with/from: Confusion, Petrify and Stop (regardless of what level Contain is at).

Here is a list of every piece of Materia that is pairable with Added Effect:

MATERIA:	INFLICTS/DEFENDS:	FOUND:
Poison	Poison	Hojo's Laboratory
Choco/Mog	Stop	Chocobo Ranch
Seal	Sleep, Silence	Junon
Transform	Frog, Small	Mt. Corel
Mystify	Confusion, Berserk	Gongaga Village
Time	Slow, Stop	Gongaga Village
Destruct	Death	Shinra Mansion
Odin	Death	Shinra Mansion
Contain	Confusion, Petrify, Stop	Mideel
Hades	Sleep, Poison, Confusion, Silence, Frog, Small	Sunken Gelnika

From what I can gather, each Status that is paired to you weapon will have a 31% chance of inflicting the enemy with that Status when attacking. That's 31% per each individual Status, not the Materia itself i.e. with Hades it *won't* hit with all or nothing if you catch my drift. Thanks to NFITC1 for clarifying that figure (31%).

This chart depicts the amount of enemies that are immune (IMM) and vulnerable (VUL) to each Status:

(There are 295 enemies in total. 4 of these will be fully cured by Death)

STATUS	IMM	VUL	STATUS	IMM	VUL
Death	102	189 (64%)	Frog	216	79 (27%)
Sleep	96	199 (67%)	Small	171	124 (42%)
Poison	77	218 (74%)	Petrify	121	174 (59%)
Confusion	153	142 (48%)	Death Sentence	127	168 (57%)
Silence	81	214 (73%)	Manipulate	157	138 (47%)
Slow	27	268 (91%)	Berserk	127	168 (57%)
Stop	111	184 (62%)	Paralyzed	126	169 (57%)

Slow is by far the best Status to equip on your weapon, followed by Silence, Sleep and then Stop. Dis-regard Poison as the Status isn't really effective enough to consider using it. Before you can acquire Hades and Contain, the two best pieces of Materia to link with Added Effect are Time and Seal, both of which you will have obtained by the time you acquire Added Effect.

Seeing as you cannot exactly inflict Near-death on an opponent, there is no need to include it on this list. The same applies for Sadness, Fury, Slow-Numb and Darkness. Saying that, Darkness *can* be inflicted on an opponent, but due to poor programming it will not have any effect on them whatsoever (rendering the item 'Ink' useless).

NOTE - The only way to inflict Fury on an enemy is to have a player use a Hyper in-battle, then inflict that player with Confusion before he's managed to cast it, then hope that the enemy is hit with the Hyper. If you are successful then the opponents accuracy will have dropped by 30%, which is the only way of inflicting the 'Darkness' effect.

--E.09 C - Additional Information

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1) COLOUR PRIORITIES:

If your character is inflicted with a particular Status then he/she will sometimes turn a specific colour. If that character is inflicted with more than one Status then the game will choose which colour you character should be based on the colour priorities as follows:

H	Slow-numb	Poison	Berserk	Peerless	Darkness	Regen	Manip.	L
I								O
G								W
H	Grey	Green	Red	Yellow	Black	Orange	Cyan	

2) STATUSES THAT NEGATE EACH OTHER:

Some Status changes will cancel out certain other Statuses:

Death/K.O. - negates - All other Statuses (excluding Frog and Small)
Sleep - negates - Manipulate
Stop - negates - Manipulate
Paralyzed - negates - Manipulate
Petrify - negates - Manipulate and Slow-numb
Sadness - negates - Fury
Fury - negates - Sadness
Haste - negates - Slow
Slow - negates - Haste

3) {DESPELL}:

DeSpell is obtained via a level 2 Destruct, and will clear Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield, Death Force and Resist. You could also use a Holy Torch to cast Despell, however you would *not* clear Death Force or Resist that way. DeBarrier will only clear Barrier, MBarrier, Reflect and Shield.

Gi Nattak is the only enemy that will cast DeBarrier, and only the Valron and Safer-Sephiroth will cast DeSpell, however Emerald WEAPON has several moves that act as DeSpell would.

4) TIFA'S POWERSOUL AND MASTER FIST:

There are two weapons that Tifa uses that are greatly enhanced when Tifa is inflicted with various de-buffs:

{Powersoul} - Found in a chest at Mt. Nibel. Attack= 28. 4 x unlinked slots, double growth. When Tifa is inflicted with Death Sentence the attack power is quadrupled, and when she is in Near-death the attack power is doubled. Effects stack for a maximum of 8x normal power.

{Master Fist} - Found in a chest in the Shinra HQ on Disc 2. Attack= 38. 6 x unlinked slots, normal growth. When Tifa is inflicted with either Near-death, Poison, Sadness, Silence, Slow or Darkness, her attack power will be doubled, and when she is inflicted with Death Sentence or Slow-numb her attack power will be tripled. Effects stack for a maximum of 11x normal power.

5) {CURSE RING}:

Found on Disc 2 during the Mideel sequence (before it has been destroyed), and then again from Ultimate WEAPON by stealing from it (aerial fight only). It is possible to miss the Curse Ring completely.

The Curse Ring will grant the bearer +35 Strength, +35 Magic, +15 Vitality, +15 Spirit, +15 Dexterity and +10 Luck, but will also inflict Death Sentence at the beginning of each battle. This is easily overcome by casting Death Force, wearing Added Effect=Destruct or just by killing your foes quickly.

Tifa is the best candidate for the Curse Ring as her aforementioned weapons will gain a considerable boost in attack power when under Death Sentence.

6) CONTAIN:

At level 1, Contain (Freeze) will potentially inflict Stop. At level 2 (Break) it may inflict Petrify, at level 3 (Tornado) it may inflict Confusion and at level 4 (Flare) it will not cause a Status change. Pairing Contain with Added Effect will grant all 3 effects, regardless of the level of Contain.

7) OTHER RANDOM BITS OF INFO:

- Esuna will not heal Slow or Stop.
- Vincent in Limit Break mode and Sephiroth in the flashback gain immunity to Berserk, Frog and Confusion.
- If a target is immune to a Status then the word 'miss' will not appear above their head when a Status changing move is cast on them.
- Under the Peerless Status you will still be susceptible to Imprisoned.
- White Wind and Angel Whisper will not cure Fury or Sadness, however sleeping at an Inn will.
- If a target is immune to either Slow or Haste then they will have immunity to both Statuses. If a target is immune to Death then they are immune to Death Sentence (but not vice-versa).
- Some creatures are weak to Statuses and will take double damage when using certain Status changing attacks, Such as Palmer who is weak to Sleep.
- The Ribbon will protect against all negative Statuses excluding Death, Slow and Stop. You will still be able to inflict yourself with Fury and Sadness outside of battle using Hypers and Tranquilizers.
- {Dual} is a dummied out Status and it is unclear what it was intended for, although when using a gameshark, 'Dual' will be displayed as the name for the Status Seizure.

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--E.09 D - Negative Statuses (15)

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The Ribbon is the best Accessory to use to defend yourself against negative Statuses, as it will protect you against most of them excluding Death, Slow & Stop (but including Fury, Sadness and Berserk).

NOTE - Seeing as Fury, Sadness and Berserk have attributes that, depending on your battle style, could be considered as positive OR negative, I have categorised them in their own section - Supportive Statuses. I have also included Manipulate in there.

Using Resist (Lv3 Heal) or a Vaccine will make your characters defend against any Status, good or bad. Unfortunately, if you already had a nasty Status at the time of Resist being cast, then that Status would be 'locked' onto your player until the end of battle (this is particularly bad during the Battle Square). Resist does not have a time limit, and can only be removed using DeSpell or White Wind. Positive Statuses do not get locked.

Due to the nature of the way in which Statuses work, I have decided not to list every enemy that is strong/weak against each Status area-by-area (as I have done with the Elements), as this would require 295 entries per Status over 16 Statuses (4720 entries). Noooooooo....

```
+-------------+
|   {DEATH}   |  Visual: Character lies lifeless, HP is in red.
+-------------+
```

If you are hit with Death then your HP will drop to 0 and you'll be instantly K.O'd. This differs from the Status "K.O" slightly (which also inflicts the Death Status), and would be better known as Instant-Death (or Sudden Death). There are 102 enemies that are immune to the Death Status and 189 enemies that are vulnerable. Unfortunately, the Ribbon will not protect you from Death.

When you are K.O'd, you will become inactive from the battle *and* be inflicted with the Death Status. The Enemy uses a "Death Status Check" when performing and attack (not the K.O status) to make sure that a player is targetable. When you revive the K.O'd player, you lift the K.O status by bringing it back into battle *and* lift the Death Status as two separate functions.

The time to protect yourself from Death would be at the North Crater, where there are 8 different attacks that can inflict Death upon you. Also, some Undead creatures will be fully healed by casting Death upon them, namely the Ghost, Zenene, Ghost Ship and Dragon Zombie. Regen however will *not* gradually harm them as it is not of the Element Restorative. You first obtain a Death based Materia when you reach Nibelheim; Odin. Shortly after you'll receive the Destruct Materia.

The Resist Status will also protect you from (instant) Death, as will the Enemy Skill Death Force. Just remember that DeSpell or White Wind will remove the Death immunity. Also, when you are K.O'd you will be cured of every other Status, excluding Frog and Small.

Some enemies will absorb the Death Status (in the same way they would absorb an Element), which means that they will be vulnerable to Death, even if their Status attributes dictate it as being immune.

NOTE - If an enemy is immune to Death then some of the below attacks will use an alternative attack that damages the opponent/s normally, such as Vincent's Satan Slam, or Odin's Steel Blade Sword (Gunge Lance will be used instead). Other attacks will simply miss.

```
_____________________________________________________________________________
|                                                                           |
|                Associated Materia and Items that INFLICT:         (DEATH) |
|                                                    '''''''                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Destruct Lv3 (Death) - Inflicts Death on one target      |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ENEMY SKILL  :  L5 Death - Inflicts Death on targets with a level        |
|                :             divisible by 5                               |
|                :  Roulette - Inflicts Death on a random target in field    |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     COMMAND    :  Slash-All Lv2 (Flash) - Inflicts Death on all targets    |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     SUMMON     :  Odin - Inflicts Death on all targets                     |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Kiss of Death - Inflicts Death on all targets (68%)      |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                          |
|                                                                           |
| Cloud      3-2  Finishing Touch - Inflicts Death on all enemies           |
| Barret     2-2  Hammerblow      - Inflicts Death on one enemy             |
```

Vincent	Lv4	Satan Slam	- Inflicts Death on all enemies
Cid	2-2	Hyper Jump	- Attacks all enemies, 20% chance of Death
Cid	3-1	Dragon Dive	- 6 attack, each with 28% Chance of Death
Cait Sith	Lv2	*Game Over	- Inflicts Death on all enemies
Cait Sith	Lv2	*Death Joker	- Inflicts Death on all allies

*Note that Game Over and Death Joker are the only moves in the game that ignore Death Immunity

Associated Materia and Items that CURE: (DEATH)

MAGIC	Revive Lv1 (Life)	- Revives player from K.O
	Revive Lv2 (Life2)	- Revives player from K.O and restores all HP
ENEMY SKILL	Angel Whisper	- Revives player from K.O and cures all negative Statuses
SUMMON	Phoenix	- Revives all players from K.O and inflicts all enemies with Fire damage
BATTLE ITEMS	Phoenix Down	- Revives a player from K.O

Associated Materia and Items that PROTECT: (DEATH)

MAGIC	Heal Lv3 (Resist)	- Protects against all Statuses
	Destruct	- Protects against Death (with Added Effect)
ENEMY SKILL	Death Force	- Protects against Death
SUMMON	Odin	- Protects against Death (with Added Effect)
BATTLE ITEMS	Vaccine	- Inflicts one player with Resist
ACCESSORIES	Safety Bit	- Protects against Death
LIMIT BREAKS		

Aeris	3-1	Planet Protector	- Inflicts Peerless on all allies
Aeris	4	Great Gospel	- Inflicts Peerless on all allies

*Enemy Skill — Associated Enemy Attacks: (DEATH)

Attack:	Enemy:	
Joker	- Joker	(Gold Saucer Area)
Knife	- Tonberry	(Battle Square)
*L5 Death	- Parasite	(North Crater)
Knife	- Master Tonberry	(North Crater)
L4 Death	- Gargoyle	(North Crater)
L4 Death	- Allemagne	(North Crater)

| Scissor Attack   - Scissors   (North Crater) |
| Suffocation Song - Christopher   (North Crater Swamp Area) |
|*Roulette   - Death Dealer   (North Crater Right Path) |
| Hidden One   - Death Dealer   (North Crater Right Path) |
+===+

+------------------+
| {NEAR-DEATH} | Visual: Character kneels down, HP is in yellow.
+------------------+

When one of your characters HP falls below 25% they will be considered in the 'Near-death' (or 'Critical') Status. The only way you can be cured is by healing your character as normal, this wouldn't really be regarded as a 'traditional' negative Status. There are only a few ways in which this can affect the you other than aesthetically:

Tifa has two weapons that will double in attack power when her health is critical, these are the Master Fist and Powersoul. The attack power will also triple if she is inflicted with death Sentence (effects stack).

There are two weapons that have attack power that is proportionate to the wielders HP, and these are: Ultima Weapon (Cloud's ultimate weapon) and HP Shout (Cait Sith's ultimate weapon). The attack power of these weapons will drop considerably when in Near-death, and the Ultima Weapon will turn blue.

Strong Gravity based attacks such as Demi3 will place your characters into Near-death (unless you have Elemental counter-measures in place). Some of the final bosses in the game will use attacks that will drop your HP straight into critical. Should you wish to inflict Near-death upon an enemy then the only two moves you can consider are L4 suicide and Demi3.

+-------------+
| {SLEEP} | Visual: Character kneels down, Zzz appears above head
+-------------+

Whilst inflicted with Sleep you won't be able to select a command. The Status will wear off after 12 turns (approx), or until you are hit with a physical attack (a magic attack won't count). You obtain your first Sleep based magic (Seal Materia) on your first visit to Junon.

 NOTE - It's pretty difficult to explain how the time units work, explore
        TFergusson's Battle Mechanic FAQ for more info. You characters
        Dexterity , the ATB settings ('Wait' or 'Active') and the Battle
        Speed itself will vary the amount of turns your character is
        affected by a particular Status.

There are 96 enemies that are immune to Sleep, and 199 enemies that are vulnerable, making the Seal Materia one of the best Materias to equip on your weapon at an early point in the game (you'll also hit with a chance of inflicting Silence). The Enemy Skill Frog can be used to cure you of Sleep but only if you are inflicted with Frog also.

Later on in the game when you have managed to obtain 3 copies of the Added Effect Materia (by mastering two of them), you could try equipping all three characters with Seal on their weapons to potentially keep your enemies in a state of permanent sleep!

 ____
| |
| Associated Materia and Items that INFLICT: (SLEEP) |
| ''''''' |

MAGIC	: Seal Lv1 (Sleepel) - Inflicts Sleep on one target
ENEMY SKILL	: Frog Song - Inflicts Sleep and Frog on one target
	: Bad Breath - Inflicts Sleep, Poison, Confusion, Silence, Frog and Small on all targets
SUMMON	: *Hades - Inflicts Sleep, Poison, Confusion, Silence, Frog, Small, Slow and Paralyze on all targets
BATTLE ITEMS	: Dream Powder - Inflicts Sleep on all targets (80%)
	: Cauldron - Inflicts Sleep, Frog, Small, Poison, Confusion and Silence on one target

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (SLEEP)

Any Physical attack made to the afflicted player will cure them instantly

MAGIC	: Heal Lv2 (Esuna) - Cures all negative Statuses
ENEMY SKILL	: Frog Song - Cures Sleep and Frog (together only)
	: White Wind - Cures all negative Statuses
	: Angel Whisper - Revives player from K.O and cures all negative Statuses
BATTLE ITEMS	: Remedy - Cures all negative Statuses
LIMIT BREAKS	:
Aeris 2-1	Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (SLEEP)

MAGIC	: Heal Lv3 (Resist) - Protects against all Statuses
	: Seal - Protects against Sleep (with Added Effect)
SUMMON	: Hades - Protects against Sleep, Poison, Confusion, Silence, Frog and Small (with Added Effect)
BATTLE ITEMS	: Vaccine - Inflicts one player with Resist
ACCESSORIES	: Ribbon - Protects against most negative Statuses
	: Headband - Protects against Sleep
LIMIT BREAKS	:
Aeris 3-1	Planet Protector - Inflicts Peerless on all allies
Aeris 4	Great Gospel - Inflicts Peerless on all allies

|*=Enemy Skill Associated Enemy Attacks: (SLEEP) |

Attack:	Enemy:	
Hell Bubble	Blugu	(Sector 4 Platforms)
Sleepel	Eligor	(Train Graveyard)
Sleepel	SOLDIER:3rd	(Hojo's Laboratory)
Refuse	Brain Pod	(Hojo's Laboratory)
Firing Line	Heli Gunner	(Shinra HQ Elevators)
AB Cannon	Heli Gunner	(Shinra HQ Elevators)
Smoke Bullet	Marine	(Cargo Ship)
*Frog Song	Touch Me	(Gongaga Area)
Pollen	Flower Prong	(Gongaga Jungle)
Sleepel	Crown Lance	(Beaches near Cosmo Canyon)
Smoke Bullet	Attack Squad	(Wutai Side-Quest)
Sleepel	Godo	(Wutai Pagoda)
*Frog Song	Toxic Frog	(Temple of The Ancients)
*Bad Breath	Malboro	(Gaea's Cliff)
Sleepel	Ironite	(Whirlwind Maze)
Sleepel	Goblin	(Goblin/Round Island)
Sleep Scales	Crysales	(Mideel Area)
Big Pollen	Ho-chu	(Battle Square)
Sleepel	Helletic Hojo	(Mako Cannon)
Combo	Lifeform Hojo	(Mako Cannon)
*Frog Song	Christopher	(North Crater Swamp Area)
*Bad Breath	Malboro	(North Crater Right Path)

POISON	Visual: Character kneels down, flashes green {Poison Status}

If your character is afflicted with poison then they will periodically lose a small chunk of health, specifically 1/32 of their Max HP (3.125%) will be deducted every 1.5 turns (approx) until they are cured or the battle ends. Unlike other games in the Final Fantasy series, Poison will not remain with the character post battle. You first obtain the Poison Materia when you raid the Shinra HQ on Disc 1.

It's important to note that the Poison Element and the Poison Status differ from each other in the sense that while an attack may hit you with Poison Elemental damage, it may not inflict you with the Poison Status, and vice-versa. 77 enemies are immune to Poison and 218 are vulnerable.

If you 'Nullify' Poison (Lv2 Elemental) then you would also by default be considered 'Immune' to the Poison Status. If you were to 'Absorb' Poison (Lv3 Elemental) then being inflicted with the Poison Status would result in you being healed by the infliction instead of being injured by it. Similarly, being Immune to the Poison Status (Added Effect, Star Pendent) also means Nullifying any Poison based Elemental attacks.

The last few thing to mention are: Lucky 7's. If you are afflicted with the 7777 Fever buff then you will receive 7777 HP worth of damage from the Poison Status (which will mean Death). Also, the damage from Poison is considered to be a self-inflicted hit, meaning your Limit gauge will not fill up nor will you Counter Attack. If you receive Poison damage whilst in 'Defend' mode then not only will you be taken out of defend, but also the damage will not be reduced as the Poison (Status) ignores all defences.

NOTE - If an enemy's HP is over 30,000 HP then they cannot be sensed. Their

HP can then be worked out by Poisoning them, or by using Chocobuckle.

Associated Materia and Items that INFLICT: (POISON)		
MAGIC	Poison Lv1 (Bio)	- Inflicts Poison Damage and Poisons one target (48%)
	Poison Lv2 (Bio2)	- Inflicts Poison Damage and Poisons one target (48%)
	Poison Lv3 (Bio3)	- Inflicts Poison Damage and Poisons one target (72%)
ENEMY SKILL	Bad Breath	- Inflicts Poison, Sleep, Confusion, Silence, Frog and Small on all targets
SUMMON	*Hades	- Inflicts Poison, Sleep, Confusion, Silence, Frog, Small, Slow and Paralyze on all targets
BATTLE ITEMS	Deadly Waste	- Casts Bio2 on all targets (20%)
	M-Tentacles	- Casts Bio3 on all targets (48%)
	Cauldron	- Inflicts Poison, Sleep, Frog, Small, Confusion and Silence on one target

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (POISON)		
MAGIC	Heal Lv1 (Poisona)	- Cures Poison
	Heal Lv2 (Esuna)	- Cures all negative Statuses
ENEMY SKILL	White Wind	- Cures all negative Statuses
	Angel Whisper	- Revives player from K.O and cures all negative Statuses
BATTLE ITEMS	Remedy	- Cures all negative Statuses
	Antidote	- Cures Poison
LIMIT BREAKS		

Aeris 2-1 Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (POISON)		
MAGIC	Heal Lv3 (Resist)	- Protects against all Statuses
	Poison	- Protects against Poison (with Added Effect)
SUMMON	Hades	- Protects against Poison, Sleep, Confusion, Silence, Frog and Small (with Added Effect)
BATTLE ITEMS	Vaccine	- Inflicts one player with Resist
ACCESSORIES	Ribbon	- Protects against most negative Statuses

```
|                :  Start Pendent - Protects against Poison                  |
|                :  Fairy Ring    - Protects against Poison and Darkness     |
|                :  Poison Ring   - Protects against Poison, absorbs Poison  |
|                :                  Element                                 |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies             |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies             |
|____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                            |
|*=Enemy Skill             Associated Enemy Attacks:                (POISON) |
+============================================================================+
| Attack:            Enemy:                                                  |
+============================================================================+
| Smog             - Smogger            (Sector 5 Reactor)                   |
| Piazzo Shower    - Zenene             (Shinra HQ)                          |
| Refuse           - Brain Pod          (Shinra HQ)                          |
| Shady Breath     - Sample:H0512       (Hojo's Laboratory)                  |
| Firing Line      - Heli Gunner        (Shinra HQ Elevators)                |
| C Cannon         - Heli Gunner        (Shinra HQ Elevators)                |
| Poison Breath    - CMD. Grand Horn    (Fort Condor Battle)                 |
| Poison Breath    - Bagnadrana         (Mt. Corel)                          |
| Poison Storm     - Harpy              (Gold Saucer Area)                   |
| Bio2             - Flower Prong       (Gongaga Jungle)                     |
| Poison Fang      - Heg                (Cave of The Gi)                     |
| Bio2             - Lost Number        (Shinra Mansion)                     |
| Poison Blow      - Velcher Task       (Rocket Town Area)                   |
| Toxic Powder     - Bizarre Bug        (Wutai Area)                         |
| Scorpion's Tail  - Rapps              (Da-chao Statue)                     |
| Bio2             - Godo               (Wutai Pagoda)                       |
| Liquid Poison    - Kelzmelzer         (Forests Near Temple of Ancients)    |
| Bug Needle       - Slaps              (Forests Near Temple of Ancients)    |
| Scorpion's Tail  - Lessaloploth       (Great Glacier)                      |
| Toxic Barf       - Zolokalter         (Gaea's Cliff)                       |
|*Bad Breath       - Malboro            (Gaea's Cliff)                       |
| Smog Alert       - Gas Ducter         (Mt. Corel Train)                    |
| Smog             - Slalom             (Path to Junon's Underwater Reactor) |
| Acid Rain        - Epiolnis           (Ancient Forest)                     |
| Poison Fang      - Unknown 3          (Sunken Gelnika)                     |
| Northern Cross   - Maximum Kimaira    (Mako Cannon)                        |
| Bio Gas          - Helletic Hojo      (Mako Cannon)                        |
| Combo            - Lifeform Hojo      (Mako Cannon)                        |
|*Bad Breath       - Malboro            (North Crater Right Path)            |
| Abnormal Breath  - Dragon Zombie      (North Crater Right Path)            |
| Poison Fang      - Dragon Zombie      (North Crater Right Path)            |
| Bio2             - Jenova-SYNTHESIS   (Inside The Planet)                  |
| Stigma           - Bizarro-Sephiroth  (Inside The Planet)                  |
| Left Revenge     - Ruby Weapon        (Gold Saucer Desert)                 |
| Left Thrust      - Ruby Weapon        (Gold Saucer Desert)                 |
+============================================================================+

+-----------------+
|   {CONFUSION}   |  Visual: Character spins around in circles (on axis)
+-----------------+

Whilst under Confusion (or Confuse, or Confu), a character will act of his
own accord and you'll lose complete control of him/her, very similar to
Berserk . The difference being that the afflicted player could also attack an
```

ally; whomever they happen to be facing at the time their ATB gauge fills up will be the confused players next target, including themselves. Similar to Sleep, the affliction can be cured by physically attacking the player.

Confusion is one of the worst Statuses in the game, and improper defences could very easily lead to a Game Over screen. The most notorious locations for having to deal with Confusion are the Shinra Mansion, where many inexperienced players meet their demise against the Dorky Face, and then at Gaea's Cliffs when you first meet the Malboro.

NOTE - You can obtain a Peace Ring very early on in the game; by completing (and winning) 2 Fort Condor Battles. The Peace Ring's info is misleading in the PSX NTSC version, as it will not tell you that it protects from Confusion, however when you check the Stats screen you'll see that you are indeed protected.

There are 153 enemies that are immune to Confusion and 142 that are vulnerable. The first time you can obtain a Confusion based Materia (Mystify) is on your first visit to Gongaga, you will also find that a Lv3 Contain (Tornado) will have a chance of inflicting Confusion, however you will be granted Confusion when pairing with Added Effect with Contain regardless of the level of the Contain.

If an enemy is inflicted with Confusion then the AI script will continue to run as normal, only the 'Enemy' and 'Ally' flags will be reversed. If an item is chosen by a player as their next move and that player then becomes inflicted with Confusion, they will still continue to cast the selected item only the target will now be chosen at random. This is the only way to inflict an enemy with Fury.

Three Enemies in the game take double damage from Confusion: Sword Dance, Soldier:3rd and Corvette. This means that if you paired the Added Effect Materia with Mystify/Contain then you would inflict double damage with your regular physical attacks.

Associated Materia and Items that INFLICT: (CONFUSION)		
MAGIC	Mystify Lv1 (Confu)	- Inflicts Confusion on one target
	Contain Lv3 (Tornado)	- Deals Wind damage and inflicts Confusion (32%)
ENEMY SKILL	Bad Breath	- Inflicts Confusion, Poison, Sleep, Silence, Frog and Small on all targets
SUMMON	*Hades	- Inflicts Confusion, Poison, Sleep, Silence, Frog, Small, Slow and Paralyze on all targets
BATTLE ITEMS	Loco Weed	- Inflicts Confusion on all targets (80%)
	Cauldron	- Inflicts Confusion, Poison, Sleep, Frog, Small and Silence on one target

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (CONFUSION)
Any Physical attack made to the afflicted player will cure them instantly

```
|                                                                              |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv2 (Esuna) - Cures all negative Statuses             |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ENEMY SKILL  :  White Wind    - Cures all negative Statuses                |
|                :  Angel Whisper - Revives player from K.O and cures all      |
|                :                  negative Statuses                         |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Remedy   - Cures all negative Statuses                     |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                             |
|                                                                              |
| Aeris  2-1  Breath of The Earth - Cures all negative Statuses                |
|______________________________________________________________________________|

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|                                                                              |
|                 Associated Materia and Items that PROTECT:     (CONFUSION)   |
|                                                    '''''''                   |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv3 (Resist) - Protects against all Statuses         |
|                :  Mystify           - Protects against Confusion (with      |
|                :                      Added Effect)                         |
|                :  Contain           - Protects against Confusion (with      |
|                :                      Added Effect)                         |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     SUMMON     :  Hades - Protects against Confusion, Poison, Sleep,         |
|                :          Silence, Frog and Small (with Added Effect)       |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Vaccine - Inflicts one player with Resist                  |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ACCESSORIES  :  Ribbon     - Protects against most negative Statuses       |
|                : *Peace Ring - Protects against Confusion, Berserk, Fury     |
|                :               and Sadness                                   |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                             |
|                                                                              |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies               |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies               |
|                                                                              |
| *The Peace Ring's in-game description is incorrect as it'll only display:    |
|  'Protects against [Berserk/Fury/Sadness]' (PSX NTSC Version only)           |
|______________________________________________________________________________|

 ______________________________________________________________________________
|                                                                              |
|*=Enemy Skill             Associated Enemy Attacks:             (CONFUSION)   |
+==============================================================================+
| Attack:            Enemy:                                                    |
+==============================================================================+
| Muyddle Mallet   - Hammer Blaster   (Shinra HQ)                              |
| Funny Breath     - Dorky Face       (Shinra Mansion)                         |
| Confu-scales     - Jayjujayme       (Da-chao Statue)                         |
| Fascination      - Jemnezmy         (Temple of The Ancients)                 |
| Bite             - Bandersnatch     (Icicle Area)                            |
| Fascination      - Snow             (Great Glacier)                          |
|*Bad Breath       - Malboro          (Gaea's Cliff)                           |
| L2 Confu         - Hippogriff       (Mideel Area)                            |
| Confu Missile    - Rocket Launcher  (Path to Junon's Underwater Reactor)     |
| Neo Turk Light   - Reno III         (Sunken Gelnika)                         |
| Abnormal Breath  - Unknown 2        (Sunken Gelnika)                         |
| Uppercut         - Crazy Saw        (Midgar Sector 8)                        |
```

Bewildered	- Elena	(Winding Tunnels Re-visited)
Confu	- Helletic Hojo	(Mako Cannon)
Confu	- Scissors	(North Crater)
Fascination	- Pollensalta	(North Crater)
*Bad Breath	- Malboro	(North Crater Right Path)
Super Nova	- Safer-Sephiroth	(Inside The Planet)
Ruby Ray	- Ruby Weapon	(Gold Saucer Desert)

| {SILENCE} | Visual: Speech Bubble ".....” appears overhead

Silence (also known as Mute) will have the effect of disabling all magical spells, Summons and Enemy Skill attacks and will last until the end of battle or until the affliction has been cured. 81 enemies are immune to Silence and 214 enemies are vulnerable. You can first obtain a Silence based Materia (Seal) when you first visit Gongaga.

Due to the large quantity of enemies are weak to Silence, I would definitely say this is one of the better Statuses to whack on your weapon, as there are a large number of enemy attacks that would be better off 'Silenced'. The Ribbon is the only accessory that will defend against Silence.

Associated Materia and Items that INFLICT: (SILENCE)

MAGIC	Seal Lv2 (Silence) - Inflicts Silence on one target
ENEMY SKILL	Bad Breath - Inflicts Silence, Confusion, Poison, Sleep, Frog and Small on all targets
SUMMON	*Hades - Inflicts Silence, Confusion, Poison, Sleep, Frog, Small, Slow and Paralyze on all targets
BATTLE ITEMS	Mute Mask - Inflicts Silence on all targets (80%)
	Cauldron - Inflicts Silence, Confusion, Poison, Sleep, Frog and Small on one target
LIMIT BREAKS	

Aeris 1-2 Seal Evil - Inflicts Silence and Paralyze on all targets

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (SILENCE)

MAGIC	Heal Lv2 (Esuna) - Cures all negative Statuses
ENEMY SKILL	White Wind - Cures all negative Statuses
	Angel Whisper - Revives player from K.O and cures all negative Statuses
BATTLE ITEMS	Remedy - Cures all negative Statuses
	Echo Screen - Cures Silence

| LIMIT BREAKS :

| Aeris 2-1 Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (SILENCE)

MAGIC	Heal Lv3 (Resist) - Protects against all Statuses
	Seal - Protects against Silence (with Added Effect)
SUMMON	Hades - Protects against Silence, Confusion, Poison, Sleep, Frog and Small (with Added Effect)
BATTLE ITEMS	Vaccine - Inflicts one player with Resist
ACCESSORIES	Ribbon - Protects against most negative Statuses
LIMIT BREAKS	

| Aeris 3-1 Planet Protector - Inflicts Peerless on all allies
| Aeris 4 Great Gospel - Inflicts Peerless on all allies

*=Enemy Skill Associated Enemy Attacks: (SILENCE)

Attack:	Enemy:	
Silence	Eligor	(Train Graveyard)
Curses	Dorky Face	(Shinra Mansion)
Silence	Bahba Velamyu	(Forest Near Nibelheim)
Ultrasound	Evilhead	(Gaea's Cliff)
*Bad Breath	Malboro	(Gaea's Cliff)
Silence	Jenova-DEATH	(Whirlwind Maze)
Smog Alert	Gas Ducter	(Mt. Corel Train)
Diamond Flash	Diamond Weapon	(Midgar Area)
Silence	SOLDIER:1st	(Mako Cannon)
Silence	Helletic Hojo	(Mako Cannon)
Silence	Lifeform Hojo	(Mako Cannon)
Magic Extinguish	Parasite	(North Crater)
Voice of Ages	Gighee	(North Crater Swamp Area)
*Bad Breath	Malboro	(North Crater Right Path)
Sun	Death Dealer	(North Crater Right Path)
Super Nova	Safer-Sephiroth	(Inside The Planet)

| {SLOW} | Visual: Character animation speed is halved

The effect and the Status name are the same thing. You're characters ATB gauge will fill up at half its normal rate, and will last until you are cured or the battle ends. 27 enemies are immune to Slow and a staggering 268 are vulnerable, making the Time Materia one of the best choices to pair with Added Effect (which is first available in Gongaga).

Strangely enough, if you were to pair Time with Added Effect on your armour

then you would also gain immunity to Haste, even though this would not be displayed on the Status screen. Equipping the Sprint Shoes would bypass this immunity. Slow is one of 3 Statuses not covered by the Ribbon (along with Stop and Death). Although Hades will inflict Slow when you summon him in-battle, he will not grant Slow when using Added Effect. Esuna will not heal Slow.

If you are inflicted with Slow then the benefit would be that some certain effects such as Barrier, MBarrier, Slow-numb and Death-sentence will take twice as long to wear off/count down. Slow can be cured by casting Haste on the afflicted player, as can DeSpell. The most notorious area in the game for having to deal with Slow is right at the beginning of the game in the Winding Tunnels when fighting the Grashtrike. It is recommended that you turn the Battle Speed up all the way for these encounters.

Associated Materia and Items that INFLICT: (SLOW)		
MAGIC	: Time Lv2 (Slow)	- Inflicts Slow on one target
SUMMON	: *Hades	- Inflicts Silence, Confusion, Poison, Sleep, Frog, Small, Slow and Paralyze on all targets
BATTLE ITEMS	: Spider Web	- Inflicts Slow on all targets (100%)

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (SLOW)		
MAGIC	: Time Lv1 (Haste)	- Inflicts Haste on one target
	: Destruct Lv2 (DeSpell)	- Removes 10 various 'buffs'
ENEMY SKILL	: White Wind	- Cures all negative Statuses
	: Angel Whisper	- Revives player from K.O and cures all negative Statuses
	: Big Guard	- Casts Haste, Barrier and MBarrier to all targets
BATTLE ITEMS	: Remedy	- Cures all negative Statuses
	: Speed Drink	- Casts Haste on one target
	: Holy Torch	- Casts DeSpell on one target
LIMIT BREAKS	:	

Aeris	2-1	Breath of The Earth - Cures all negative Statuses
Red XIII	1-2	Lunatic High - Casts Haste on all Allies and raises Defence

Associated Materia and Items that PROTECT: (SLOW)		
MAGIC	: Heal Lv3 (Resist)	- Protects against all Statuses
	: Time	- Protects against Slow (with Added Effect)

| BATTLE ITEMS : Vaccine - Inflicts one player with Resist |
| ACCESSORIES : Sprint Shoes - Automatically puts you in Haste |
| LIMIT BREAKS : |
| Aeris 3-1 Planet Protector - Inflicts Peerless on all allies |
| Aeris 4 Great Gospel - Inflicts Peerless on all allies |

Associated Enemy Attacks: (SLOW)

Attack:	Enemy:	
Silk	- Grashtrike	(Winding Tunnels)
Slow Dance	- Mandragora	(Chocobo Ranch Area)
Spider Web	- Mystery Ninja	(Forests)
Slow	- Bahba Velamyu	(Forest Near Nibelheim)
Silk	- Jayjujayme	(Da-chao Statue)
Eyesight	- 8 eye	(Temple of The Ancients)
Dance	- Malldancer	(Corral Valley)
Toxic Barf	- Zolokalter	(Gaea's Cliff)
Slow	- Killbin	(Whirlwind Maze)
Abnormal Shell	- Gun Carrier	(Junon Underwater Reactor)
Support Beam	- Shadow Maker	(Midgar Sector 8)
Slow	- Lifeform Hojo	(Mako Cannon)
Stigma	- Bizarro-Sephiroth	(Inside The Planet)
Super Nova	- Safer-Sephiroth	(Inside The Planet)

{STOP}	Visual: Character animation completely stops

There are 4 Statuses that render you incapacitated, and Stop is considered to be the 2nd worst of them. The afflicted players ATB gauge will stop filling up altogether and will last approximately 7 turns, or until the Status is cured. There are 111 enemies that are immune to Stop and 184 enemies that are vulnerable. The Time Materia can be bought from Gongaga.

A level 1 Time will still grant Slow and Stop when paired with Added Effect, and is a brilliant choice up until Hades and Contain become available. You cannot gain Stop from Hades, however you can gain it from Contain (along with Petrify and Confusion), and also Choco/Mog, however the C-Mog is best reserved for the Elemental Materia (I call it the 'C-Melemental', or even, 'the C-Mental combo').

Along with Slow and Death, Stop is one of the 3 Statuses not covered by the Ribbon's effect. One of the slight benefits to Stop is that Barrier, MBarrier, Regen etc. will also halt. The only difference between Stop and Paralyze is the fact the you Limit Break *will* continue to fill whilst 'Stopped', whereas under Paralyze your Limits won't continue to fill, although Paralyze does last roughly less than half the time of Stop. Esuna will not heal Stop.

Associated Materia and Items that INFLICT: (STOP)

```
|                                                  '''''''                  |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Time Lv3 (Stop)      - Inflicts Stop on one target       |
|                :  Contain Lv1 (Freeze) - Deals Ice damage and inflicts     |
|                :                         Stop (68%)                        |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     SUMMON     :  Choco/Mog - Deals non-elemental damage and inflicts      |
|                :              Stop (40%)                                  |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Hourglass - Inflicts Stop on all targets (80%)           |
|____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                            |
|                   Associated Materia and Items that CURE:          (STOP) |
|                                                    ''''                    |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Destruct Lv2 (DeSpell) - Removes 10 various 'buffs'      |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ENEMY SKILL  :  White Wind    - Cures all negative Statuses              |
|                :  Angel Whisper - Revives player from K.O and cures all    |
|                :                  negative Statuses                       |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Remedy      - Cures all negative Statuses                |
|                :  Holy Torch  - Casts DeSpell on one target                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  2-1  Breath of The Earth - Cures all negative Statuses              |
|____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                            |
|                 Associated Materia and Items that PROTECT:         (STOP) |
|                                                  '''''''                  |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv3 (Resist) - Protects against all Statuses        |
|                :  Contain           - Protects against Stop, Petrify and   |
|                :                      Confusion (with Added Effect)        |
|                :  Time              - Protects against Slow (with Added    |
|                :                      Effect)                             |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     SUMMON     :  Choco/Mog - Protects against Stop (with Added Effect)    |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Vaccine - Inflicts one player with Resist                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies             |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies             |
|____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                            |
|                          Associated Enemy Attacks:                 (STOP) |
+============================================================================+
| Attack:     Enemy:                                                         |
+============================================================================+
| Stop      - Jenova-BIRTH      (Cargo Ship)                                 |
| Stop Eye  - Grangalan Jr Jr   (Corel Area)                                 |
| Stop Web  - Kimara Bug        (Gongaga Jungle)                             |
| Thread    - Jayjujayme        (Da-chao Statue)                             |
| Freeze    - Maximum Kimaira   (Mako Canon)                                 |
```

| World - Death Dealer (North Crater Right Path) |
| Stop - Jenova-SYNTHESIS (Inside The Planet) |
+===+

+------------+
| {FROG} | Visual: Character turns into a small frog
+------------+

Also known as {Toad}, Frog can be a real nasty Status if you're not adequately prepared, as you will pretty much lose the ability to do everything! All you'll be able to do is attack with 25% of your normal attack power (but not Limit Breaks), and use the Item command (including W-Item). There are 216 enemies that are immune to Frog, and only 79 that are vulnerable making Frog one of the worst Statuses to use against the enemies.

NOTE - Unlike all other Statuses, Frog and Small will still be in effect after the afflicted character is K.O'd.

Whilst inflicted with Frog you will still be able to use the command 'Toad' to cure yourself, so long as you have the Transform Materia equipped (bought from North Corel) or the Master Magic. The effect will last for as long as the battle does, or until you are cured. You could also use the Enemy Skill Frog Song to cure yourself, but you would have to be afflicted with Sleep also for the cure to work.

Without a White Cape to protect yourself you'll soon realise why Frog is such a pain when you first make your way through the forests of Gongaga. The Touch Me have a 6x formation (so no escaping), and will keep you in a state of permanent Frog. The Enemy Skill Frog Song is learnt here. Frog will also ruin your day at the Battle Arena as it seems to appear quite frequently, particularly in the lower rounds (Frog and Small have a chance of appearing on every reel).

| Associated Materia and Items that INFLICT: (FROG) |

	:	
MAGIC	:	Transform Lv2 (Toad) - Inflicts Frog on one target
ENEMY SKILL	:	Frog Song - Inflicts Frog and Sleep on one target
	:	Bad Breath - Inflicts Frog, Poison, Confusion, Silence, Sleep and Small on all targets
SUMMON	:	*Hades - Inflicts Frog, Confusion, Poison, Sleep, Small, Silence, Slow and Paralyze on all targets
BATTLE ITEMS	:	Impaler - Inflicts Frog on one target
	:	Cauldron - Inflicts Frog, Confusion, Poison, Sleep, Silence and Small on one target

*Hades will not inflict Slow or Paralyze when paired with Added Effect

| Associated Materia and Items that CURE: (FROG) |

	:	
MAGIC	:	Heal Lv2 (Esuna) - Cures all negative Statuses
	:	Transform Lv2 (Toad) - Cures Frog

ENEMY SKILL	Frog Song	- Cures Frog and Sleep (together only)
	White Wind	- Cures all negative Statuses
	Angel Whisper	- Revives player from K.O and cures all negative Statuses
BATTLE ITEMS	Remedy	- Cures all negative Statuses
	Impaler	- Cures Frog
	Maiden's Kiss	- Cures Frog
LIMIT BREAKS		
Aeris 2-1	Breath of The Earth	- Cures all negative Statuses

The enemy attack 'Frog Jab' can also cure you of Frog (Touch Me)

Associated Materia and Items that PROTECT: (FROG)

MAGIC	Heal Lv3 (Resist)	- Protects against all Statuses
	Transform	- Protects against Frog (with Added Effect)
SUMMON	Hades	- Protects against Frog, Silence, Confusion, Poison, Sleep and Small (with Added Effect)
BATTLE ITEMS	Vaccine	- Inflicts one player with Resist
ACCESSORIES	Ribbon	- Protects against most negative Statuses
	White Cape	- Protects against Frog and Small
LIMIT BREAKS		
Aeris 3-1	Planet Protector	- Inflicts Peerless on all allies
Aeris 4	Great Gospel	- Inflicts Peerless on all allies

*=Enemy Skill — Associated Enemy Attacks: (FROG)

Attack:	Enemy:	
Impaler	Mystery Ninja	(Forests)
Frog Jab	Touch Me	(Forests Near Gongaga)
*Frog Song	Touch Me	(Forests Near Gongaga)
Petrified Frog	Under Lizard	(Area Near Temple of The Ancients)
Frog Jab	Toxic Frog	(Temple of The Ancients)
*Frog Song	Toxic Frog	(Temple of The Ancients)
*Bad Breath	Malboro	(Gaea's Cliff)
*Bad Breath	Malboro	(North Crater Right Path)
Pale Horse	Safer-Sephiroth	(Inside The Planet)
Right Revenge	Ruby Weapon	(Gold Saucer Desert)
Right Thrust	Ruby Weapon	(Gold Saucer Desert)

{SMALL}	Visual: Character shrinks to roughly 20% of their normal size

Small, also known as {Mini}, isn't too detrimental provided you've got some form of counter measure such as Esuna or White Wind equipped. You will still be able to use every command as normal, only now your physical attacks will inflict no more than 1 HP of damage! You will not perform criticals while inflicted with Small (technically speaking your damage will be reduced to 0, however, a final check in damage calculations will bring the damage output to 1).

The effects will last until the battle ends or the player is cured. 171 enemies are immune to Small and 124 enemies are vulnerable, the Transform Materia can first be obtained in North Corel.

If you are K.O'd whilst 'Small' then you will not revert back to normal, the same applies with Frog. There is only one point in the game that you need to be wary of Small and this is when you're fighting the Hungry in Corral Valley; they can remove a player from battle after that player has been reduced to Small. The most common way of inflicting Small on an enemy is with L4 Suicide, although Small usually isn't the desired effect.

Whilst traversing through the Cave of The Gi you will encounter a powerful spider-like creature called Stinger. Using Mini on him is the best way to deal with him, as his attacks are powerful enough to kill you in one blow. There are very few enemies that will inflict you with Small. If you happen to be inflicted with Petrify then you would be immune to every single Status change... except Small that is.

Casting Small on your characters is a strategy used to activate 7777 Fever. For more info use QSI Link [7777 Fever].

Associated Materia and Items that INFLICT: (SMALL)

MAGIC	Transform Lv1 (Mini) - Inflicts Small on one target
ENEMY SKILL	L4 Suicide - Inflicts Small and Critical on all targets with a level divisible be 4
	Bad Breath - Inflicts Small, Frog, Poison, Confusion, Silence and Sleep on all targets
SUMMON	*Hades - Inflicts Frog, Confusion, Poison, Sleep, Small, Silence, Slow and Paralyze on all targets
BATTLE ITEMS	Shrivel - Inflicts Small on one target
	Cauldron - Inflicts Frog, Confusion, Poison, Sleep, Silence and Small on one target

*Hades will not inflict Slow or Paralyze when paired with Added Effect

Associated Materia and Items that CURE: (SMALL)

MAGIC	Heal Lv2 (Esuna) - Cures all negative Statuses
	Transform Lv1 (Mini) - Cures Small
ENEMY SKILL	White Wind - Cures all negative Statuses
	Angel Whisper - Revives player from K.O and cures all negative Statuses

```
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Remedy        - Cures all negative Statuses               |
|                :  Cornucopia    - Cures Small                               |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                            |
|                                                                             |
| Aeris  2-1  Breath of The Earth - Cures all negative Statuses               |
|_____________________________________________________________________________|
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|                                                                             |
|                 Associated Materia and Items that PROTECT:         (SMALL)  |
|                                                          '''''''            |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv3 (Resist) - Protects against all Statuses         |
|                :  Transform         - Protects against Small (with Added    |
|                :                      Effect)                                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|     SUMMON     :  Hades - Protects against Frog, Silence, Confusion,        |
|                :          Poison, Sleep and Small (with Added Effect)        |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Vaccine  - Inflicts one player with Resist                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ACCESSORIES  :  Ribbon     - Protects against most negative Statuses      |
|                :  White Cape - Protects against Small and Frog              |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                            |
|                                                                             |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies              |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies              |
|_____________________________________________________________________________|
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|                                                                             |
|*=Enemy Skill             Associated Enemy Attacks:                 (SMALL)  |
+=============================================================================+
| Attack:          Enemy:                                                     |
+=============================================================================+
|*L4 Suicide      - Mu               (Chocobo Ranch Area)                     |
| Mini            - Godo             (Wutai Pagoda)                           |
| Mini            - Hungry           (Corral Valley)                          |
|*L4 Suicide      - Trickplay        (Icicle Area)                            |
|*Bad Breath      - Malboro          (Gaea's Cliff)                           |
|*Bad Breath      - Malboro          (North Crater Right Path)                |
| Pale Horse      - Safer-Sephiroth  (Inside The Planet)                      |
| Right Revenge   - Ruby Weapon      (Gold Saucer Desert)                     |
| Right Thrust    - Ruby Weapon      (Gold Saucer Desert)                     |
+=============================================================================+

+------------------+
|   {SLOW-NUMB}    |  Visual: Character flashes grey, 30 second timer appears
+------------------+
```

Also known as Slow Petrify, or Gradual Petrify, Slow-numb is a countdown to the Status Petrify, which takes effect after approximately 6 turns. When you are afflicted with Petrify you are flagged as 'Dead', and if all three of your players become Petrified then you would be met with s Game Over screen, and as such Slow-numb is a forced to be reckoned with; use Jem Rings and Safety Bits.

There are no ways in which you can inflict Slow-numb, although there are several ways in which you can inflict Petrify. Due to the similarities

between Slow-numb and Petrify I have combined the two 'associated Materia and item/enemy attacks' sections below. The timing mechanisms of the game result in Slow-numb being very dangerous at slow speeds, so it is recommended to have your Battle Speed bar at a minimum of half way.

If you become inflicted with Slow-numb in the Battle Arena then the countdown timer will carry through to the next round (Death Sentence however will not). You must cure yourself otherwise the battle will be lost, use a Soft to cure you from both Slow-numb and Petrify.

The only way to actually inflict Slow-numb on an enemy is through Manipulating a Gagighandi or an Under Lizard.

{PETRIFY}	Visual: Character turns grey, animation completely stops

Petrify (or Stone) is one of the worst Statuses to fall victim to for noobies, as a Petrified player is flagged as dead, which means 3 Petrified players results in Game Over. No change can happen to the players HP, MP or Status whilst Petrified, although funnily enough there is one exception; the player can still be inflicted with Small. The affliction will last as long as the battle lasts, or until they are cured. Petrified players will not receive any EXP or AP. 121 enemies are immune to Petrify, 174 are vulnerable. Petrify is first available on Disc 2 when you obtain the Contain Materia.

Of all 8 enemy attacks that inflict Petrify on you, only four of them actually inflicts actual 'Petrify'; the rest inflict you with Slow-numb (which helps). The Bagrisk is an enemy that holds an extremely rare item called the Vagyrisk Claw, which can inflict Petrify on one target. The higher your current level the lower the chance you'll have of stealing the item; past level 78 and you'll have lost it forever. The only other place to obtain one is from a Lv 19 or Lv 25 CMD. Grand Horn.

NOTE - An opponent that is defeated through Petrification will yield no battle spoils. This helps for low-level challenges.

The most iconic place in the game that people remember for being wiped out by Petrify is the Gagighandi in the forests near Gongaga, you won't have any protection at that point so make use of Softs and White Wind (where would we be without White Wind). Speaking of which, when you cast White Wind on an Undead enemy it will also inflict them with Petrify.

Associated Materia and Items that INFLICT: (PETRIFY)		
MAGIC	:	Contain Lv2 (Break) - Deals Wind damage and inflicts Petrify (32%)
ENEMY SKILL	:	White Wind - Inflicts Undead creatures with Petrify
BATTLE ITEMS	:	Vagyrisk Claw - Inflicts Petrify on one target

Associated Materia and Items that CURE: (PETRIFY)		
MAGIC	:	Heal Lv2 (Esuna) - Cures all negative Statuses

ENEMY SKILL : White Wind - Cures all negative Statuses
: Angel Whisper - Revives player from K.O and cures all negative Statuses
BATTLE ITEMS : Remedy - Cures all negative Statuses
: Soft - Cures Petrify and Slow-numb
LIMIT BREAKS :
Aeris 2-1 Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (PETRIFY)

MAGIC : Heal Lv3 (Resist) - Protects against all Statuses
: Contain - Protects against Petrify (with Added Effect)
BATTLE ITEMS : Vaccine - Inflicts one player with Resist
ACCESSORIES : Ribbon - Protects against most negative Statuses
: Safety Bit - Protects against Petrify and Death
: Jem Ring - Protects against Petrify, Slow-numb and Paralyze
LIMIT BREAKS :
Aeris 3-1 Planet Protector - Inflicts Peerless on all allies
Aeris 4 Great Gospel - Inflicts Peerless on all allies

Associated Enemy Attacks: (PETRIFY)

Attack:	Enemy:	
Triclops	- Grangalan Jr.	(Corel Area)
Petrify Smog	- Cokatolis	(Mt. Corel)
Stone Stare	- Gagighandi	(Forests Near Gongaga)
*Stone strike	- Bagrisk	(Cosmo Canyon Area)
*Deadly Needles	- Crown Lance	(Beaches Near Cosmo Canyon)
Petrified Frog	- Under Lizard	(Area Near Temple of The Ancients)
Petrif-Eye	- Demons Gate	(Temple of the Ancients)
Rock Finger	- Gargoyle	(North Crater)
*Petrif-Eye	- Gighee	(North Crater Swamp Area)
*Break	- Safer-Sephiroth	(Inside The Planet)
Left Revenge	- Ruby Weapon	(Gold Saucer Desert)
Left Thrust	- Ruby Weapon	(Gold Saucer Desert)

*Inflicts Petrify. All other attacks inflict Slow-numb.

{DEATH SENTENCE}	Visual: Character kneels down, timer appears

Also known as Doom, Death Sentence will act in virtually the same way as Slow-numb, the main difference being that the countdown timer will be set to 60 (12 turns approx) as opposed to 30 (6 turns approx). If you are in Haste then the timer will be set at 30. When the timer hits 0 you will be inflicted with Death.

The only way in which you can inflict or be inflicted with Death Sentence is via the Enemy Skill of the same name, which can be learnt in the Cave of The Gi from the Gi Spector and Sneaky Step, and also in Corral Valley from the Boundfat. Using Death Sentence on a character that is inflicted with the Status Death Sentence will not cure your character of that Status, in fact there is no way to cure a character that has been placed in Death Sentence.

The Curse Ring will increase all of your stats considerably, but will also put your character in Death Sentence at the beginning of each battle. This can be easily overcome by using the Enemy Skill Death Force, or by using Added Effect=Destruct. If you have Tifa equipped with either the Master Fist or Powersoul then her attack power will be tripled or quadrupled, respectively.

As with Slow-numb, setting the Battle Speed to slow will make Death Sentence very dangerous, and as such it is recommended that you have the speed set to halfway (minimum). Whilst in the Battle Square Death Sentence will not carry over from one fight to the next (unlike Slow-numb). Although a Ribbon will not protect you from Death, it will protect you from Death Sentence. If an enemy is immune to Death then they are also immune to Death Sentence.

{PARALYZED}	Visual: Character animation completely stops

Paralyzed (also known as Paralyse, or Paralysis) acts like Stop in almost every way, the two differences being that you won't be able to act for roughly 2 rounds (as opposed to 7), and also your Limit gauge won't fill up. There are 126 enemies that are immune to Paralyze and 169 that are vulnerable.

NOTE - Using Dazers on Ruby WEAPON is one of the best ways of defeating her.

There are very few attacks that can inflict Paralyze on your enemies. Although Hades will inflict Paralyze when summoning him in battle, he will not grant the Paralyze ability when paired with Added Effect.

Associated Materia and Items that INFLICT: (PARALYZED)

SUMMON	*Hades - Inflicts Paralyze, Frog, Confusion, Poison, Small, Sleep, Silence and Slow on all targets
BATTLE ITEMS	Dazers - Inflicts Paralyzed on one target
LIMIT BREAKS	
Cloud 1-2	Cross-slash - Single attack also inflicting Paralyze (100%)
Aeris 1-2	Seal Evil - Inflicts Silence and Paralyze on all targets

*Hades will not inflict Slow or Paralyze when paired with Added Effect

```
|                                                                              |
|                  Associated Materia and Items that CURE:      (PARALYZED)    |
|                                                       ''''                   |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv2 (Esuna) - Cures all negative Statuses             |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ENEMY SKILL  :  White Wind    - Cures all negative Statuses                |
|                :  Angel Whisper - Revives player from K.O and cures all      |
|                :                  negative Statuses                         |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Remedy - Cures all negative Statuses                       |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                             |
|                                                                              |
| Aeris  2-1  Breath of The Earth - Cures all negative Statuses                |
|______________________________________________________________________________|

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|                                                                              |
|                 Associated Materia and Items that PROTECT:     (PARALYZED)   |
|                                                     '''''''                  |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv3 (Resist) - Protects against all Statuses         |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Vaccine  - Inflicts one player with Resist                 |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ACCESSORIES  :  Ribbon     - Protects against most negative Statuses       |
|                :  Safety Bit - Protects against Petrify and Death            |
|                :  Jem Ring   - Protects against Paralyze, Petrify and        |
|                                 Slow-numb                                    |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                             |
|                                                                              |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies               |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies               |
|______________________________________________________________________________|

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|                                                                              |
|                           Associated Enemy Attacks:          (PARALYZED)     |
|                                                                              |
+==============================================================================+
| Attack:              Enemy:                                                  |
+==============================================================================+
| Electro-Mag Rod   - Reno I           (Sector 7 Support Tower)                |
| Needle            - Vargid Police    (Hojo's Laboratory)                     |
| Paralaser         - Laser Cannon     (Hojo's Laboratory)                     |
| Death Claw        - Death Claw       (Corel Prison)                          |
| Halt Whip         - Heg              (Cave of The Gi)                        |
| Hell Spear        - Gi Spector       (Cave of The Gi)                        |
| Stare Down        - Twin Brain       (Mt. Nibel)                             |
| Stare Down        - Chekhov          (Wutai Pagoda)                          |
| Paralyzer Needle  - Slaps            (Area Near Temple of The Ancients)      |
| Whip Sting        - Ho-chu           (Battle Square)                         |
| ? Needle          - Unknown 2        (Sunken Gelnika)                        |
| Bone              - Dragon Zombie    (North Crater)                          |
| Havoc Wing        - Safer-Sephiroth  (Inside The Planet)                     |
| Big Swing         - Ruby Weapon      (Gold Saucer Desert)                    |
+==============================================================================+


+---------------+
|   {DARKNESS}  |  Visual: Character kneel down, starts flashing black
```

+----------------+

Darkness (aka Blind) will halve the accuracy of all physical attacks until the ailment is cured or the battle ends. The only commands that are affected are 'Attack', 'Morph', 'Deathblow', 'Mug', 'Slash-all', '2xCut' and '4xCut'. Due to the fact that absolutely no enemies use the aforementioned commands, inflicting Darkness upon an enemy is utterly pointless (rendering the Item 'Ink' obsolete).

The only way to inflict an enemy with a Status that acts as Darkness would is to have a character us a Hyper in-battle. Before the character has been able to cast the item, have the character inflicted with Confusion. If you are lucky then the confused character will use the Hyper on the enemy inflicting them with Fury, dropping their Hit% by 30%.

Associated Materia and Items that INFLICT: (DARKNESS)
BATTLE ITEMS : Ink - Inflicts Darkness on one target

Associated Materia and Items that CURE: (DARKNESS)
MAGIC : Heal Lv2 (Esuna) - Cures all negative Statuses
ENEMY SKILL : White Wind - Cures all negative Statuses
: Angel Whisper - Revives player from K.O and cures all negative Statuses
BATTLE ITEMS : Remedy - Cures all negative Statuses
: Eye drop - Cures Darkness
LIMIT BREAKS :
Aeris 2-1 Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (DARKNESS)
MAGIC : Heal Lv3 (Resist) - Protects against all Statuses
BATTLE ITEMS : Vaccine - Inflicts one player with Resist
ACCESSORIES : Ribbon - Protects against most negative Statuses
: Silver Glasses - Protects against Darkness
: Fairy Ring - Protects against Darkness and Poison
LIMIT BREAKS :
Aeris 3-1 Planet Protector - Inflicts Peerless on all allies
Aeris 4 Great Gospel - Inflicts Peerless on all allies

Associated Enemy Attacks: (DARKNESS)

Attack:	Enemy:
Smog	- Smogger (Sector 5 Reactor)
Erupt	- Hell House (Sector 6)
Swamp Shoot	- Madouge (Mythril Mine)
Smoke Bullet	- Marine (Cargo Ship)
Darkeye	- Grangalan (Corel Area)
Sandstorm	- Land Worm (Corel Desert)
Sandgun	- Desert Sahagin (Cosmo Canyon Area)
Great Gale	- Zuu (Mt. Nibel)
Seed Shot	- Battery Cap (Forests Near Nibelheim)
Smoke Bullet	- Attack Squad (Wutai Side-Quest)
Great Gale	- Tonadu (Beaches Near Temple of Ancients)
Eyesight	- 8 eye (Temple of The Ancients)
Dance	- Malldancer (Corral Valley)
Dark Needle	- Boundfat (Corral Valley)
Isogin Smog	- Acrophies (Corral Valley Cave)
Great Gale	- Blue Dragon (Gaea's Cliff)
Sandstorm	- Sea Worm (Mideel Area)
Smog	- Slalom (Path to Junon's Underwater Reactor)
Abnormal Shell	- Gun Carrier (Junon Underwater Reactor)
Autumn Leaves	- Rilfsak (Ancient Forest)
Evil Poison	- Bad Rap (Sunken Gelnika)
Combo	- Lifeform Hojo (Mako Cannon)
Dark Dragon Breath	- Dark Dragon (North Crater)
Sun	- Death Dealer (North Crater Right Path)
Havoc Wing	- Safer-Sephiroth (Inside The Planet)

--E.09 E - Positive Statuses

It's worth pointing out that if you're characters had the 'Resist' Status active then they would also be immune to positive Statuses, which isn't a good thing. To remove Resist you must cast DeSpell or White Wind.

DeBarrier will clear Barrier, MBarrier, Reflect and Shield whereas as DeSpell will clear all of the above barriers plus Haste, Slow, Stop, Regen, Death Force and Resist. Every one of Emerald WEAPON's attacks will have its own 'Status removing' property.

{HASTE}	Visual: Character's animation speed is doubled

Haste is probably the best positive Status in the game, and is the main reason that you'll want to obtain the Enemy Skill Big Guard as soon as you can. Making your ATB gauge fill at twice its normal rate, Haste really does turn the tide in your favour, however certain other Statuses will then run down more quickly, such as Regen, Death Sentence etc. Swings and roundabouts I guess...

The Sprint Shoes are considered to be one of the best accessories in the game (2nd to the Ribbon), and will set your characters up into auto-haste at the beginning of each battle, with the added bonus of granting immunity to Slow. They can be acquired in the Chocobo Square by winning 10 S Class matches in a

row, and at the Battle Square by talking to the woman at the bottom of the stairs. Win 8 matches in the Arena then talk to her again.

Big Guard will grant Haste, Barrier and MBarrier to your party, and while Barrier and MBarrier will drain over time, Haste will last for the entire battle. You can obtain Big Guard by manipulating a Beach Plug found on the beaches of the Gold Saucer Area after you've obtained the buggy. The earliest point in the game that you can use Haste is by using Red XIII's 1-2 Limit Break, Lunatic High. An immunity to Slow will also result in an immunity to Haste.

Associated Materia and Items that CAST: (HASTE)		
MAGIC	:	Time Lv1 (Haste) - Casts Haste
ENEMY SKILL	:	Big Guard - Casts Haste, Barrier and MBarrier on all targets
ACCESSORIES	:	Sprint Shoes - Automatically puts you in Haste
BATTLE ITEMS	:	Speed Drink - Casts Haste on one target
LIMIT BREAKS	:	
Red XIII 1-2		Lunatic High - Casts Haste on all Allies and raises Defence

Associated Materia and Items that REMOVE: (HASTE)		
MAGIC	:	Destruct Lv2 (DeSpell) - Removes all Positive Statuses
	:	Time Lv2 (Slow) - Inflicts Slow
BATTLE ITEMS	:	Holy Torch - Casts DeSpell on one target
	:	Spider Web - Inflicts Slow on all targets

{REGEN}	Visual: Character flashes orange

Regen is one of the best ways of healing yourself, as your HP will continuously refill whilst under its effect. The Status will last roughly 10 turns, and is far more effective than using Cure3 in terms of MP consumption. The rate is which your HP recovers works out to roughly 10% of your max HP every turn.

The only way to cast Regen is through a Lv3 Restore, and the only way to remove it is through DeSpell or Holy Torch (and also Emerald WEAPON's attack - Emerald Beam). Casting Regen on an Undead enemy will *not* make their health gradually deplete over time seeing as Regen is not of the restorative Element (whereas moves such as Cure will harm the Undead).

If you were playing on the PS1 console, then you could make use of an exploit. With Regen cast on all of your party members, open the lid of the console. The battle will continue without crashing, although no enemy will attack you, allowing you to regain full health uninterrupted.

{BARRIER}	Visual: Grey shield surrounds character, Barrier bar filled

Whilst under the influence of Barrier you will halve all physical attacks. Every time the player gets hit and the Status takes effect a grey shield will surround the character, as the effect wears off the shield will get smaller. Barrier will last approximately 10 turns, and won't last as long if you are under Haste, but will last twice as long if you are under Slow.

The Barrier 'gauge' is situated to the right of the character's name and is the upper of the two bars; it's colour is red. Big Guard is the most favourable way to set up Barrier, failing that you can use Wall.

Associated Materia and Items that CAST: (BARRIER)	
MAGIC	Barrier Lv1 (Barrier) - Casts Barrier
	Barrier Lv4 (Wall) - Casts Barrier and MBarrier
ENEMY SKILL	Big Guard - Casts Haste, Barrier and MBarrier on all targets
ACCESSORIES	Protect Ring - Automatically puts you in Barrier and MBarrier
BATTLE ITEMS	Light Curtain - Casts Barrier on all target

Associated Materia and Items that REMOVE: (BARRIER)	
MAGIC	Destruct Lv1 (DeBarrier) - Removes Barrier, MBarrier, Reflect and Shield
	Destruct Lv2 (DeSpell) - Removes all Positive Statuses
BATTLE ITEMS	Holy Torch - Casts DeSpell on one target

{MBARRIER}	Visual: Pink shield surrounds character, MBarrier bar filled

Almost identical to Barrier, the only difference being that MBarrier will halve all Magical attacks as opposed to physical attacks. MBarrier will last as long as Barrier; 10 turns (approx). The main drawback to MBarrier is that it will also halve the effects of healing spells such as Cure. As with Barrier, the effect will last longer if the player is inflicted with Slow, and won't last as long if the player is under Haste.

The Barrier 'gauge' is situated to the right of the character's name and is the lower of the two bars; it's colour is yellow. Big Guard is the most favourable way to set up MBarrier, failing that you can use Wall.

Associated Materia and Items that CAST: (MBARRIER)	

MAGIC	:	Barrier Lv2 (MBarrier) - Casts MBarrier
	:	Barrier Lv4 (Wall) - Casts Barrier and MBarrier
ENEMY SKILL	:	Big Guard - Casts Haste, Barrier and MBarrier on all targets
ACCESSORIES	:	Protect Ring - Automatically puts you in Barrier and MBarrier
BATTLE ITEMS	:	Lunar Curtain - Casts MBarrier on all targets

Associated Materia and Items that REMOVE: (MBARRIER)

MAGIC	:	Destruct Lv1 (DeBarrier) - Removes Barrier, MBarrier, Reflect and Shield
	:	Destruct Lv2 (DeSpell) - Removes all Positive Statuses
BATTLE ITEMS	:	Holy Torch - Casts DeSpell on one target

{REFLECT}	Visual: Green 'boomerang' appears in front of character

Reflect will make most magic spells bounce off of its target and reflected back at the caster for up to 4 times. This can make healing quite tricky, which is why most people avoid Reflect. If both parties have Reflect set-up then the spell will bounce backwards and forwards 4 times, unless auto-reflect is set-up in which case it will just bounce back once.

Reflect will last until the battle ends or until DeBarrier or DeSpell is cast. The Mirage in the Shinra Mansion will always have auto-Reflect on, and enemies that use Reflect are Jenova-LIFE, Gorkii and Proud Clod.

Moves that *can* be reflected:	Moves that *cannot* be reflected:
Cure, Cure2, Regen, Cure3	Demi, Demi2, Demi3
Barrier, MBarrier, Wall	Reflect
Death	DeBarrier, DeSpell
Fire, Fire2, Fire3	Escape, Remove
Ice, Ice2, Ice3	Comet, Comet2
Bolt, Bolt2, Bolt3	Full Cure
Quake, Quake2, Quake3	Shield
Bio, Bio2, Bio3	Ultima
Sleepel, Silence	
Confu, Berserk	Enemy Skills:
Mini, Toad	
Haste, Slow, Stop	White Wind, Big Guard, Angel Whisper,
Poisona, Esuna, Resist	Dragon Force, Death Force, Bad
Life, Life2	Breath, Beta, Trine, Magic Breath,
Freeze, Break, Tornado, Flare	????, Goblin Punch, Chocobuckle, L5
	Death, Death Sentence, Roulette
Enemy Skills:	
	All Summons and Items cannot be
Frog Song, L4 Suicide, Magic Hammer,	reflected.
Flame Thrower, Laser, Matra Magic,	

Aqualung, Shadow Flare, Pandora's Box |

Associated Materia and Items that CAST: (REFLECT)
MAGIC : Barrier Lv3 (Reflect) - Casts Reflect
ACCESSORIES : Reflect Ring - Automatically puts you in Reflect
BATTLE ITEMS : Mirror - Casts Reflect on all targets

Associated Materia and Items that REMOVE: (REFLECT)
MAGIC : Destruct Lv1 (DeBarrier) - Removes Barrier, MBarrier, Reflect and Shield
: Destruct Lv2 (DeSpell) - Removes all Positive Statuses
BATTLE ITEMS : Holy Torch - Casts DeSpell on one target

{SHIELD}	Visual: Brown shield envelops character

Costing a whopping 180MP, Shield isn't very often used. Lasting approximately 6 turns, Shield will nullify all 5 'physical' Elements (Cut, Punch, Shoot, Shout and Hit) as well as the Restorative Element, and it will absorb all 9 'main' Elements (Fire, Ice, Lightning, Earth, Poison, Gravity, Water, Wind and Holy).

Shield will not defend against (non-elemental) physical attacks, nor will it defend against Item damage (unless used through W-Item). This is a good thing seeing as you'll still be able to heal yourself through the use of Items. No enemies use Shield and the only way to remove Shield is through DeBarrier, DeSpell and a Holy Torch.

You can obtain the Shield Materia in the Northern Cave, and you won't be able to use it until it has reached Lv2 (which will require 10,000 AP). One of the main problems with Shield is that there is no visible way of telling when it has worn off, also you cannot pair it with All.

{PEERLESS}	Visual: Character flashes yellow

Peerless is basically the 'invincible' Status and can only be cast through 2 of Aeris's Limit Breaks:- 3-1 Planet Protector and Lv4 Great Gospel. Peerless will last appropriately 6 turns and whilst under the Status you will also be immune to all Status changes, whilst also locking any existing Statuses in (similar to Resist). Peerless cannot be removed using DeSpell.

The only Status the you will be vulnerable to whilst under Peerless is Imprisoned, however the only enemies that can inflict Imprisoned are Reno I, Bottomswell and Jamar Armor, and it is unlikely you will have unlocked Aeris's 3-1 Limit for the first two battles (although possible), and Jamar Armor is on Disc 2.

--E.09 F - Supportive Statuses

There are four Statuses that act slightly differently to the conventional 'Positive' and 'Negative' Statuses, these are Sadness, Fury, Manipulate and Berserk.

{SADNESS}	Visual: Limit bar turns blue

The virtual opposite to Fury, Sadness will act in both positive and negative ways. The bonus being that it will reduce all damage taken by 30%, the downside being that it will reduce the speed your Limit gauge fills by half. This is especially helpful for certain bosses such as the Midgar Zolom, or Emerald WEAPON.

Sadness and Fury are the only two Statuses in the game that will remain with your player after the battle has ended. You can self-inflict Sadness by using a Tranquilizer (which will also cure Fury, but not simultaneously). If you have a Ribbon equipped then you will be protected from Sadness during a battle but you will still be able to inflict it upon yourself outside of battle.

Self-inflicting Sadness is particularly useful once you have acquired Tifa's Master Fist towards the end of Disc 2, as it will double her attack power. Using White Wind or Angel Whisper will *not* cure you of Sadness/Fury, but sleeping in an Inn will.

It is possible to inflict Sadness on an enemy by casting Confusion on a player that is about to use a Tranquilizer, but seeing as an enemy has no Limit bar, there would be absolutely no point in doing this as you would just be aiding the enemy by giving them a defence boost.

Associated Materia and Items that INFLICT: (SADNESS)	
BATTLE ITEMS	Tranquilizer - Inflicts Sadness on one target

Associated Materia and Items that CURE: (SADNESS)	
MAGIC	Heal Lv2 (Esuna) - Cures all negative Statuses
BATTLE ITEMS	Remedy - Cures all negative Statuses
	Hyper - Cures Sadness
LIMIT BREAKS	
Aeris 2-1	Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (SADNESS)
''''''''
MAGIC : Heal Lv3 (Resist) - Protects against all Statuses
BATTLE ITEMS : Vaccine - Inflicts one player with Resist
ACCESSORIES : Ribbon - Protects against most negative Statuses
: Peace Ring - Protects against Sadness, Fury, Confusion
: and Berserk
LIMIT BREAKS :
Aeris 3-1 Planet Protector - Inflicts Peerless on all allies
Aeris 4 Great Gospel - Inflicts Peerless on all allies

Associated Enemy Attacks: (SADNESS)		
Attack:	Enemy:	
Lick	- Aps	(Sector 6 Sewers)
Shower	- Elfadunk	(Chocobo Ranch Area)
Triclops	- Grangalan Jr	(Corel Area)
War Cry	- Screamer	(Mt. Nibel)
War Cry	- Staniv	(Wutai Pagoda)
Bug Needle	- Slaps	(Forests Near Temple of The Ancients)
Bad Mouth	- Gremlin	(Whirlwind Maze)
Smog Alert	- Gas Ducter	(Mt. Corel Train)
Creepy Touch	- Unknown 3	(Sunken Gelnika)
Para Tail	- Parasite	(North Crater)
Teardrop	- Allemagne	(North Crater)
High/Low Suit	- Christopher	(North Crater Swamp Area)
Absorb	- Jenova-SYNTHESIS	(Inside The Planet)
Pale Horse	- Safer-Sephiroth	(Inside The Planet)

{FURY}	Visual: Limit bar turns red

The opposite to Sadness, Fury will double the speed in which your Limit bar fills, making Fury a very popular choice when it comes to Leveling up your Limit Breaks. The flip-side being that all of your attacks will drop in accuracy by 30%.

As with Sadness, you will not lose the Status once the battle has finished. White Wind and Angel Whisper will not cure you of Fury, although Esuna will, along with seeping in an Inn. A hyper will cure you of Sadness but will also inflict you with Fury (but not simultaneously).

The only way to inflict an enemy with Fury is to cast Confu on a player, then have that player select the command 'Hyper' before he/she is inflicted with Confusion. If successful, the confused player will through the Hyper at an enemy, dropping their accuracy by 30%. This is the only way to imitate the Status 'Darkness' seeing as Darkness will have no effect whatsoever on the enemy (due to poor programming).

You can still inflict yourself with Fury by using a Hyper whilst wearing a Ribbon, provided that you do so outside of battle. Doing so will make it so that you cannot remove the Fury Status mid-battle.

```
 ____________________________________________________________________________
|                                                                            |
|                 Associated Materia and Items that INFLICT:         (FURY)  |
|                                                     '''''''                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Hyper - Inflicts Fury on one target                      |
|____________________________________________________________________________|
```

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 ____________________________________________________________________________
|                                                                            |
|                   Associated Materia and Items that CURE:          (FURY)  |
|                                                       ''''                 |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv2 (Esuna) - Cures all negative Statuses           |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Remedy       - Cures all negative Statuses               |
|                :  Tranquilizer - Cures Fury                                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  2-1  Breath of The Earth - Cures all negative Statuses              |
|____________________________________________________________________________|
```

```
 ____________________________________________________________________________
|                                                                            |
|                 Associated Materia and Items that PROTECT:         (FURY)  |
|                                                     '''''''                |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|      MAGIC     :  Heal Lv3 (Resist) - Protects against all Statuses        |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  BATTLE ITEMS  :  Vaccine  - Inflicts one player with Resist               |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ACCESSORIES  :  Ribbon     - Protects against most negative Statuses     |
|                :  Peace Ring - Protects against Fury, Sadness, Confusion   |
|                :               and Berserk                                 |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies             |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies             |
|____________________________________________________________________________|
```

```
 ____________________________________________________________________________
|                                                                            |
|                           Associated Enemy Attacks:                (FURY)  |
|                                                                            |
+============================================================================+
| Attack:           Enemy:                                                   |
+============================================================================+
| Slap            - Sword Dance       (Shinra HQ)                            |
| Flaming Peck    - Levrikon          (Chocobo Ranch Area)                   |
| Rage Bomber     - Skeeskee          (Cosmo Canyon Area)                    |
| Spaz Voice      - Razor Weed        (Wutai Area)                           |
| Rage Bomber     - Shake             (Wutai Pagoda)                         |
| Extreme Bomber  - Headbomber        (Gaea's Cliff)                         |
| Slap            - Corvette          (Paths to Junon's Underwater Reactor)  |
| Slap            - Unknown 3         (Sunken Gelnika)                       |
| Guitar Slap     - Gighee            (North Crater Swamp Area)              |
| Repeating Slap  - Jenova-SYNTHESIS  (Inside The Planet)                    |
+============================================================================+
```

```
+------------------+
|   {MANIPULATE}   |  Visual: Enemy turns Cyan and faces the opposite way
+------------------+
```

Manipulate is easily one of the most useful Statuses in the game, and can only be inflicted upon the enemy. Whilst the target is under Manipulate, the caster will have (almost) total control of the enemies commands, and will continue to do so until the target has been hit with a physical blow. 157 enemies are immune to Manipulate and 138 are vulnerable. The easiest way to identify as to whether or not an enemy is immune or vulnerable is to take note of the 'miss' sign that may or may not appear above the enemies head; If it doesn't appear then the enemy is immune.

Regardless of how many commands the enemy has to use, you will only be able to utilise the top three commands; because of this you will not be able to learn White Wind from the Wind Wing in the Whirlwind Maze (unless you cast Confusion on it). Using manipulated enemies to attack your players is the best way to fill their Limits up; the Valron near Nibelheim (on the World Map) is the ideal enemy for this as his Dive kick will deal damage equal to 1/4 of your max HP (Fury helps also).

You can first lay your hands on the Manipulate Materia when you first enter the Gold Saucer on Disc 1 (Cait Sith will have it equipped on him). It is only then will you be able to access certain Enemy Skills such as Big Guard (learnt from the Beach Plug) and White Wind (learnt from the Zemzelett). The other Enemy Skills that cannot be learned without the use of Manipulate are Death Force, Angel Whisper and Dragon Force.

If the caster is wearing a HypnoCrown (found in the City of The Ancients) then the succession rate of manipulating an enemy would be 100%, provided the enemy wasn't immune. Otherwise, the higher the level difference between the caster and its target, the higher the chance the caster has of manipulating, which is why Cloud is always the best character to use Manipulate. An enemy cannot be Manipulated if it is already inflicted with Paralyzed, Sleep, Stop, Petrify or Resist (or is already Manipulated). Casting Paralyzed, Sleep, Stop, Petrify or White Wind on the target will clear the Manipulate Status.

The enemy Skill 'Dragon Force' can be found on the Blue Dragons attack list, however cannot be learned due to the fact that he cannot be inflicted with Manipulate nor Confusion. The SOLDIER:2nd has a slightly amusing glitch; have a Manipulated SOLDIER:2nd attack a fellow SOLDIER:2nd and the result will be a stand-off between the two SOLDIERs until one of them dies!

The colour priority of Manipulate is at the bottom of the scale, so if another Status was to be inflicted onto the manipulated enemy then the colour would likely change to suit the new Status.

```
+---------------+
|   {BERSERK}   |  Visual: Character flashes red
+---------------+
```

Berserk can be a very useful Status to have inflicted upon your players. Similar to Confusion, you will lose all control over the affected player, and when their ATB gauge fills up they will use the 'Attack' command automatically. The biggest difference being that the 'Berserked' player will only attack the enemy (as opposed to potentially harming your teammates), and their attack power will increase by 50%.

The Status will not be cured by a hit from a physical blow as Confusion is;

it will last until it is cured or until the battle ends. There are 127 enemies that are immune to Berserk, and 168 that are vulnerable. Although inflicting an enemy with Berserk may sound like a bad idea, Berserk will actually limit the amount of attacks that an enemy will use, and can render some powerful foes not-so-powerful. If an enemy doesn't have a specific attack to use whilst Berserked then they won't be able to attack you at all! Also, an enemy that hits for 150% of his normal attack power could help with Limit Break Leveling.

The Fury Ring can be bought from Gongaga Village and will place your character in Auto-Berserk. This strategy can be very advantageous when placed on your strongest attacker, such as Barret or Vincent; Vincent's Limit Breaks work very similar to Berserk, also. Whilst Vincent is in his transformed state he will be immune to the Berserk Status. The Fury Ring is best used when you are undergoing Yuffie's Sidequest in Wutai.

Lastly, whilst a character is inflicted with Berserk they can also hit with a Critical Strike (contrary to common mis-conception), which can cause incredible damage, and in the right circumstances can even cause Damage Overflow. If you have the Added Cut and Master Command Materia, then you could equip them together along with Berserk to have the inflicted player hit the enemy twice every turn!

Associated Materia and Items that INFLICT: (BERSERK)
MAGIC : Mystify Lv2 (Berserk) - Inflicts Berserk
ACCESSORIES : Fury Ring - Automatically puts you in Berserk
BATTLE ITEMS : *War Gong - Inflicts Berserk on all targets (80%)
*When used on allies Berserk will be inflicted 100% of the time

Associated Materia and Items that CURE: (BERSERK)
MAGIC : Heal Lv2 (Esuna) - Cures all negative Statuses
ENEMY SKILL : White Wind - Cures all negative Statuses
: Angel Whisper - Revives player from K.O and cures all negative Statuses
BATTLE ITEMS : Remedy - Cures all negative Statuses
LIMIT BREAKS :
Aeris 2-1 Breath of The Earth - Cures all negative Statuses

Associated Materia and Items that PROTECT: (BERSERK)
MAGIC : Heal Lv3 (Resist) - Protects against all Statuses
BATTLE ITEMS : Vaccine - Inflicts one player with Resist

```
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   ACCESSORIES  :  Ribbon     - Protects against most negative Statuses     |
|                :  Peace Ring - Protects against Berserk, Fury, Sadness and |
|                :               Confusion                                   |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  LIMIT BREAKS  :                                                           |
|                                                                            |
| Aeris  3-1  Planet Protector - Inflicts Peerless on all allies             |
| Aeris  4    Great Gospel     - Inflicts Peerless on all allies             |
|____________________________________________________________________________|
 ____________________________________________________________________________
|                                                                            |
|                          Associated Enemy Attacks:              (BERSERK)  |
|                                                                            |
+============================================================================+
| Attack:           Enemy:                                                   |
+============================================================================+
| Berserk Needle  - Slaps  (Forests Near Temple of The Ancients)             |
| Crazy Claw      - Shred  (Great Glacier)                                   |
+============================================================================+
```

¬¬

--E.09 G - Unlisted Statuses

¬¬

There are 9 Statuses that are not listed on the 'Status' menu:

- POSITIVE:

~Death Force~   ~Resist~   ~7777 Fever~   ~Lucky Girl~   ~Back Row~   ~Defend~

- NEGATIVE:

~Imprisoned~   ~Seizure/Dual~   ~K.O~

Some of these unlisted Statuses would be better described as 'conditions', as they act more passively than the main 'listed' 24 Statuses. Note that using DeSpell will remove Resist and Death Force, whereas using a Holy Torch will not. Resist will not protect you from any of the unlisted Statuses.

```
+-------------------+
|   {DEATH FORCE}   |
+-------------------+
```

Whilst under the influence of Death Force your character will gain immunity to Death until the end of battle, or until DeSpell or White Wind is cast on the character, or the character is K.O'd. If a move that inflicts Death is cast upon the player under Death Force, the player will still have Death immunity for the remainder of the battle. If Death Sentence is cast on a player immune to Death then the countdown will continue to run down, but the player will not die once the countdown has finished. A Holy Torch will not remove Death Force.

Death Force can be cast using the Enemy Skill of the same name, and can be learned from the enemy Adamantaimai which can be found lurking on the shores of Wutai. The Adamantaimai will never use Death Force, and the only way for you to learn it is through use of the Manipulate Materia. To utilise Death Force properly all three players must have learned the Enemy Skill, otherwise

a player that has used Death Force on themselves would lose their immunity to Death should they then cast Death Force on another player. Death Force costs 3MP to use.

There are only two moves in the game that override the Death immunity, and both can be found on Cait Sith's 'Slots' Limit Break - Death Joker and Game Over. The only times that you'll need to use Death Force is against the Joker in Gold Saucer Area, the Tonberry in the Battle Square, and up in the North Crater: Parasite, Master Tonberry, Gargoyle, Allemagne, Scissors, Christopher and Death Dealer. Death Force is also very useful if you are using the Curse Ring.

```
+--------------+
|   {RESIST}   |
+--------------+
```

Resist will protect you from all Statuses, good or bad, and can be used via a level 3 Heal Materia (costing 150MP), or from a 'Vaccine'. Resist will also lock in any current Status that you currently have applied on you, excluding Barrier, MBarrier, Reflect, Shield, Regen and Peerless. This can be a very bad thing seeing as Resist will last either until the end of battle, or until it is cured, which can be done using either by using White Wind or DeSpell. Using a Holy Torch will *not* remove Resist.

Resist can be disastrous in the Battle Arena, as it will *not* protect you from Status changes received from handicaps. Resist will instead lock those Statuses in place, making it potentially very difficult to remove the inflicted Statuses once they have been applied.

```
+------------------+
|   {7777 FEVER}   |
+------------------+
```

NOTE - This is basically a condensed down version of section E.18 A.

7777 Fever, or All Lucky 7's is an easter egg that occurs when a character's current HP falls on precisely 7777. When this happens, the character will enter into a Berserk-like Status where they will begin attacking the enemy non-stop for 7777 HP worth of damage each attack. After 64 attacks the buff will end, resulting in a total of 497,728 HP worth of damage. The 'attack' is considered to be one move, and the enemy will not be able to use their commands until you have finished attacking.

If more than one player enters into 7777 Fever in a battle, then the result would *not* be an additional 64 attacks; All Lucky 7's can only yield a maximum of 64 attacks per battle, regardless of whether the attacks come from just one or all three players. You will regain normal control of your characters once they have finished attacking, the only difference being they will now heal for 7777 HP every time a healing move/item is used (Potions, Phoenix Downs etc.). Also, every time they hit the enemy they will do so for 7777 HP worth of damage. These effects will last until the battle ends or the characters HP changes. Once the battle has finished, the affected player's HP will be reduced to 1, restricting 7777 Fever's re-usage.

Whilst inflicted with 7777 Fever, the character's name will flash the same rainbow colours as the 'Limit' command, and the message bar will turn the same shade of purple as if a Limit Break was being used. Similarly, as soon as the player enters into the 7777 state, they will begin attacking without delay. Critical hits will never be used and all Elemental and Status changing properties will be suspended. There are only a few enemies that will be left

standing once the bombardment of attacks have finished, namely some of the WEAPONs.

It is possible for an enemy to enter into 7777 Fever, if this happens then consider escaping from the battle as your whole team would be in danger of being wiped out. If a player enters into 7777 Fever whilst Poisoned, then the result would be 7777 HP worth of damage (killing them instantly), seeing as the damage taken from Poison would count as self-inflicted damage. Also, during the very final battle with Sephiroth, 7777 Fever is disabled. This is the only battle in the game where this will occur.

METHODS OF ENABLING 7777 FEVER:

1.) If the last two digits of your HP fall on 77 then you can use Hi-Potions and Potions to bring your HP to 7777. One method of doing this would be to equip the following:

A Manipulate, Transform (or 2x 'Shrivel') and Goblin Punch Enemy Skill x 2. Don't equip Mega-All or Slash-All, don't have your Limit Breaks filled up and don't have the player with Manipulate equipped with Transform or Enemy Skill. Speed up the Battle Speed all the way.

Enter into a battle and immediately Manipulate the enemy, killing off any of its companions. Cast Haste (or Big Guard) and then have all two of your players inflicted with Small (using Shrivels or the Transform Materia). Goblin Punch will always inflict 8 HP, so long as your players are the same level as each other, so you can keep using that until the last two digits are lower than 85 but above 77; if they fall on 85 exactly then you can use Goblin Punch one more time to bring it down to exactly 77. Otherwise, you can have your players attack one another for 1HP of damage until their HP lands on precisely 77.

B Another method of doing this would be to equip the Cat's Bell, which will recover 2HP per step. You would then need to run around until the last three digits fall on 154, 354, 554, 754 or 954. You would then need to cast Demi2 or Laser to reduce your HP by half, resulting in the final 2 digits being 77.

C If you find that the last two digits of your *Max* MP are sitting on 77, then you can quickly swap HP<->MP on and off again to bring the last two digits of your HP to 77.

2.) Whilst fighting Emerald WEAPON, it will occasionally use the move AIRE TAM (Materia spelt backwards). This move will inflict 1111 HP worth of damage for every piece of Materia you have equipped on one character. The damage does not stack; if Yuffie had 3 pieces and Cid had 5 pieces, the resulting damage would *not* be 8888 HP. Yuffie would receive 3333 HP and Cid would receive 5555 HP.

Go into battle with just 2 pieces of Materia equipped on one of your characters, making sure that one of the pieces is HP Plus, as to bring your Max HP to 9999. Making sure that the player's HP is always topped to the max, when Emerald uses Aire Tam Storm the resulting damage would be 2222, bringing the player's HP down to bang on 7777, activating 7777 Fever.

3.) Every time you escape from battle (using L1&R1), or by using the Exit Materia), Chocobuckle will gain 1HP worth of damage. If you were to escape from a total of 2222 battles then Chocobuckle will deal 2222 HP worth of damage with every hit, making it possible to bring your Max HP

of 9999 down to 7777.

5.) You can manipulate your Max HP stats by using Materia that increases and decreases your Max HP, such as Summons, Magic Materia, HP Plus Materia etc. You can try to figure out using trial and error a way to have your Max HP sitting xx77. This can be very difficult and long-winded to do....

UNLESS

You have a walkthrough!!!! See section E.18 A - Lucky 7's for a quick and easy reference on how to modify your HP accordingly to achieve 7777 Fever using Magic and Summon Materia. All credit for that section goes to James Baxter.

A Quick Guide update note - Try going into the Battle Square with 7777 HP, you'll be able to fly through all 8 battles super easy (even if you get hit with Mini). At the start of each battle, select a command and after that command has finished you'll begin the 7777 chain again. Credit GarlandG for the tip!

+------------------+
| {LUCKY GIRL} |
+------------------+

Lucky Girl is activated by using Cait Sith's level 2 Limit Break 'Slots'; lining up 3 Hearts will have Cait Sith inflict the party with Lucky Girl. Whilst under the Status, all characters will hit for Critical Hits until the battle ends, or until the character is K.O'd.

Use QSI Link [Slots] to find out how to manipulate the reels to land on 3 Hearts.

+----------------+
| {BACK ROW} |
+----------------+

To place your characters in the back row you must go into the Menus, select 'Order' and then double-press confirm to move your characters from the front row to the back and vice-versa. A character positioned to the right hand side is placed in the back row. You can also arrange your characters position mid-battle by pressing left on the D-pad, then confirm.

Whilst placed in the back row, characters will deliver and receive half damage from all physical attacks, whilst characters in the front row will deliver and receive normal damage. Magic remains completely unaffected by which row you are in. The enemy will also conform to row patterns, and an enemy that is in the back row will receive 1/4 damage from one of your characters that is placed in the back row. If the enemy has three rows, then all enemies in the back two rows will be considered in the back row. If a character has the Cover Materia equipped, then they will still receive half damage even if they are defending someone in the front row.

For the start of the game I recommend keeping all of your characters in the front row, seeing the extra damage incurred will help towards Leveling up your Limit Breaks early on. There are four characters who yield long ranged weapons - Yuffie, Vincent, Barret and Red XIII. Whilst equipped with a long ranged weapon, a character will do the same damage in the back row as they would in the front, but still receive half damage from physical attacks. The Long Range Materia also has the same effect of equipping a long ranged weapon.

There are certain creatures that are considered to be 'flying', such as Hundred Gunner, Zuu, or Bottomswell. These creatures will not be able to be hit by physical attacks, unless the attacker is long-ranged. The Hell Rider VR2 uses a move called Electromag which will swap your characters 'row' positions around. Also, When you fight the boss Motor Ball (at the end of the Midgar Highway) your rows will be reversed.

Uncommonly you will find that the 'column' formation of the enemy will result in you being unable to attack an enemy that is in the back row, although this occurs infrequently.

+--------------+
| {DEFEND} |
+--------------+

By pressing right on the D-pad during battle followed by confirm, you can opt to 'defend' for one turn, halving all physical damage taken during that time. If you were placed in the back row then you would receive 1/4 damage. Do not opt to Defend if you are Poisoned; the Poison damage would take you out of Defend. You will not receive 1/2 Poison damage.

+------------------+
| {IMPRISONED} |
+------------------+

Imprisoned is one of the worst Statuses in the game, and luckily there are only 3 attacks in the whole game that can Imprison a character; all being Bosses. Whilst inflicted with Imprisoned, the character will no longer be able to act, nor will they be flagged as a target, and instead a new enemy will take the characters place. The new enemy must then be killed, usually by a single physical blow, in order to free the inflicted character.

An Imprisoned player is flagged as dead, so if all three players become Imprisoned then it's Game Over. Like Petrify, your current HP is maintained.

The first of the three bosses that use Imprisoned is Reno I fought at the top of the Support Tower in Sector 7. He will use an attack called Pyramid, which will cast a Pyramid like structure around the inflicted player. A single physical blow to the pyramid will cure the player.

The second enemy to use Imprisoned is Bottomswell, although he will also inflict Seizure using an attack called Waterball. More details on Seizure below. The Waterball must attacked with a magical attack in order to destroy it.

The last Boss to use Imprisoned is Carry Armor in Junon's Underwater Reactor. Both the Left Arm and the Right Arm can imprison a character using their move Arm Grab, and then when Carry Armor uses either arm to attack, the Imprisoned character will also take damage. If two players are Imprisoned and the third is killed, then it'll be Game Over. The only way to free the character is to kill the arm holding it, or if the afflicted character is killed.

+---------------+
| {SEIZURE} | Also known as {Dual Drain}
+---------------+

Seizure basically acts as a 'reversed-Regen', slowly draining your HP over time at the exact same rate as Regen; casting Regen on a character under the effect of Seizure would completely negate both effects.

Thankfully only one enemy in the game uses Seizure, and that is Bottomswell which is fought on your first visit to Junon. Using an attack called Waterball, Bottomswell will also inflict Imprisoned on you, and unlike Reno's 'Pyramid', you must free the afflicted character with a magical attack as opposed to a physical attack.

'Dual' is a dummied out Status and serves no purpose whatsoever, although using hacking devices Dual will sometimes be the Status name displayed in place of Seizure.

```
+-----------+
|   {K.O}   |
+-----------+
```

If a player's HP runs down to 0, or if a player is inflicted with Death, then they will be met by the condition 'K.O'. Whilst K.O'd, the character will lie dead on the ground, their HP bar will be red and their ATB gauge will never fill up. Additionally, when a Player is K.O'd, they will also be inflicted with the Death Status; If all characters have Death then you will be met with a Game Over screen. When a character is K.O'd, their Limit gauge will be reset to 0.

The only ways to heal someone from K.O is to use a Phoenix Down, Life, Life2, Phoenix, Angel Whisper or sleeping in an Inn. K.O is one of three Statuses that will carry over from battle to battle, the other two being Fury and Sadness. If a character is not cured of K.O before a battle has finished then they will not gain any EXP or AP.

NOTE - Being K.O'd and being dead are two very different things. That's why you can't simply use a Phoenix Down on certain characters that die within the game...

--E.09 H - Battle Items, Accessories And Materia List

ALL STATUS CHANGING MAGIC, ITEMS & ACCESSORIES:

MAGIC :

Barrier Lv1	(Barrier)	- Casts Barrier
Barrier Lv2	(MBarrier)	- Casts MBarrier
Barrier Lv3	(Reflect)	- Casts Reflect
Barrier Lv4	(Wall)	- Casts Barrier and MBarrier
Contain Lv1	(Freeze)	- Deals Ice damage and inflicts Stop (68%)
Contain Lv2	(Break)	- Deals Wind damage and inflicts Petrify (32%)
Contain Lv3	(Tornado)	- Deals Wind damage and inflicts Confusion (32%)
Destruct Lv1	(DeBarrier)	- Removes 4 various barriers
Destruct Lv2	(DeSpell)	- Removes 10 various 'buffs'
Destruct Lv3	(Death)	- Inflicts Death on one target
Heal Lv1	(Poisona)	- Cures Poison
Heal Lv2	(Esuna)	- Cures all negative Statuses
Heal Lv3	(Resist)	- Protects against all Statuses
Mystify Lv1	(Confu)	- Inflicts Confusion on one target
Mystify Lv2	(Berserk)	- Inflicts Berserk

```
| Poison Lv1   (Bio)       - Inflicts Poison Damage and Poisons a target 48% |
| Poison Lv2   (Bio2)      - Inflicts Poison Damage and Poisons a target 48% |
| Poison Lv3   (Bio3)      - Inflicts Poison Damage and Poisons a target 72% |
| Restore Lv3  (Regen)     - Casts Regen                                     |
| Revive Lv1   (Life)      - Revives player from K.O                         |
| Revive Lv2   (Life2)     - Revives player from K.O and restores all HP     |
| Seal Lv1     (Sleepel)   - Inflicts Sleep on one target                    |
| Seal Lv2     (Silence)   - Inflicts Silence on one target                  |
| Shield Lv2   (Shield)    - Casts Shield on one target                      |
| Time Lv1     (Haste)     - Inflicts Haste on one target                    |
| Time Lv2     (Slow)      - Inflicts Slow on one target                     |
| Transform Lv1 (Mini)     - Inflicts Small on one target                    |
| Transform Lv2 (Toad)     - Inflicts Frog on one target                     |
|                                                                            |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  ENEMY SKILL  :                                                            |
|''''''''''''''''                                                            |
| Angel Whisper  - Revives player from K.O and cures all negative Statuses   |
| Bad Breath     - Inflicts Sleep, Poison, Confusion, Silence, Frog and      |
|                  Small on all targets                                      |
| Big Guard      - Casts Haste, Barrier and MBarrier to all targets          |
| Death Force    - Protects against Death                                    |
| Death Sentence - Inflicts Death Sentence on one target                     |
| Frog Song      - Inflicts Sleep and Frog on one target                     |
| L4 Suicide     - Inflicts Small and Critical on all targets with a level   |
|                  divisible be 4                                            |
| L5 Death       - Inflicts Death on targets with a level divisible by 5     |
| Roulette       - Inflicts Death on a random target                         |
| White Wind     - Cures all negative Statuses                               |
|                                                                            |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|    COMMAND    :                                                            |
|''''''''''''''''                                                            |
| Slash-All Lv2 (Flash) - Inflicts Death on all targets                      |
| Manipulate            - Manipulates one target                             |
|                                                                            |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|    SUMMON     :                                                            |
|''''''''''''''''                                                            |
| Choco/Mog - Deals non-elemental damage and inflicts Stop (40%)             |
| Hades     - Inflicts Sleep, Poison, Confusion, Silence, Frog, Small, Slow  |
|             and Paralyze on all targets                                    |
| Odin      - Inflicts Death on all targets                                  |
| Phoenix   - Revives all players from K.O and inflicts all enemies with     |
|             Fire damage                                                    |
|                                                                            |
|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
| BATTLE ITEMS  :                                                            |
|''''''''''''''''                                                            |
| Antidote      - Cures Poison                                               |
| Cauldron      - Inflicts Sleep, Frog, Small, Poison, Confusion and Silence |
|                 on one target                                              |
| Cornucopia    - Cures Small                                                |
| Dazers        - Inflicts Paralyzed on one target                           |
| Deadly Waste  - Casts Bio2 on all targets (20%)                            |
| Dream Powder  - Inflicts Sleep on all targets (80%)                        |
| Echo Screen   - Cures Silence                                              |
| Eye drop      - Cures Darkness                                             |
| Holy Torch    - Casts DeSpell on one target                                |
| Hourglass     - Inflicts Stop on all targets (80%)                         |
```

| Hyper - Inflicts Fury on one target, cures Sadness |
| Impaler - Inflicts Frog on one target |
| Ink - Inflicts Darkness on one target |
| Kiss of Death - Inflicts Death on all targets (68%) |
| Light Curtain - Casts Barrier on all target |
| Lunar Curtain - Casts MBarrier on all targets |
| Loco Weed - Inflicts Confusion on all targets (80%) |
| M-Tentacles - Casts Bio3 on all targets (48%) |
| Maiden's Kiss - Cures Frog |
| Mirror - Casts Reflect on all targets |
| Mute Mask - Inflicts Silence on all targets (80%) |
| Phoenix Down - Revives a player from K.O |
| Remedy - Cures all negative Statuses |
| Shrivel - Inflicts Small on one target |
| Soft - Cures Petrify and Slow-numb |
| Speed Drink - Casts Haste on one target |
| Spider Web - Inflicts Slow on all targets (100%) |
| Tranquilizer - Inflicts Sadness on one target, cures Fury |
| Vaccine - Inflicts one player with Resist |
| Vagyrisk Claw - Inflicts Petrify on one target |
| War Gong - Inflicts Berserk on all targets (80%) |
|

ACCESSORIES :

| Curse Ring - Automatically puts you in Death Sentence, boosts stats |
| Fairy Ring - Protects against Poison and Darkness |
| Fury Ring - Automatically puts you in Berserk |
| Headband - Protects against Sleep |
| HypnoCrown - Grants 100% Manipulation rate |
| Jem Ring - Protects against Petrify, Slow-numb and Paralyze |
| Peace Ring - Protects against Confusion, Berserk, Fury and Sadness |
| Poison Ring - Protects against Poison, absorbs Poison Element |
| Protect Ring - Automatically puts you in Barrier and MBarrier |
| Reflect Ring - Automatically puts you in Reflect |
| Ribbon - Protects against most negative Statuses |
| Safety Bit - Protects against Death |
| Silver Glasses - Protects against Darkness |
| Sprint Shoes - Automatically puts you in Haste |
| Start Pendent - Protects against Poison |
| White Cape - Protects against Frog and Small |
|

LIMIT BREAKS :

| Cloud 1-2 Cross-slash - Single attack also inflicting Paralyze (100%) |
| Cloud 3-2 Finishing Touch - Inflicts Death on all enemies |
| Barret 2-2 Hammerblow - Inflicts Death on one enemy |
| Aeris 1-2 Seal Evil - Inflicts Silence and Paralyze on all targets |
| Aeris 2-1 Breath of The Earth - Cures all negative Statuses |
| Aeris 3-1 Planet Protector - Inflicts Peerless on all allies |
| Aeris Lv4 Great Gospel - Inflicts Peerless on all allies |
| Red XIII 1-2 Lunatic High - Casts Haste on all Allies and raises Defence |
| Cait Sith Lv2 Lucky Girl - Casts Lucky Girl on all allies |
| Cait Sith Lv2 Game Over - Inflicts Death on all enemies |
| Cait Sith Lv2 Death Joker - Inflicts Death on all allies |
| Vincent Lv4 Satan Slam - Inflicts Death on all enemies |

| Cid 2-2 Hyper Jump - Attacks all enemies, 20% chance of Death |
| Cid 3-1 Dragon Dive - 6 attack, each with 28% Chance of Death |

*Game Over and Death Joker are the only moves in the game that ignore Death Immunity

*Hades will not inflict Slow or Paralyze when paired with Added Effect

*The Peace Ring's in-game description is incorrect as it'll only display: 'Protects against [Berserk/Fury/Sadness]' (PSX NTSC Version only). It also protects against Confusion.

{E.10} - Obtaining Vincent Valentine

A - Shinra Mansion
B - Lost Number
C - Vincent

{Vincent}

--E.10 A - Shinra Mansion

Vincent Valentine is one of two 'hidden' characters that can be recruited, along with Yuffie Kisaragi. See section E.07 for details on how to recruit Yuffie. Vincent can be recruited from the point at which you visit Nibelheim in Disc 1, and can be obtained at any point during the game thereafter. You will unlock the 'Won't You Be My Valentine?' Trophy when you do recruit him.

Before anything else, make sure to have protection from Confusion when navigating the Shinra Mansion (Peace Ring). Section D1.15 B will give you the full walkthrough, whereas this section will only cover the recruiting process.

In order to recruit Vincent, you must open a safe located on the western wing of the second floor. To work out the combination, you must first find the note that can be found on the first floor in the south eastern room. The four clues are as follows:

Clue 1: 'The lid of the box with the most oxygen.'

On the second floor in the western-most room you will find a treasure chest. Examine it (after opening it) to receive the first combination. - Right 36

Clue 2: 'Behind the ivory's short of tea and ray.'

On the first floor in the western-most room you will find a grand piano. On the floor behind it you will find second combination.
- Left 10

Clue 3: 'The creek in the floor board near the chair on the second floor... Then to the left five steps, up nine steps, left two steps and up six steps.'

On the second floor eastern wing. Search the corridor, you'll find the clue in a spot that is almost in-line with the chest (overhead perspective). - Right 59

Clue 4: 'The fourth has been written in invisible ink....'

The fourth combination is hidden in plain sight. When selecting which clue to read, bring the finger cursor down to the fourth line to reveal the fourth combination. - Right 97

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+-------------------------------------------------------------------------------+
|/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\|
|\/\/\/\/\/\/\|''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''|\/\/\/\/\/\/\|
|/\/\/\/\/\/\/| RIGHT 36     LEFT 10     RIGHT 59     RIGHT 97 |/\/\/\/\/\/\/|
|\/\/\/\/\/\/\|,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,|\/\/\/\/\/\/\|
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When you're ready, save the game and head up to the second floor western wing to try the safe combo. Be warned, when you have successfully opened the safe you will be met with a Boss!

NOTES - Left 10 means that you have to go left to the number 10, and *not* left 10 spaces from 36 (to 26).

- If you accidentally went past the number required then you will have failed and you'll have to try again.

--E.10 B - Lost Number

Before fighting this Boss, equip Added Effect with either Time or Choco/Mog, as he is vulnerable to Stop. Equip Elemental defence from Lightning, Earth and/or Poison also.

If you are fighting Lost Number on your first visit to Nibelheim, then you'll be in for a bit of a challenge, as he is quite a high level. Be sure to cast Big Guard first and foremost, then just keep spamming heavy hitting magic moves, such as Beta.	------Lv: 35 ------HP: 7000 ------MP: 300 -----EXP: 2000 ------AP: 80 -----GIL: 2000 ----DROP: Cosmo Memory -NULLIFY: GRV
Once his health has dropped below 50%, one half of him will die. If the last move that hit him was a magical attack, then his purple half will die, leaving just his red half. This red half will be weak against physical attacks but strong against magical attacks, and is the side that we wish to be left with. If	

```
| you had last hit him with a physical attack as his health dropped below    |
| 50%, then you will be left his purple side which is weak against magical   |
| attacks but strong against physical attacks. This half is more challenging |
| than the red half.                                                         |
|____________________________________________________________________________|
```

When he is finished, you'll be rewarded with the 'Key to the Basement', which you'll have to manually pick up from within the safe itself. You'll also be able to pick up the Odin Materia on the floor to the left of the safe, and you'll receive the Cosmo Memory after battle has finished, which is Red XIII's Lv 4 Limit Break Manual.

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--E.10 C - Vincent
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
```

Now that you have the key to the basement, you can unlock Vincent. Head down into the basement, and before heading into the laboratory, head north into the previously locked room. Here you will find a coffin. Interact with it, then choose to talk about Sephiroth when prompted.

When you regain control of Cloud, interact with the coffin a second time and select 'Who are you?' when prompted. After you have named Vincent, you will learn about a woman named Lucrecia, and a little bit about Vincent's past. When he resides back into his coffin, simply head towards the staircase leading to the mansion and Vincent will decide to join you.

Vincent's starting level is worked out accordingly: Average party level + 3.

Very little is known about Vincent's past, if you wish to learn more about him the you must wait until Disc 2 when you have obtained either the Submarine, or a Green/Black/Gold Chocobo. You can then visit Lucrecia's cave situated in North Corel and Gongaga.

Vincent is quite a powerful character to have on your team, as all of his weapons are long-ranged. Two of his weapons have 255 Attack%, which means they will hardly ever miss. This is especially handy when using Deathblow. These weapons are the Sniper CR and the Long Barrel R.

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|                                                                            |
| {E.11} - Yuffie's Materia 'Pick List'                                      |
|                                                        {Yuffie's Pick List} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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When you embark on Yuffie's sidequest, she will steal up to 48 pieces of Materia from you. If you happen to be holding more than 48 pieces of Materia, then you will be left with some pieces to play with.

The order of Materia that she will take are as follows:

01 Master Summon	22 Slash-All	43 Odin	64 Cover
02 Knights of Round	23 EXP Plus	44 MP Turbo	65 Destruct
03 Master Command	24 Alexander	45 Titan	66 Gravity
04 Master Magic	25 Kjata	46 Ramuh	67 Time
05 Bahamut ZERO	26 Bahamut	47 Deathblow	68 Barrier
06 W-Summon	27 W-Item	48 Ifrit	69 Exit
07 W-Magic	28 Contain	49 gil Plus	70 Transform
08 Mega-All	29 HP<->MP	50 Counter Attack	71 Mystify
09 Counter	30 Morph	51 Shiva	72 Seal
10 Typoon	31 Steal As Well	52 Long Range	73 Revive
11 Hades	32 Added Cut	53 Pre-emptive	74 Earth
12 Quadra Magic	33 Final Attack	54 Chocobo Lure	75 Poison
13 Mime	34 Manipulate	55 Choco/Mog	76 Sense
14 Magic Counter	35 Sneak Attack	56 Enemy Away	77 Steal
15 Ultima	36 Added Effect	57 Luck Plus	78 Heal
16 Shield	37 Comet	58 Magic Plus	79 Restore
17 Full Cure	38 Elemental	59 Speed Plus	80 Lightning
18 Neo Bahamut	39 Throw	60 Enemy Lure	81 Ice
19 Phoenix	40 Leviathan	61 All	82 Fire
20 Enemy Skill	41 HP Absorb	62 HP Plus	83 Underwater
21 Double Cut	42 MP Absorb	63 MP Plus	

{E.12} - Bone Village Digging Mini Game

A - About Bone Village
B - Bone Village Map
C - How The Game Works
D - Glitches

{Bone Village Mini Game}

--E.12 A - About Bone Village

The foreman to the left of the entrance will sell the following: (ALL DISCS)

ITEM SHOP	
Diamond Bangle	3200 gil
Rune Armlet	3700 gil
Potion	50 gil
Hi-Potion	300 gil
Ether	1500 gil

You'll be able to find Bone Village on the south side of the Northern Continent, and you'll first be able to visit the place once you have obtained the Tiny Bronco. Even though the game will not demand that you

| Phoenix Down | 300 gil | visit Bone Village until after the Temple of
| Antidote | 80 gil | The Ancients sequence, you should still visit
| Eye Drop | 50 gil | the place as soon as possible in order to
| Hyper | 100 gil | obtain the Diamond Bangle and the Rune Armlet.
| Tranquilizer | 100 gil | The Rune Armlet is the only double growth
| Tent | 500 gil | armour in the game.

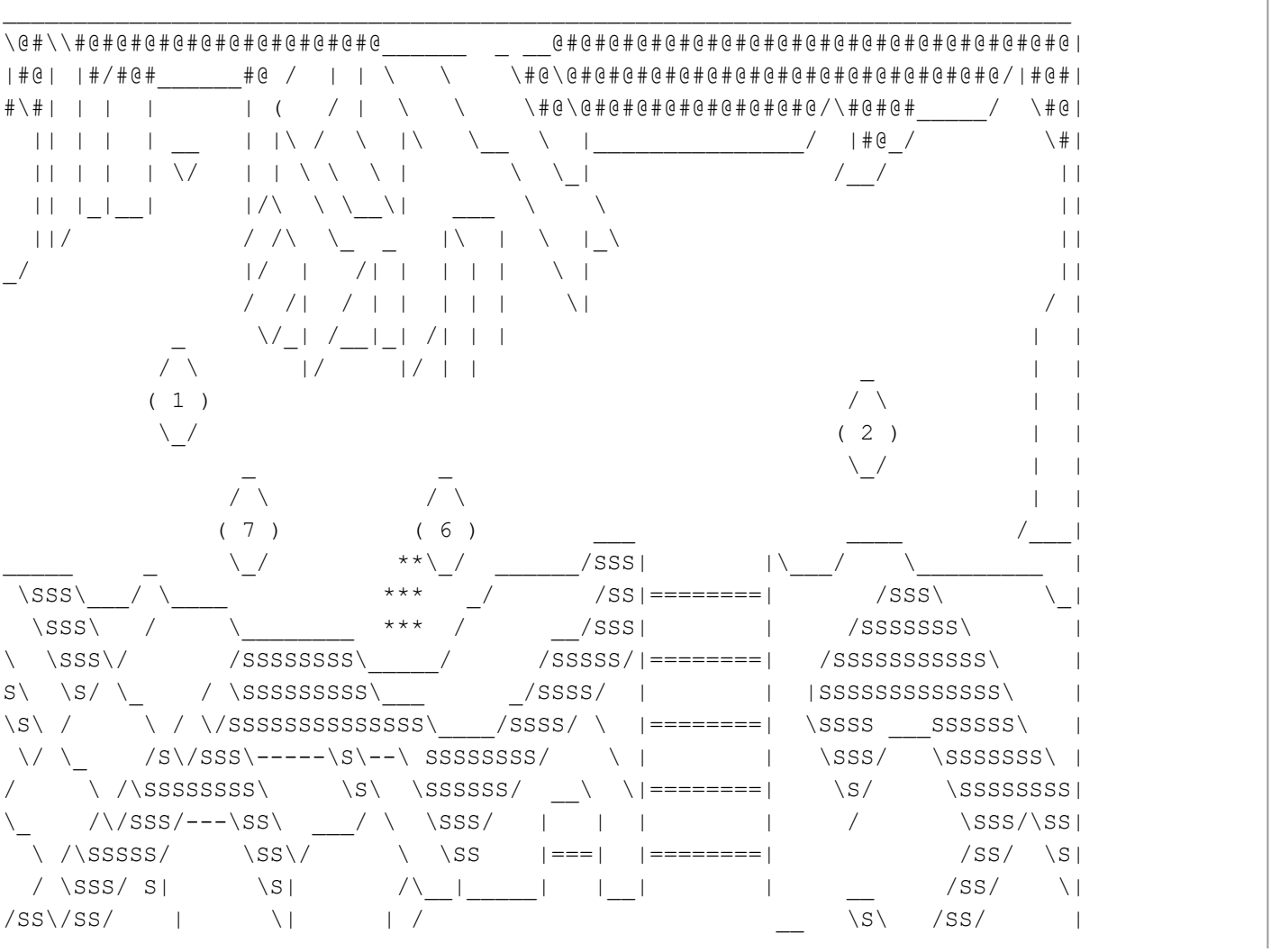
Just outside of Bone Village you'll be able to encounter the Vlakorados, which is a red dragon of sorts. He has 33,333 HP and can take a very long time to kill. The main incentive to fight them is the fact that they carry the Carob Nut, which is an essential item for Chocobo breeding. Note that you will not encounter enemies in the forest area surrounding Bone Village itself.

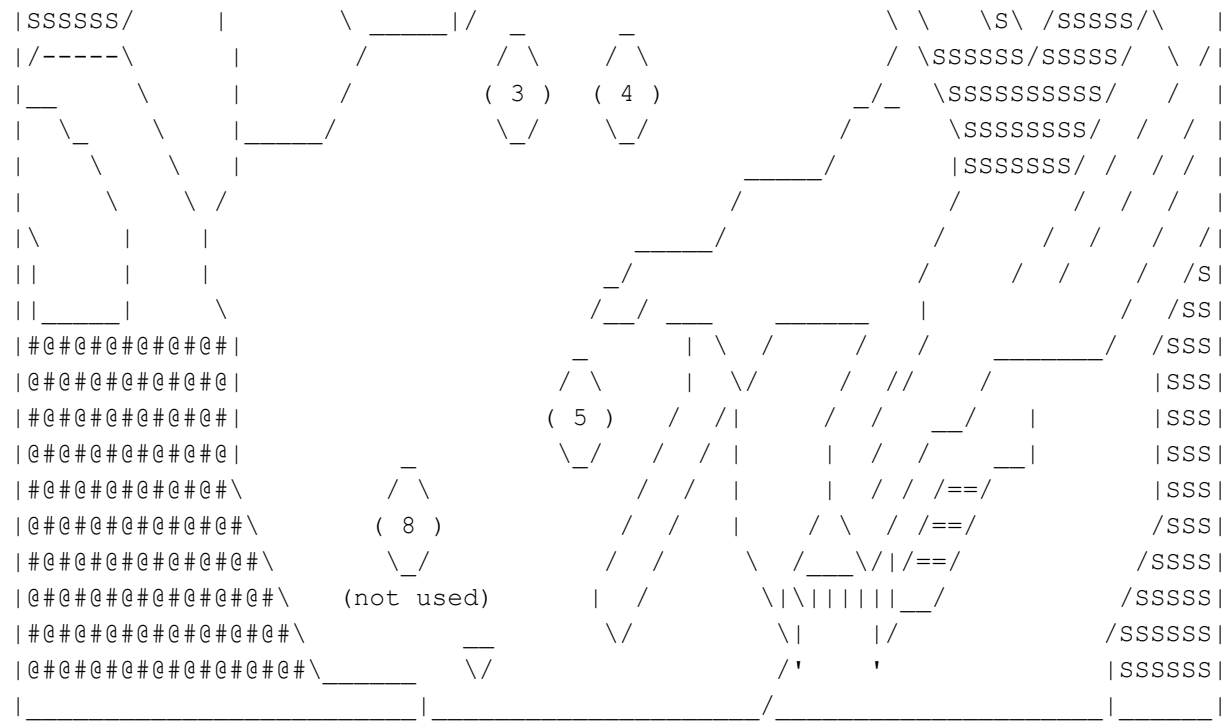
Past Bone Village you will find the Sleeping Forest. Every so often you will notice a red orb floating upwards. Stand at the base of a tree and continually press confirm to eventually obtain the red orb - the Kjata Materia.

If you were to head north you would encounter a never ending screen-loop. The only way to pass through is by using the Lunar Harp, and to do that you must partake in the digging mini game.

--E.12 B - Bone Village Map

O.K., PLEASE DON'T criticise my ASCII art skills (or lack of), this image does what it says on the tin - Displays each 'Dig Point':





*Available on Disc 2, after the Lifestream events (Key to Sector 5)
**Available on Disc 3 only (Phoenix, Bahamut ZERO and W-Item)

Standing on a spot that isn't one of the 7 used dig spots will result in a
50% chance of receiving a Potion, and 50% chance of receiving nothing.

Spot 1	LUNAR HARP
	Just NW of spot 7.
	1) Lunar Harp (100%, once only)
	2) Nothing (100% afterwards)
Spot 2	GOOD TREASURE
	Top of the ladders and to the right.
	1) Buntline (100%, once only)
	2) Nothing (100% afterwards)
	**3) Phoenix Materia (100%, once only)
	Must have already obtained the Buntline and have missed the Phoenix Materia in Fort Condor
Spot 3	GOOD TREASURE
	Just to the right of where the foreman sits.
	1) Megalixir (100%, once only)
	2) Nothing (100% afterwards)
	**3) Bahamut Zero (3.91%, once only)
	Must have already obtained the Megalixir and have failed at least on Huge Materia mission
Spot 4	GOOD TREASURE
	Base of the ladders and to the left of the 'X'.
	1) Mop (100%, Once only)
	2) Nothing (100% afterwards)
	**3) W-Item Materia (100%, once only)
	Must have already obtained the Mop and have missed the W-Item Materia in Midgar Re-visited

```
|-----------------------------------------------------------------------------|
| Spot 5     NORMAL TREASURE.                                                 |
|            Just to the right of the entrance.                               |
|                                                                             |
|        1) Elixir          (14%, unlimited supply)                           |
|        2) Nothing         (85%)                                             |
|       *3) Key to Sector 5 (100%, once only)                                 |
|-----------------------------------------------------------------------------|
| Spot 6     NORMAL TREASURE.                                                 |
|            Top of the ladders, right of the black mound.                    |
|                                                                             |
|        1) Turbo Ether (8%, unlimited supply)                                |
|        2) Ether       (92%, unlimited supply)                               |
|       *3) Key to Sector 5 (100%, once only)                                 |
|-----------------------------------------------------------------------------|
| Spot 7     NORMAL TREASURE.                                                 |
|            Just to the left of the black mound.                             |
|                                                                             |
|        1) Ether   (30%, unlimited supply)                                   |
|        2) Nothing (70%)                                                     |
|       *3) Key to Sector 5 (100%, once only)                                 |
|-----------------------------------------------------------------------------|
| Spot 8     Dummied out. Never used.                                         |
+-----------------------------------------------------------------------------+
```

If you reckon you can do a better job of the artwork than myself, then by all means do so! Send your ASCII Art to DynamixDJ@writeme.com, and if I decide to replace my map with yours I will be sure to give all credit where it is due.

--E.12 C - How The Game Works

Firstly, talk to the foreman. He will be sitting to the left of the entrance near dig spot 3 (you can also buy the aforementioned armour here). You will have the option of selecting Lunar Harp, Good Treasure or Normal Treasure. Once you have selected your choice, you will be allowed to place up to 5 workers in locations of your choice. Each worker will cost 100 gil.

Once you have placed your workers, select 'done' to detonate a bomb. Then, each worker will face the direction of the chosen treasure. Using the map above, you will then be able to triangulate the position of the treasure. Once you have confirmed which position you would like to dig, you will spend the night at Bone Village (also restoring you HP/MP). The treasure can then be collected from the chest to the left of the entrance.

The interesting thing about the digging game is that you don't actually have to place down any workers! So long as you know the locating of each treasure, you can simply select 'done' before placing down any workers. The bonus to doing this will be that you can select any search spot, regardless of which treasure type you had selected i.e. you could select 'Normal Treasure', then search spot 8 and you'll still receive the Lunar Harp, provided that you hadn't placed any workers (and you hadn't already obtained it).

Using this knowledge, you could use the digging game to infinitely farm Ethers on Spot 6 for free!

--E.12 D - Glitches

There are 3 known 'bugs' related to the Bone Village digging game:

1) Phoenix. If you failed to obtain the Phoenix Materia from the Fort Condor mission then you will be able to dig one up from Bone Village (Spot 5). It is possible to obtain two un-mastered Phoenix Materias by simply not collecting the Materia after the Fort Condor Huge Materia quest, until after you've dug one up. You'll still be able to grab the Huge Materia, and you'll still be able to return to the shack to grab the Materia at any point in the game. Provided the Phoenix is not in your Materia inventory, you'll be able to dig it up on Disc 3.

2) Kjata. Under normal circumstances, when you attempt to pick up a piece of Materia with a full inventory, the game will not allow you to pick up that piece until you have either discarded or sold some of your Materia. Kjata, however, is bugged. If you attempted to pick it up with a full Materia inventory, the game will still allow you to remove it from the field without adding it to your inventory, thereby losing it permanently.

3) Steal Materia/Catastrophe. Written into the games coding is the ability to dig up a Steal Materia and Barret's Lv 4 Limit Manual, Catastrophe. Seeing as neither item is missable, it is suspected that these items were placed as test dummies. There have been claims that the Steal Materia has been dug up on a PSX version, although these claims may be untrue.

{E.13} - Ultimate Weapons

A - About Ultimate Weapons
B - Cloud's Ultima Weapon
C - Barret's Missing Score
D - Tifa's Premium Heart
E - Aeris's Princess Guard
F - Red XIII's Limited Moon
G - Yuffie's Conformer
H - Cait Sith's HP Shout
I - Vincent's Death Penalty
J - Cid's Venus Gospel

{Ultimate Weapons}

--E.13 A - About Ultimate Weapons

All ultimate weapons have a few things in common:

1) They will all have 0 growth, excluding Aeris's.

2) The all have 8 paired Materia slots, excluding Aeris's.

3) They will all have a special quality, gaining additional power when a certain condition is met.

Due to the fact that your Materia will never level up whilst equipped to your ultimate weapons, it is fair to say that they are not the most favourable of weapons to use, although there aren't many weapons that surpass them in the way of strength. The only weapons that can match up to these Ultimate Weapons are:

- Barret's Max Ray - Attack = 97 (found in Midgar Sector 8)
- Cloud's Ragnarok - Attack = 97 (prize for defeating Proud Clod)
- Cid's Flayer - Attack = 100 (prize in Speed Square)

None of the above weapons come with a "damage modifier" however, and as such cannot compete with the damage output of the Ultimate Weapons.

The most used Ultimate Weapon has to be the Conformer for Yuffie. This is because it will deal regular damage whilst using Morph (as opposed to 12.5% normal damage). This is particularly useful when it comes to farming valuable items such as Sources and Elixirs.

The following characters power will be increased when certain conditions are met:

Cloud - Gains more power the higher his current HP is.
Barret - Gains more power the more AP is equipped to his weapon.
Tifa - Gains more power the higher her Limit bar is filled.
Aeris - Gains more power when her allies are K.O'd
Red XIII - Gains more power the higher his current MP is.
Yuffie - Gains more power the higher the enemies level is.
Cait Sith - Gains more power the higher his current HP is.
Vincent - Gains more power with every enemy he kills.
Cid - Gains more power the higher his current MP is.

Here is a chart depicting how powerful each weapon will become whilst influenced by its Power-Up condition:

	.5x DAMAGE	1x DAMAGE	2x DAMAGE	3x DAMAGE	4x DAMAGE
Cloud	HP at 1/6	HP at 1/3	HP at 2/3	HP at full	N/A
Barret	80,000 AP	160,000 AP	320,000 AP	480,000 AP	640,000 AP
Tifa*	Bar @ 1/8	Bar @ 1/4	Bar @ 1/2	Bar @ 3/4	Bar @ full
Aeris	N/A	0 Ally KO	1 Ally KO	2 Ally KO	N/A
Red XIII	MP at 1/6	MP at 1/3	MP at 2/3	MP at full	N/A
Yuffie	Enemy Lv8	Enemy Lv16	Enemy Lv32	Enemy Lv48	Enemy Lv64
Cait Sith	HP at 1/6	HP at 1/3	HP at 2/3	HP at full	N/A

Vincent	N/A	768 Kills	2816 Kills	4864 Kills	6912 Kills
Cid	MP at 1/6	MP at 1/3	MP at 2/3	MP at full	N/A

*If Tifa's Limit level was set to level 4.

NOTES - For every weapon listed below, I have modified the damage output formula for simplicity. When calculating the "actual" damage output, please refer to the original formula. By default, Power is 16 (16 = 1x normal damage, 32 = 2x normal damage, etc).

- All of the Ultimate Weapons excluding Aeris and Yuffie's can cause damage overflow. Use QSI Link [Damage Overflow Glitch] for more info.

--E.13 B - Cloud's Ultima Weapon

POWER-UP CONDITION - CURRENT HP

{ULTIMA WEAPON}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 100	Buy : N/A	Magic + 51
Attack % : 110	Sell : 1 gil	Spirit + 21
Range : Normal	Drop : Ultimate WEAPON	
Element : Cut	Steal : N/A	
OBTAIN	Ultimate WEAPON, final battle (Disc 2)	

Notes:

- Cloud will deliver 3x normal power when his health is full, 2x when his health is at 2/3's and 1x when his health is at 1/3.

Damage = [48 * CURRENT HP / MAX HP + 1 / 16] * DAMAGE

Original formula:

Power = [(3 * POWER * CURRENT HP) / MAX HP] + 1

The Ultima Weapon is considered to be one of the strongest weapons in the game. When Cloud's HP is in critical the Sword will glow dark blue, and when Cloud's HP is full it will glow a bright white.

The Ultima Weapon is required in order to partake in the optional battle at the Battle Square, and as such you cannot obtain the Final Attack Materia (prize for optional battle) before obtaining the Ultima Weapon.

Cait Sith's Ultimate Weapon, the HP Shout, shares the same Power-Up properties as the Ultima Weapon.

--E.13 C - Barret's Missing Score

POWER-UP CONDITION - AP ON WEAPON

{MISSING SCORE}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 98	Buy : N/A	Magic + 49
Attack % : 108	Sell : 1 gil	
Range : Long	Drop : N/A	
Element : Shoot	Steal : N/A	
OBTAIN	Midgar Mako Cannon (Disc 2, screen after save point)	

Notes:

- The chest will *ONLY* appear if Barret is in your party.
- Barret will deliver 3x damage for having 500,000 AP equipped on his weapon, 6x for having 1 million AP and 9x for having 1.5 million AP.

Damage = [TOTAL AP ON WEAPON / 10,000 + 1 / 16] * DAMAGE

Original formula:

Power = [POWER * [TOTAL AP ON WEAPON / 10000] / 16] + 1

The more AP the weapon has equipped on it, the higher its attack power will be. Master Magic, Master Command, Master Summon, Enemy Skill and Underwater do not contribute to the total. A piece of Materia will not store any more AP once it has been mastered.

If Barret's Strength was 255 along with being Lv 99, you could equip 3 x mastered Knights of The Round Materias to send Barret's damage counter high enough to overflow against Emerald, killing it in one-hit (also using 4 Hero Drinks, Berserk & Critical).

--E.13 D - Tifa's Premium Heart

POWER-UP CONDITION - LIMIT GAUGE

{PREMIUM HEART}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 99	Buy : N/A	Magic + 32
Attack % : 112	Sell : 1 gil	
Range : Normal	Drop : N/A	
Element : Hit	Steal : N/A	

OBTAIN	Broken machine in the ITEM hut in the Wall Market (Disc 2)

Notes:

- You'll first need to obtain the Key to Sector 5 from Bone Village.
- Item cannot be thrown.
- If Tifa's Limit is set to Level 4, then she would deliver 4x damage with a full Limit gauge, 2x damage with a half filled gauge, and 1x damage with a 1/4 filled gauge. At Limit Level 2 she would 1x damage with a 1/2 filled gauge.

Damage = [LIMIT LEVEL * LIMIT BAR UNITS / 16 + 1 / 16] * DAMAGE
(A Full Limit bar would be 255 units, a half filled bar would be 127)

Original formula:

Power = [POWER * [LIMIT LEVEL * LIMIT BAR UNITS / 16] / 16] + 1

Anything less than a 1/4 filled bar would deal less than normal damage, and an empty Limit bar could deal as little as 200 HP.

Due to this peculiar formula, most people stay well away from the weapon, favouring other weapons such as the God Hand (which has 255 Attack%) or Master Fist (which gains damage when under status afflictions).

Alternatively, you could equip Tifa with Added Cut and Deathblow, let her gauge fill up and never use her Limit.

If you enter the ITEM hut in the Wall Market with Cid in your party then a slightly amusing additional scene will play out.

--E.13 E - Aeris's Princess Guard

POWER-UP CONDITION - K.O'D ALLIES

{PRINCESS GUARD}	Materia Slots - O=O O=O O=O O	Growth - NORMAL
Attack : 52	Buy : N/A	Magic + 22
Attack % : 111	Sell : 3750 gil	Vitality + 12
Range : Normal	Drop : N/A	Spirit + 20
Element : Hit	Steal : N/A	

OBTAIN	Temple of The Ancients, room IV

Notes:

- Aeris will deliver 2x damage if one ally is K.O'd, and 3x damage of two allies are K.O'd.

Damage = [1 + NUMBER OF K.O'D ALLIES] * DAMAGE

|_____|

The Princess Guard is unique for 4 reasons - It is the only Ultimate Weapon available on Disc 1, it is the only Ultimate Weapon to have 7 slots as opposed to 8, it is the only Ultimate Weapon to have normal growth, and it is the only ultimate weapon other than the Conformer that cannot cause damage overflow.

It's Power-Up effect is identical to that of Cloud's Yoshiyuki - It will double in attack power if one ally is dead and it will triple in attack power if two allies are dead.

--E.13 F - Red XIII's Limited Moon

POWER-UP CONDITION - CURRENT MP

{LIMITED MOON}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 93	Buy : N/A	Magic + 31
Attack % : 114	Sell : 1 gil	
Range : Normal	Drop : N/A	
Element : Hit	Steal : N/A	
OBTAIN	Bugenhagen's Laboratory (After defeating Diamond WEAPON)	

Notes:

- Red XIII must be in your party when visiting the laboratory.
- Red XIII will deliver 3x normal power when his MP is full, 2x when his MP is at 2/3's and 1x when his MP is at 1/3.

Damage = [48 * CURRENT MP / MAX MP + 1 / 16] * DAMAGE

Original formula:

Power = [(3 * POWER * CURRENT MP) / MAX MP] + 1

The Limited Moon is only available towards the end of Disc 2 after having defeated Emerald WEAPON.

Cid's Ultimate Weapon, the Venus Gospel, shares the same Power-Up properties as the Limited Moon.

--E.13 G - Yuffie's Conformer

POWER-UP CONDITION - ENEMIES AVERAGE LEVEL

{CONFORMER}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 96	Buy : N/A	Magic + 42
Attack % : 112	Sell : 1 gil	
Range : Long	Drop : N/A	
Element : Shoot	Steal : N/A	
OBTAIN	Sunken Gelnika	

Notes:

- Yuffie will deliver 1x damage if the enemies average level is Lv16, 2x damage if it is Lv32 and 4x damage if it is Lv64.
- The Conformer will hit for normal damage when using Morph.

Damage = [AVERAGE TARGETED ENEMY'S LEVEL / 16] * DAMAGE

Original formula:

Power = [AVERAGE LEVEL OF ALL ENEMIES TARGETED BY ATTACK]

The average enemy level takes into account every enemy that is targeted by the attack. If Yuffie is only targeting one enemy, then only that enemy's level is taken into account.

The Conformer is one of the best weapons on the game seeing as it will completely ignore the reduced damage effects of Morph, hitting each opponent for 100% damage (as opposed to 12.5%). This is particularly useful for the Sunken Gelnika, as you can Morph every enemy in there into Sources.

If you were to attack an ally whilst wielding the Conformer, then you would hit your comrades for 1HP of damage, although no damage counter would be displayed. You will still be able to negate the effects of Sleep and Confusion.

--E.13 H - Cait Sith's HP Shout

POWER-UP CONDITION - CURRENT HP

{HP SHOUT}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 95	Buy : N/A	Magic + 44
Attack % : 110	Sell : 1650 gil	
Range : Normal	Drop : N/A	
Element : Hit	Steal : N/A	
OBTAIN	Shinra HQ, Floor 64 (Disc 2)	

Notes:
- Cait Sith will deliver 3x normal power when his health is full, 2x when his health is at 2/3's and 1x when his health is at 1/3.
Damage = [48 * CURRENT HP / MAX HP + 1 / 16] * DAMAGE

Original formula:

Power = [(3 * POWER * CURRENT HP) / MAX HP] + 1

Cloud's Ultima Weapon shares the same Power-Up properties as the HP Shout.

--E.13 I - Vincent's Death Penalty

POWER-UP CONDITION - VINCENT'S KILLS

{DEATH PENALTY}	Materia Slots - Ø=Ø Ø=Ø Ø=Ø Ø=Ø	Growth - NONE
Attack : 99 Attack % : 115 Range : Long Element : Shoot	Buy : N/A Sell : 1 gil Drop : N/A Steal : N/A	Magic + 34
OBTAIN	Lucrecia's Cave	

Notes:
- Either the Submarine or a Green/Black/Gold Chocobo is required to access Lucrecia's Cave.
- After your first visit, fight 10 battles then return.
- Vincent will deliver 1x damage once he has killed 768 enemies, 1.5x damage once he has killed 1792, 2x damage once he has killed 2816, 3x damage once he has killed 4864, and 4x damage once he has killed 6912.
Damage = [KILLS / 128 + 10 / 16] * DAMAGE

Original formula:

Power = [Power * [Vincent's Kills / 128] / 16] + 10

Due to the programming of Vincent's Death Penalty, it is possible to active the overflow glitch. You can one-hit Emerald by reaching an absurd amount of kills (16,896), raising Vincent's Strength up to 255 and then use four Hero Drinks, Berserk and land a critical hit (given the way in which "Random Variation" is worked out, you may still fail to overflow this way; 18,048 kills is needed to guarantee overflow every time with this set-up).

Every 128 kills Vincent gets his damage multiplier increases by 1. With 0

kills, Vincent's damage output will be 62.5% of it's normal attack power.

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--E.13 J - Cid's Venus Gospel
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  POWER-UP CONDITION - CURRENT MP
 ____________________ _____________________________________ ________________
|                    |                                     |                |
|   {VENUS GOSPEL}   | Materia Slots  -  Ø=Ø Ø=Ø Ø=Ø Ø=Ø   | Growth - NONE  |
|____________________|_____________________________________|________________|
|                    |                                     |                |
|    Attack : 97     |    Buy : N/A                        | Magic + 42     |
|  Attack % : 103    |   Sell : 1 gil                      |                |
|     Range : Normal |   Drop : N/A                        |                |
|   Element : Punch  |  Steal : N/A                        |                |
|________ ___________|_____________________________________|________________|
|        |                                                                  |
| OBTAIN | Rocket Town, after Huge Materia mission (Disc 2)                 |
|________|__________________________________________________________________|
|                                                                           |
| Notes:                                                                    |
|                                                                           |
| - Talk to the old man gazing into the sky 3 times to receive the weapon.  |
| - Cid will deliver 3x normal power when his MP is full, 2x when his MP is |
|   at 2/3's and 1x when his MP is at 1/3.                                  |
|                                                                           |
|     Damage = [48 * CURRENT MP / MAX MP + 1 / 16] * DAMAGE                 |
|___________________________________________________________________________|
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Original formula:

Power = [(3 * POWER * CURRENT MP) / MAX MP] + 1

Red XIII's Ultimate weapon, the Limited Moon, shares the same Power-Up properties as the Venus Gospel.

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|                                                                           |
| {E.14} - Chocobo Breeding                                                 |
|                                                                           |
|  A - About Chocobo Breeding                                               |
|  B - How To Catch A Chocobo                                               |
|  C - The Chocobo Ranch                                                    |
|  D - Where To Find The Chocobo Tracks                                     |
|  E - Greens, Nuts And The Chocobo Sage                                    |
|  F - How To Breed A Gold Chocobo                                          |
|  G - Breeding The 'Ultimate' Racing Chocobo                               |
|  H - Extras                                                               |
|      - Obtain A *Free* Gold Chocobo                                       |
|      - Chocobos That Give Us Stuff                                        |
|      - Esters Chocobo Stats                                               |
|      - Chocobuckle                                                        |
|      - Personalities                                                      |
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|      - Random Number Generation                                            |
|      - Obtaining A Gold Chocobo *Without* Having To Race                   |
|      - Miscellaneous Info                                                  |
|      - More Nuts                                                           |
|                                                        {Chocobo Breeding}  |
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Note to reader: Since writing this section, I have done an incredible amount of Chocobo related tests, namely involving RNG manipulation. Eventually, the entire Chocobo mechanics within my guide (including the as-you-play breeding guide) is going to be getting a complete overhaul.

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--E.14 A - About Chocobo Breeding
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Welcome to perhaps the longest side-quest of Final Fantasy VII - Chocobo Breeding. If you wish to skip straight to the breeding process, then jump down to section E.10 F. Otherwise, I recommend taking the time to familiarise yourself with the mechanics of breeding, especially if you are new to the game.

You won't be able to begin the Chocobo Breeding process until you have obtained the Highwind, and the Gold Saucer has re-opened (after the Lifestream events) on Disc 2. While the Chocobo Breeding side-quest is optional, there are some great benefits to partaking in it:

1.) Chocobos act as a mode of transport, and breeding 'Special' Chocobos will enable you to access secret locations on the World Map, such as the 'Materia Caves' (see section E.15), the Ancient Forest and Lucrecia's Cave.

2.) Breeding Special Chocobos will result in better racing Chocobos to race at the Chocobo Square at the Gold Saucer. Having a better racing Chocobos will mean that you will be able to compete in the higher classes, and the higher the class the greater the reward!

3.) The Battle Square at the Gold Saucer yields the greatest prizes of all Gold Saucer Prizes, and in order to compete in the Arena you must pay 10 GP per battle. The only way to accumulate a sufficient amount of GP is via Chocobo racing.

4.) The WEAPON super bosses are extremely difficult to defeat, and the Materia that you can acquire from the Materia Caves will probably mean the difference between success and defeat.

There are 4 'Special Chocobos' that you can breed:

MOUNTAIN CHOCOBO (Green):

A Mountain Chocobo can soar across all mountains, and can be used to access the Materia Cave in Wutai.

RIVER CHOCOBO (Blue):

A River Chocobo can cross shallow water and rivers (the Buggy and the Tiny Bronco combined), and can be used to access the Materia Cave near Mideel.

MOUNTAIN-AND-RIVER CHOCOBO (Black):

A Mountain and River Chocobo is the second best Chocobo available, and can be used to access the Materia Cave near Corel.

OCEAN CHOCOBO (Gold):

An Ocean Chocobo can go pretty much anywhere on the map except for underwater, and can be used to access the Materia Cave on Round Island (unmarked island located at the north-eastern corner of the map).

NOTE - Chocobo Breeding will cost in the region of 500,000 gil, and will take approximately 3 1/2 hours to complete.

--E.14 B - How To Catch A Chocobo

To catch a Chocobo you must first equip the Chocobo Lure Materia. You must then locate a set of Chocobo tracks that can be found in various places scattered across the World Map. Run around until you engage in a battle, you may not encounter a Chocobo on your first battle; the higher the level of the Chocobo Lure Materia the higher the chance of you encountering a Chocobo.

You'll know if you have encountered a Chocobo from the music that plays. Whilst in-battle, the Chocobo must not be hit, or it'll run away. After roughly 2 turns, the Chocobo will run away unless you have defeated all of the surrounding enemies. You can stall the Chocobos departure by feeding them Greens, the better the quality of the Green the longer they'll stay. Greens can be bought from the Chocobo Ranch or from the Chocobo Sage. Once the battle has finished and you have successfully caught the Chocobo, you will find that you will be riding on the back of one when you return to the Word Map.

Whilst traversing on a Chocobo, random battle encounters will be disabled. Also, equipping a level 1 Chocobo Lure Materia will give you a 75% chance of encountering a Chocobo near the Chocobo Ranch, 50% near Junon and 25% everywhere else. A level 3 or 4 Chocobo Lure will give you 100% chance at the Chocobo Ranch and Junon, 50% everywhere else. 2x level 3/mastered Chocobo Lures would tack to give you 100% encounter rate on any Chocobo track.

--E.14 C - The Chocobo Ranch

The Chocobo Ranch can be located south west of Midgar, and can first be visited early on in Disc 1. During your visit you will need to buy the Chocobo Lure Materia for 2000 gil, then you will need to catch a Chocobo in order to cross the Marsh that is home to the Midgar Zolom. Although you can catch Chocobos at this early stage in the game, you will not be able to store

them at the Chocobo Ranch until you reach Disc 2; You will find that when you disembark from a Chocobo you will be prompted to either 'send it back to the stables' or 'turn it loose'. On Disc 1 this option will not be available.

When you send a Chocobo back to the stables, it will be kept in the outside pen. The maximum you can store there is 4, when a fifth one is caught the first one will be let go. To move your Chocobos into the stables you must first rent the stables from Chocobo Bill who can be found in the Inn to the left of the ranch. Each stable will cost 10,000 gil to rent, and there are a total of 6 to rent.

Once you have rented at least one stable, you can talk to Chocobo Billy in the ranch to be prompted to select from the following:

'Buy' - Buy various Nuts and Greens
'Get some information' - Learn some more about Chocobos
'Moving Chocobos' - Move your Chocobos from the pen to the stable
'Feeding Chocobos' - Feed your Chocobos Greens to improve their racing stats
'Mating Chocobos' - Mate a female and a male Chocobo together
'Releasing Chocobos' - Release a Chocobo back into the wild
'Riding Chocobos' - Ride a Chocobo you've caught around the World Map

NOTE - A lot of the names for the Greens and the Nuts are mis-spelt whilst navigating through the available options at the Chocobo Ranch.

Select 'Moving Chocobos' to bring a Chocobo you've caught into the stables. At this point, a Chocobos gender will be determined at random (it's always advisable to save your game beforehand). You will then be given the option of naming your Chocobo; I suggest naming your Chocobos in accordance with their gender to make things a little easier i.e. Green F, Blue M etc.

You will also be able to view the Chocobos rating, and there are 8 ratings available:

RATING:	POSTURE:	CHOCOBO BILLY'S COMMENT:
1 Wonderful	Dashing, head down	“This... is a wonderful Chocobo!”
2 Great	Running	“This is a great Chocobo.”
3 Good	Walking	“Mmm, this seems like a good Chocobo.”
4 So-So	Standing still	“This Chocobo's so-so.”
5 Average	Standing still	“This is a pretty average Chocobo.”
6 Poor	Standing still	“Mmm, this one's not bad.”
7 Bad	Trotting, head down	“This one doesn't seem to be very good”
8 Terrible	Trotting, head down	“I really can't recommend this one”

Only the Good, Great and Wonderful Chocobos are used for breeding.

NOTE - If you were to take your chocobo on board the Highwind, you could talk to the NPC to find out which 'type' of chocobo it is.

When you first enter the Chocobo Ranch you will be able to obtain the Choco/Mog Materia. This is done by talking to the nearest Chocobo, and selecting option 1 ('Wark') when prompted. The Chocobos will then perform a little dance, which is nice, you'll then be presented with the Materia. If you didn't do this on Disc 1 then you'll still be able to obtain the Materia, you'll just need to catch a few Chocobos first to fill your pen. You'll also be able to find a Chocobo Lure Materia when you enter the area on Disc 2 at the south side of the pen lying on the ground.

--E.14 D - Where To Find The Chocobo Tracks

Each set of Chocobo tracks will have a pre-determined set of encounters, and there are 7 Chocobo tracks scattered throughout Gaia:

NOTE - For some weird reason, having 2 Chocobo Lure Materias equipped will make it impossible to encounter the 2x Elfadunk and 2x Levrikon formations. Equip just one Chocobo Lure and you'll be able to encounter them.

1) {GRASSLANDS AREA TRACKS} (Near Chocobo Ranch)

Encounters:-

				RATE
1x Mandragora, 1x Levrikon	Bad Chocobo	Lv 13	(25%)	7
2x Mandragora	Bad Chocobo	Lv 13	(25%)	7
2x Levrikon	Terrible Chocobo	Lv 16	(25%)	8
2x Elfadunk	Terrible Chocobo	Lv 16	(25%)	8

None of the Chocobos found here are used for Chocobo breeding, although the Terrible Chocobos can be used to acquire the Enemy Skill Chocobuckle.

2) {JUNON AREA TRACKS}

Encounters:-

					RATE
2x Nerosuferoth	Bad Chocobo	Lv 19	(25%)		7
Front Row 2x Capparwire	Bad Chocobo	Lv 19	(25%)	Back Row	7
Back Row 2x Capparwire	Poor Chocobo	Lv 19	(25%)	Front Row	6
3x Capparwire	Poor Chocobo	Lv 19	(25%)		6

None of the Chocobos found here are used for Chocobo breeding.

3) {GOLD SAUCER AREA TRACKS}

Encounters:-

					RATE
1x Harpy	Average Chocobo	Lv 22	(34.38%)		5
Front Row 2x Flapbeat	Average Chocobo	Lv 22	(34.38%)	Back Row	5
Back ROw 2x Flapbeat	Good Chocobo*	Lv 29	(15.62%)	Front Row	3
2x Spencer	Good Chocobo*	Lv 29	(15.62%)		3

*Used for Chocobo Breeding.

4) {ROCKET LAUNCH PAD AREA TRACKS}

Encounters:-

				RATE
1x Velcher Task, 1x Kyuvilduns	So-So Chocobo	Lv 22	(34.38%)	4
2x Velcher Task	So-So Chocobo	Lv 22	(34.38%)	4
2x Valron	Great Chocobo*	Lv 22	(15.62%)	2
2x Kyuvilduns	Great Chocobo*	Lv 22	(15.62%)	2

*Used for Chocobo Breeding.

5) {WUTAI AREA TRACKS}

Encounters:-

3x Tail Vault - Average Chocobo Lv 30 (25%)		5
(Front view) 2x Tail Vault - Average Chocobo Lv 30 (25%)		5
(side view) 2x Tail Vault - Poor Chocobo Lv 30 (25%)		6
3x Razor Weed - Poor Chocobo Lv 30 (25%)		6

None of the Chocobos found here are used for Chocobo breeding.

6) {ICICLE INN AREA TRACKS}

Encounters:-

1x Bandersnatch, 1x Jumping - Terrible Chocobo Lv 33 (40.63%)		8
2x Bandersnatch - Terrible Chocobo Lv 33 (40.63%)		8
1x Jumping - Wonderful Chocobo* Lv 33 (9.37%)		1
2x Jumping - Wonderful Chocobo* Lv 33 (9.37%)		1

*Used for Chocobo Breeding.

7) {MIDEEL AREA TRACKS}

Encounters:-

3x Head Hunter - Poor Chocobo Lv 36 (21.88%)		6
2x Head Hunter - Poor Chocobo Lv 36 (21.88%)		6
1x Spiral - Great Chocobo* Lv 36 (28.12%)		2
2x Spiral - Great Chocobo* Lv 36 (28.12%)		2

*Used for Chocobo Breeding. The Chocobo that appears here can be used to acquire the Enemy Skill Chocobuckle.

So then, just to re-cap:

1 {Wonderful Chocobo} Dashing Chocobo with it's head down

"This... is a wonderful Chocobo!"

Caught from:
Lv 33 - Icicle Inn Area alongside 1x or 2x Jumping.

Max Sprint - 121 KPH
Max Stamina - 463

2 {Great Chocobo} Running Chocobo

"This is a great Chocobo."

Caught from:
Lv 22 - Rocket Town Area alongside 2x Valron or 2x Kyuvilduns
Lv 36 - Mideel Area alongside 1x or 2x Spiral

Max Sprint - 110 KPH

Max Stamina - 383

3 {Good Chocobo}	Walking Chocobo
"Mmm, this seems like a good Chocobo."	
Caught from:	
Lv 29 - Gold Saucer Area alongside 2x Spencer or 3x Flapbeat (Back Row)	
Max Sprint - 101 KPH	
Max Stamina - 363	

4 {So-So Chocobo}	Still Chocobo
"This Chocobo's so-so."	
Caught from:	
Lv 22 - Rocket Town Area alongside 2x Velcher Task, or 1x Velcher Task & 1x Kyuvilduns	
Max Sprint - 92 KPH	
Max Stamina - 343	

5 {Average Chocobo}	Still Chocobo
"This is a pretty average Chocobo."	
Caught from:	
Lv 22 - Gold Saucer Area alongside 1x Harpy or 2x Flapbeat (front row)	
Lv 30 - Wutai Area alongside 3x or 2x Tail Vault (front view)	
Max Sprint - 86 KPH	
Max Stamina - 263	

6 {Poor Chocobo}	Still Chocobo
"Mmm, this one's not bad."	
Caught from:	
Lv 19 - Junon Area alongside 3x or 2x Capparwire (back row)	
Lv 30 - Wutai Area alongside 3x Razor Weed or 2x Tail Vault (side view)	
Lv 36 - Mideel Area alongside 3x or 2x Head Hunter	
Max Sprint - 71 KPH	
Max Stamina - 213	

7 {Bad Chocobo}	Trotting Chocobo with it's head down
"This one doesn't seem to be very good"	

```
| Caught from:                                                                 |
|  Lv 13 - Grasslands Area alongside 1x Mandragora & 1x Levrikon or            |
|                                    2x Mandragora                             |
|  Lv 19 - Junon Area      alongside 2x Nerosuferoth or                        |
|                                    2x Capparwire (front row)                 |
|                                                                              |
| Max Sprint  - 63 KPH                                                         |
| Max Stamina - 143                                                            |
|______________________________________________________________________________|
 ______________________________________________________________________________
|                                                                              |
| 8 {Terrible Chocobo}                   Trotting Chocobo with it's head down |
|                                                                              |
|   “I really can't recommend this one”                                        |
|                                                                              |
| Caught from:                                                                 |
|  Lv 16 - Grasslands Area alongside 2x Levrikon or 2x Elfadunk                |
|  Lv 33 - Icicle Inn Area alongside 1x Bandersnatch & 1 x Jumping or          |
|                                    2x Bandersnatch                           |
|                                                                              |
| Max Sprint  - 57 KPH                                                         |
| Max Stamina - 113                                                            |
|______________________________________________________________________________|
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 NOTE - A Chocobo with the highest top speed will always have the lowest
        Stamina, and Vice-versa.

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--E.14 E - Greens, Nuts And The Chocobo Sage

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/..............\
|   {GREENS}   |
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Greens serve two functions, firstly they are used to distract enemy Chocobos long enough for you to catch them. The second purpose they serve is to boost your Chocobos racing stats, and you're going to need to spend upwards of 500,000 gil on Greens in order to get your Chocobos to where you'll need them to be. Talk to Chocobo Billy to feed your Chocobos.

The stats that are affected by using Greens are:

```
Dash         - How quickly you sprint whilst holding O
Run          - How fast the Chocobos normal running speed is
Stamina      - How much stamina the Chocobo has
Acceleration - How quickly the Chocobo accelerates
Cooperation  - How obedient the Chocobo is under Manual control
Intelligence - How intelligently the Chocobo performs under Automatic control
```

The best Greens you can buy are the Sylkis Greens, and they cost a whopping 5000 gil each. The best way to obtain an abundance of Sylkis Greens is by using the W-Item trick, however you won't gain access to the W-Item Materia until late in Disc 2. The easiest way make the require amount of money early on is to sell one of your mastered All Materias; the area around Mideel is a great source of AP. A mastered All sells for 1.4 million gil!

As with the Nuts, many Greens have been mis-spelt, not only in the 'feeding'

menu but also in the Battle Square and in Mideel. Here are the Greens available, along with their stat values and battle effects:

GREEN:	MIS-SPELT:	COST:	BATTLE EFFECT:	STAT BOOST:
{Gysahl Greens}	Gizzard Green	100 gil	Occupies Chocobo for two turns	Dash + 0-3 Run + 0-2 Stam + 0-3 CoOp + 1
{Krakka Greens}	Karaka Green	250 gil	Reduces Chocobos chances to run by 66.6%	Intl + 1-2 CoOp + 1
{Tantal Greens}	----------	400 gil	Occupies Chocobo for three turns	Dash + 1-4 Run + 1-4 Stam + 1-2 Intl + 1 CoOp + 1
{Pahsana Greens}	Pasana Green	800 gil	Reduces Chocobos chances to run by 80%	Intl + 1-8 CoOp + 1-2
{Curiel Greens}	Kurie Green	1000 gil	Occupies Chocobo for five turns	Dash + 0-3 Run + 0-3 Stam + 3-10 CoOp + 2
{Mimett Greens}	Memmet Greens Samolen Green Memit Green	1500 gil	Occupies Chocobo for one turn, enables use of Chocobuckle	Dash + 1-16 Run + 0-3 Stam + 3-10 Accl + 0-1 CoOp + 2
{Reagan Greens}*	Regan Green	3000 gil	Occupies Chocobo for 8 turns and Reduces Chocobos chances to run by 87.5%	Dash + 5% Run + 5% Stam + 1% CoOp + 3
{Sylkis Greens}*	----------	5000 gil	Occupies Chocobo for one turn, enables use of Chocobuckle	Dash + 10% Run + 10% Stam + 2% Intl + 1-4 CoOp + 4

*Bought from the Chocobo Sage's House.

Mimett Greens can also be won form the Battle Square costing 1280BP before the Tiny Bronco, and 400BP after the Tiny Bronco. They will not be available after you obtain the Highwind. They are the only Greens that will increase your Acceleration.

Greens will have a healing effect if used on an ally in battle. Each Green will have the same effect, which is to restore 100 HP. For a more in-depth look at how we can manipulate the racing stats to breed the perfect Chocobo, see section E.14 G below.

/............\
| NUTS |
\````````````/

Nuts are only used for breeding Chocobos, and the only two nuts you are interested in are the Carob Nuts and the Zeio Nuts. When you talk to Chocobo Billy, you must select 'Mating Chocobos' to mate two Chocobos together (obviously), then once you have selected the two Chocobos that you wish to mate you will be given the choice of which Nut you wish to use. The better the nut, the better the racing stat of the new born!

When buying from the Chocobo Ranch, the names of the Nuts will be displayed correctly in the 'purchase' screen, however when you are selecting Nuts to mate with, some of the name will have been mis-spelt:

NUT:	MIS-SPELT:	COST:
Pepio Nut	Pipio Nut	100 gil
Luchile Nut	Ruchin Nut	200 gil
Saraha Nut	----------	400 gil
Lasan Nut	----------	600 gil
Pram Nut*	Param Nut	1500 gil
Porov Nut*	Porofu Nut	2000 gil
Carob Nut	----------	500 GP
Zeio Nut	----------	--------

*Bought from the Chocobo Sage's House

CAROB NUT

The Carob Nut can be obtained in two places, the first being the Wonder Square; talk to the receptionist to trade 500GP for the Carob Nut (prize ????). The much easier way of obtaining a Carob Nut would be to fight the Vlakorados near Bone Village on the World Map. Be sure to have the Steal Materia equipped as Carob Nuts can be stolen from them. They do have a whopping 33,333 HP, so come prepared. The Carob Nut is used to breed a Green, Blue or Black Chocobo, so steal 3 of them.

ZEIO NUT

The Zeio Nut can be obtained by stealing from the Goblin found on Goblin island, just to the north east of the Chocobo Ranch. The Goblin can only be found in the Forests, and they also contain the Enemy Skill Goblin Punch. The Zeio Nut is only used to breed a Gold Chocobo, so you'll just need to steal one of them.

NOTES - After you have mated two Chocobos you won't be able to mate them again until you have battled 3-10 times. The new born won't be ready to mate until you have battled 3-18 times. Escaping doesn't count.

- There is an incredible amount of variation in the effects of each Nut. For a full run-down on each Nuts effect, scroll down to the bottom of the Chocobo breeding Section, or use QSI Link [Nuts]. It's fascinating to know that Nuts other than the Carob can yield a Black Chocobo!

/..................\
| {CHOCOBO SAGE} |
\````````````````````/

Just to the north west of Bone Village (east of Icicle Inn) you will find a lone house that is only accessible (initially) via the Highwind. This is the

Chocobo Sage's house. When you first arrive be sure to interact with the Green Chocobo that you see to obtain the fourth and final Enemy Skill Materia.

When you talk to the Chocobo Sage he will either sell you some Greens or tell you some information about Chocobo Breeding. The Nuts here are useless, and the Sylkis Greens are twice as good as Reagan Greens in terms of their stat boosting effects, and also cost less than twice the price, so just stay away from Reagan Greens altogether.

If you ask the Sage if he remembers anything, he will begin to divulge information on how to breed Chocobos, and this was the only way in which you would've been able to learn how to breed a Gold Chocobo without the use of a guide. After revealing a short amount of info, he will lose track of what he was saying and you'll have to fight 4 - 7 battles before he will remember anything else.

For a complete run-down on everything you have learnt from the Chocobo Sage so-far, you must talk to Chloe who can be found in the Chocobo Ranch. She will then give you a step-by-step guide on how to breed a Gold Chocobo. She'll also tell you which Chocobo has the best racing stats.

There are 9 pieces of information in total:

	CHOCOBO SAGE'S ADVICE:	CHLOE'S ADVICE:
1.)	I remember now! That's the one they call... It's a Mountain Chocobo. And just like the name says, he can cross any mountain. There was another one that could cross rivers, too. They called him 'River Chocobo'.	Other than regular Chocobo, there are “Mountain Chocobo” and “River-Chocobo”.
2.)	Oh, oh yeah! That Chocobo was... .....was bred from a 'Great Chocobo' and a 'Good Chocobo'. When they're given “Carob Nuts” while breeding, there's a chance you'll get one of these Chocobos.	In order for the “Mountain Chocobo” and “River Chocobo” to be born, you feed the “Carob Nut” to a “Great Chocobo” or a “Good Chocobo” and have it produce an egg. But we don't sell any “Carob Nuts”.
3.)	Oh, OK. I remember! That Chocobo.. .....It's on an island southeast of here, In a place called Corel surrounded by greenery. You should be able to catch one just west of Corel. And some 'Carob Nuts', too..... There used to be some monsters just south of here that had them.	A “Great Chocobo” and a “Good Chocobo” are found... On an island Southeast of the Chocobo Sage's dwelling at Corel. And in the area west of Corel. The “Carob Nut” can be found south of the Chocobo Sage's dwelling. Monsters carry them. Let's see, is Bone Village just south of there?
4.)	Oh right! It was about the Mountain Chocobo and the River	One surprise If you get the “Mountain Chocobo” and the

	Chocobo I told you about. When you mate these two together... ...you get one that can cross rivers AND mountains.	"River Chocobo" to produce an egg, you'll get a Chocobo that can cross mountains and rivers. I bet that the right nut for that is the "Carob Nut".
5.)	Oh, yeah! And also... There's one that can cross oceans, too!	Bigger surprise: There seems to be a Chocobo that can cross the ocean. If you could cross the ocean, mountains, and rivers, there'd be no place you couldn't go.
6.)	Oh, I remember! The Ocean-crossing Chocobo is... The Mountain-and-River-crossing Chocobo is .....is... Oh, what was I saying?	In order to get an Ocean Chocobo you need to get a Mountain-and-river Chocobo to mate with something else.
7.)	Right, right! I remember! You take the Mountain-and-River-crossing Chocobo... Mate it with a 'Wonderful Chocobo' you can catch right around here... And you'll get...	If you mate the Mountain-and-River Chocobo with a "Wonderful Chocobo", you'll get an Ocean Chocobo. But to do that you can't use an ordinary Nut.
8.)	Oh, right! You'll need a... 'Zeio Nut'. Now let me see, as I remember, the Zeio nut... Where was it you could find those things?	The "Nut" that produces Ocean Chocobos is the "Zeio Nut". This is the first I've ever heard of it. I wonder where you get them?
9.)	Oh yeah! Zeio nuts were... The favourite of goblins. There's a small island east of here where the goblins have a bunch of them.	Zeio Nuts are found on a little island east of the Chocobo Sage. "Goblins" have them. With this, you can produce an "Ocean Chocobo". According to my research, Mountain, river, and ocean Chocobos are hard to produce. But, if you take the right care of the Chocobo, and increase their Class ranking by winning at the races, it'll increase your chances of getting one.

--E.14 F - How To Breed A Gold Chocobo

PREREQUISITE:

- 6 x Stables costing 10,000 gil each
- 3 x Carob Nuts
- 1 x Zeio Nut
- 500,000 gil+ for Sylkis, Mimett, Pahsana and Curiel Greens
- Chocobo Lure Materia
- Golden Ticket (at the Gold Saucer)
- Highwind
- Cloud (After the events at Mideel)

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 _____________________________________________________________________________
|                                                                             |
|  TIPS BEFORE YOU START:                                                     |
|                                                                             |
| - It is recommended to complete the breeding sidequest in stages. Due to    |
|   the fact that you are required to complete between 3 to 9 battles before |
|   you can mate two adults again, and between 3 to 19 battles before you     |
|   can mate a new-born, you should consider continuing on with the story     |
|   in-between breeding.                                                      |
|                                                                             |
| - The story-line quests / side quests for you to complete that will rack    |
|   up some battles on Disc 2 are as follows:                                 |
|                                                                             |
|    - Junon's Underwater Reactor Quest                                       |
|    - Return to Sector 5 (for Tifa's Premium Heart)                          |
|    - Da-chao Fire Cavern                                                    |
|    - Sunken Gelnika                                                         |
|    - Ancient Forest (Mountain Chocobo required)                             |
|                                                                             |
|   If done correctly then you should have managed to breed a Gold Chocobo    |
|   before the Midgar events towards the end of Disc 2.                       |
|                                                                             |
| - Sell your Mastered All Materias. Requiring 35,000 AP to master (which is  |
|   low), you will bank a nifty 1.4 million gil, which should see you         |
|   through to the end of the game, let alone the Breeding process. If        |
|   you're on Disc 3 then the Swamp Area in the North Crater is the best      |
|   place for AP, failing that the Sea Worm or the Spiral near Mideel.        |
|                                                                             |
| - To ride a Chocobo that you've caught/bred, you must first talk to         |
|   Chocobo Billy and select 'Riding Chocobos'. Your Chocobos posture will    |
|   be relevant to which Class he/she is ranked as at the Chocobo Square:     |
|                                                                             |
|    - Dashing        - Class S                                               |
|    - Running        - Class A                                               |
|    - Walking        - Class B                                               |
|    - Standing still - Class C                                               |
|                                                                             |
| - When you are navigating on the World Map on your Chocobo, you can run up  |
|   to the Highwind and press confirm to bring the Chocobo on board the       |
|   Highwind with you. This way you can bring a 'Special' Chocobo to a        |
|   different continent. Whilst on-board the Highwind you can pet your        |
|   Chocobo if you wish in the stables to the right of Operations.            |
|_____________________________________________________________________________|
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So then, let's begin breeding!

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/.....................................................\
|   OBTAINING A {MOUNTAIN CHOCOBO} or {GREEN CHOCOBO}   |
\'''''''''''''''''''''''''''''''''''''''''''''''''''''''''/
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In order to breed a Mountain Chocobo you must first catch two chocobos. The 'Good' Chocobos can be found on the Chocobo tracks near the Gold Saucer

alongside 2x Spencer (15.75% encounter rate). The 'Great' Chocobos can either be found near Rocket Town alongside 2x Valron or 2x Kyuvilduns (31.5% total), or near Mideel alongside either 1 or 2x Spirals (56% total).

UPDATE - You could use 2 Good Chocobos, 2 Great Chocobos, or 1 Good + 1 Great Chocobo to mate, they would all have the same 'mating potential'.

Before you enter the Chocobo Ranch SAVE YOUR GAME! A gender will be chosen at random when you move your Chocobos in from your pen, and you'll need them to of opposite sex to breed them. Although it doesn't matter which gender the Chocobos are for breeding, some (incorrect) sources have stated that a Great female and a Good male is required. This is untrue; it doesn't matter what the gender is as long as they are opposite.

Now that you have your 2 Great Chocobos of opposite sex, you must feed them an un-predetermined amount of Greens to max out their stats. Feed them both somewhere in the region of:

11 x Sylkis Greens to max out Speed
15 x Pahsana Greens to raise Intelligence
60 x Curiel Greens to raise Stamina
25 x Mimett Greens to raise Acceleration

The last thing that you have to do before you can breed them is to race them at the Chocobo Races in order to improve their class. Head over to the Chocobo Square and talk to Ester to partake in the races. Once a Chocobo has won three races he/she will move up one rank. All Chocobos start off as Class C, and you only need to rank your Good and Great Chocobo up to Class B, although a higher ranked Chocobo will have a better chance of breeding a 'special' Chocobo, so I recommend getting both Chocobos up to Class A (technically, you just need 4 wins in total).

You are now ready to breed! Head over to the Chocobo Ranch and save your game! Talk to Chocobo Billy to 'mate' Chocobos, selecting the Carob Nut as your choice of Nut. There will be a 50/50 chance you will get a Mountain Chocobo or a River Chocobo. The parents will not be able to mate again until you have fought between 3 - 10 times, and the new-born will not be able to mate until you have fought between 3 - 18 times (escaping from battle doesn't count).

NOTE - Due to poor programming, the Chocobos environmental 'abilities' have been reversed in the Chocobo Races; a Blue Chocobo will make short work of the steep slope on the short track; and a Green Chocobo won't be hindered by the water on the long track, and the space section at the end of the short track. A Black or Gold Chocobo will breeze through both tracks.

Now that you have a Mountain Chocobo, you can obtain the Materia hidden within the Materia Cave south of Wutai, which is the Mime Materia. You can also access the Ancient Forest just east of Cosmo Canyon, which you would not normally be able to access until Ultimate WEAPON had been defeated. You can also access Lucrecia's Cave near Gongaga, and accessing it via Chocobo is far less of a pain than accessing it via Submarine.

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/................................................\
|   OBTAINING A {RIVER CHOCOBO} or {BLUE CHOCOBO}   |
\''''''''''''''''''''''''''''''''''''''''''''''''''/
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Breeding a River Chocobo requires following the exact same steps as the Mountain Chocobo; however if you have already obtained a Mountain Chocobo

then all you need to do is to mate the same parents again; you do not need to catch another wild 'Good' and/or 'Great' Chocobo. You must make sure that the sex of the River Chocobo is opposite to that of the Mountain Chocobo.

If you have not yet obtained a Mountain Chocobo then refer to the steps above to learn how to breed a River Chocobo, as the steps are exactly the same. Once you have a River Chocobo then you can access the Materia Cave north east of Mideel, which contains the Quadra Magic Materia.

NOTE - If you find that you keep breeding the same breed and/or sex of Chocobo, then you'll need to reset the RNG (Random Number Generator). To do this you must either perform a soft reset, and/or enter the Chocobo Ranch to feed a random Green to a random Chocobo, then save again. This should 'jog' the RNG.

```
/.............................................................\
|   OBTAINING A {MOUNTAIN-AND-RIVER CHOCOBO} or {BLACK CHOCOBO}   |
\'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''/
```

In order to obtain a Black Chocobo you must first breed a Green and Blue Chocobo of opposite sex (see above). Feed each Chocobo somewhere in the region of:

```
11 x Sylkis  Greens  to max out Speed
20 x Pahsana Greens  to max out Intelligence
60 x Mimett  Greens  to max out Acceleration
60 x Curiel  Greens  to max out Stamina
```

As with your 'Good' and 'Great' Chocobos, you are going to have to race your Green and Blue Chocobos at the Chocobo races in order to rank them up to Class A. It is highly unlikely that you'll be able to get them to Class S, especially if Teioh if on the track! They'll 9 wins between them to have a 100% chance of breeding a Black Chocobo

Using the last of your 3 Carob Nuts, mate your Green and Blue Chocobos together (remembering to save beforehand) to breed a Black Chocobo! Hoo-rah! A Mountain-and-River Chocobo can access the cave near Corel, which contains the HP<->MP Materia.

```
/...................................................\
|   OBTAINING AN {OCEAN CHOCOBO} or {GOLD CHOCOBO}   |
\'''''''''''''''''''''''''''''''''''''''''''''''''''''/
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Breeding an Ocean Chocobo is the ultimate Chocobo available, and it can access every part of Gaia including Round Island in the North eastern corner of the map, but excluding the ocean floor (it's not really an Ocean Chocobo then, is it? It should be called a 'Jesus Chocobo' [because it can walk on water]).

NOTE - You can now release your 'Good' and 'Great' Chocobos back into the wild.

Before doing anything else, you must first catch a 'Wonderful' Chocobo. These can be found on the Chocobo tracks to the west of Icicle Inn, and will only be present alongside 1 or 2x Jumping (19.5% total encounter rate). Once you have caught one you can move him into your stables, making sure that it is of the opposite gender to the Black Chocobo (save first).

Now that you have your two Chocobos, feed each of them roughly:

21 x Sylkis Greens to max out Speed
30 x Pahsana Greens to max out Intelligence
75 x Mimett Greens to max out Acceleration
75 x Curiel Greens to max out Stamina (or Kurie Greens)

Although you won't be able to rank your Wonderful Chocobo up higher than Class A, you should be able to get your Mountain-and-River Chocobo up to Class S. You'll need 12 wins in total. When they are ready to breed, save your game and then mate them using a Zeio Nut. Viola! A Gold Chocobo! You can now obtain the Knights of The Round Materia from the Materia Cave on Round Island (NE on map).

I suggest feeding you Gold Chocobo 25 Sylkis Greens and 99 Mimett Greens just to be sure that you've maxed out its stats. You should never again lose in the Chocobo Races, unless of course you're up against Teioh, whose stats are always better than yours (ignoring the 'cap'). You can speak to Chloe at in the Chocobo Stables to find out which Chocobo has the best stats.

{Ultimate Racing Chocobo}

--E.14 G - Breeding The 'Ultimate' Racing Chocobo

Big thank you to gmo7897 for clarifying up a lot of questions with his Chocobo Breeding guide!

The following information should clarify exactly how to breed the ultimate racing Chocobo! You must firstly aim to get the 'perfect' parents, as the stats of the parents will directly reflect the stats of their offspring, and understanding how the stats work is paramount to perfecting your breeding skills.

Here are the various stats that are in use:

STAT:	DESCRIPTION:	MAX:
Max Dash	The maximum speed a Chocobos Dash can reach	6000
*Dash	The speed at which a Chocobo will sprint	Max Dash
Max Run	The maximum speed a Chocobos Run can reach	5900
Run	The speed at which a Chocobo will run	Max Run
*Stamina	The amount of stamina the Chocobo has	9999
Acceleration	The speed at which a Chocobo accelerates	80
Intelligence	The Chocobos ability to perform in Automatic mode	100
Co-Operation	The Chocobos ability to perform in Manual mode	100

THE ONLY FIGURES THAT WE NEED TO MANIPULATE ARE MAX DASH AND MAX RUN

These are the two visible stats that you can see when you are in the lobby screen just before a race:

Speed   = Dash/34. This gives a maximum of 176 KPH (6000/34 = 176)
Stamina = Stamina/10. This gives a maximum of 999 (9999/10 = 999)

When you catch a wild Chocobo, a random figure will be generated for each stat. These figures will generate themselves at the point in which you move the Chocobo from the pen into the stables. Each figure will have a 'range' as follows:

	(Max Dash)	(Max Run)	(Dash)	(Run)			
CHOCOBO:	MAX SPRNT	MAX SPD	SPRNT	SPD	STAMINA	ACCEL	INTL
Wonderful	99 - 121	91 - 112	50-97	38-91	337-463	60-70	50-60
Great	85 - 110	76 - 100	42-88	30-82	287-393	60-70	50-60
Good	79 - 101	67 - 95	39-81	28-75	247-363	50-60	30-40
So-So	67 - 92	55 - 86	33-74	22-68	247-343	50-60	30-40
Average	55 - 86	40 - 80	17-70	17-64	167-263	30-50	0-20
Poor	49 - 71	35 - 66	15-58	0-52	87-213	30-50	0-20
Bad	40 - 63	26 - 57	12-51	0-45	67-143	20-50	0-20
Terrible	34 - 56	20 - 51	10-46	0-40	37-113	20-50	0-20

NOTES - Co-Op will always be set to 0 when first caught.
- Acceleration and Intelligence will always land on a figure divisible by 10.
- Usually, the higher the Max Sprint is when the stats are first generated, the lower the Stamina will be, and vice-versa.

Max Dash and Dash are worked out accordingly:
Max Sprint*34 = Max Dash
Sprint*34 = Dash

Max Run and Run are worked out accordingly:
Max Speed*34 = Max Run
Speed*34 = Run

ALSO:

- Max Sprint and Max Speed are the only values we care about when catching wild Chocobos, although there's no real way to determine the Max Speed (Sprint can be viewed in the Chocobo Races).

- Always bring Speed up to Max Speed and Sprint up to Max Sprint straight away using Sylkis Greens.

Unfortunately, there is now way of determining your exact stats, other than Speed and Stamina. If you are looking for the ultimate Chocobo, then I suggest catching a Great Chocobo, feeding it Sylkis Greens to max out its Speed, and then checking to see what his/her Speed is within the Chocobo Races.

If it is 85 then you have the worst possible 'Great' Chocobo, if it's 110 then you have the best possible 'Great' Chocobo. Stamina won't matter as there is no 'cap' on Stamina (or any other stat for that matter, excluding Max Dash and Max Run).

All stats apart from Max Sprint (Max Dash) and Max Speed (Max Run) can be increased using Greens:

GREEN:	STAT BOOST:
Gysahl Greens	Dash + 0 - 3
	Run + 0 - 2
	Stamina + 0 - 3
	Co-Operation + 1
Krakka Greens	Intelligence + 1 - 2
	Co-Operation + 1
Tantal Greens	Dash + 1 - 4
	Run + 1 - 4
	Stamina + 1 - 2
	Intelligence + 1
	Co-Operation + 1
Pahsana Greens	Intelligence + 1 - 8
	Co-Operation + 1 (25%) OR + 2 (75%)
Curiel Greens	Dash + 0 - 3
	Run + 0 - 3
	Stamina + 3 - 10
	Co-Operation + 2
Mimett Greens	Dash + 1 - 16
	Run + 0 - 3
	Stamina + 3 - 10
	Acceleration + 0 (75%) OR + 1 (25%)
	Co-Operation + 2
Reagan Greens	
	Co-Operation + 3
x = [Dash/20], y = [between 0-10]	Dash + x+y (50%) OR x-y (50%)
x = [Run/20], y = [between 0-10]	Run + x+y (50%) OR x-y (50%)
x = [Stam/100], y = [between 0-10]	Stam + x+y (50%) OR x-y (50%)
Sylkis Greens	Intelligence + 1 - 4
	Co-Operation + 4
x = [Dash/10], y = [between 0-10]	Dash + x+y (50%) OR x-y (50%)
x = [Run/10], y = [between 0-10]	Run + x+y (50%) OR x-y (50%)
x = [Stam/50], y = [between 0-10]	Stam + x+y (50%) OR x-y (50%)

If Dash = 4000, then (X) would be 400 (4000/10 = 400) (Sylkis Greens)
Let's say the random number (Y) was 8.
You would have a 50/50 chance of you Dash being increased by 408, or 392

A 'simpler' way at looking at those formula's would be:

Reagan Greens:	Sylkis Greens:
Dash + 5% (approx)	Dash + 10% (approx)
Run + 5% (approx)	Run + 10% (approx)
Stam + 1% (approx)	Stam + 2% (approx)
CoOp + 3	Intl + 1 - 4
	CoOp + 4

So, the main thing that we can see is that the Sylkis Greens are precisely

twice as good as the Reagan Greens. The Pahsana Greens are great for Intelligence, and the Mimett Greens are the only Green to increase Acceleration, which it will only do 25% of the time. Curiel Greens are good for Stamina, also.

The next thing you need to know about 'Ultimate' Chocobo breeding are the Nuts; each nut will have a varying effect on the new-born:

(Only the Zeio and Carob Nut are shown here, scroll down to the 'More Nuts' section below for each Nuts' effect)

ZEIO NUT	
*Max Dash	21.5% - Max Dash will be 10% *HIGHER* than the parent with the highest Max Dash, capped at 6000
	78.5% - Max Dash will be the *AVERAGE* of its parents
Max Run	31.3% - Max Run will be 12.5% *HIGHER* than the parent with the highest Max Run, capped at 5900 or Max Dash
	62.9% - Max Run will be the *AVERAGE* of its parents
	5.9% - Max Run will be 5% *LOWER* than the parent with the highest Max Run
Stamina	68.4% - Stamina will be 5% *HIGHER* than the parent with the highest Stamina, capped at 9999
	31.6% - Stamina will be the *AVERAGE* of its parents
Dash	Dash will be the *AVERAGE* of its parents
Run	Run will be the *AVERAGE* of its parents
Acclertn	Accl will be the *AVERAGE* of its parents
Intllgnc	Intl will be the *AVERAGE* of its parents
Co-Oprtn	CoOp will always be *0* when born
Breeding	Black and Wonderful Chocobo:
	100% - Gold Chocobo if parents have *WON* a total of 12 races
	3.1% - Gold Chocobo if parents have won *LESS* than 12 races
	If you AREN'T breeding a Black and Wonderful Chocobo, or you are but you FAILED to obtain a Gold Chocobo, then its breed will have a 50/50 chance of being its fathers or mothers.
Obtain	Buy : N/A — Drop : Goblin
	Steal: Goblin — Morph: N/A
*Bonus :	*IF* the Chocobo that was born was a Gold Chocobo, and its Max Dash was less than 5000, then the following bonus will apply:
	43.8% - Max Dash will be set to 5000
	12.5% - Max Dash will be set to 5100
	12.5% - Max Dash will be set to 5200
	6.2% - Max Dash will be set to 5300
	6.2% - Max Dash will be set to 5400
	12.5% - Max Dash will be set to 5500
	6.2% - Max Dash will be set to 5950

	THEN (Random Number between 0 & 26). There is a 50% chance Max Dash will be increased by that figure, and a 50% Max Dash will be reduced by that figure.
	IF the Chocobo that was born was a Gold Chocobo and its Max Run was below 4000, then it will receive a 1000 bonus to Max Run.

CAROB NUT

*Max Dash	23.4% - Max Dash will be 10% *HIGHER* than the parent with the highest Max Dash, capped at 6000
	76.6% - Max Dash will be the *AVERAGE* of its parents
Max Run	15.6% - Max Run will be 10% *HIGHER* than the parent with the highest Max Run, capped at 5900 or Max Dash
	62.9% - Max Run will be the *AVERAGE* of its parents
	21.5% - Max Run will be 10% *LOWER* than the parent with the highest Max Run
Stamina	19.5% - Stamina will be 5% *HIGHER* than the parent with the highest Stamina, capped at 9999
	80.5% - Stamina will be the *AVERAGE* of its parents
Dash	Dash will be the *AVERAGE* of its parents
Run	Run will be the *AVERAGE* of its parents
Acclertn	Accl will be the *AVERAGE* of its parents
Intllgnc	Intl will be the *AVERAGE* of its parents
Co-Oprtn	CoOp will always be *0* when born
Breeding	Blue and Green Chocobo:
	100% - Black Chocobo if parents have *WON* a total of 9 races
	3.9% - Black Chocobo if parents have won *LESS* than 9 races
	50% - Blue Chocobo if parents have won *LESS* than 9 races
	46.1% - Green Chocobo if parents have won *LESS* than 9 races
	Good and Great Chocobo: (or 2x Good or 2x Great)
	50% - Green Chocobo if parents have *WON* a total of 4 races
	50% - Blue Chocobo if parents have *WON* a total of 4 races
	17.2% - Green Chocobo if parents have won *LESS* than 4 races
	18% - Blue Chocobo if parents have won *LESS* than 4 races
	64.8% - Yellow Chocobo if parents have won *LESS* than 4 races
	IF you are mating a Great or Good Chocobo with a Chocobo that *ISN'T* Great/Good (i.e. Wonderful), then there is a 25% chance that the above formula for mating Good/Great Chocobos will apply, so long as you select the Great/Good Chocobo first.
Obtain	Buy : 500GP Wonder Square Drop : Vlakorados
	Steal: Vlakorados Morph: N/A

```
|----------O-------------------------------------------------------------|
|   *Bonus : *IF* the Chocobo that was born was a Black Chocobo and its Max  |
\,,,,,,,,,,, Dash was less than 4000, then the following bonus will apply:   |
           |                                                                |
           | 43.8% - Max Dash will be set to 4000                           |
           |   25% - Max Dash will be set to 4200                           |
           |  6.2% - Max Dash will be set to 4300                           |
           |  6.2% - Max Dash will be set to 4400                           |
           | 12.5% - Max Dash will be set to 4500                           |
           |  6.2% - Max Dash will be set to 4800                           |
           |                                                                |
           | *THEN* (Random Number between 0 & 51). There is a 50% chance   |
           | Max Dash will be increased by that figure, and a 50% Max Dash  |
           | will be reduced by that figure.                                |
           \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/
```

I will detail all other Nuts further down in section E.14 H.

You should now have all the tools necessary to start breeding your prize-winning Chocobo. Here's how:

```
/.............................................\
|   HOW TO BREED THE ULTIMATE RACING CHOCOBO   |
\'''''''''''''''''''''''''''''''''''''''''''''/
```

Before Starting:

- It's worth noting that you can very easily reach the maximum stat value for Stamina, Acceleration, Intelligence and Co-Operation. The only two figures that we need to try to manipulate are Max Dash and Max Run.

- Co-Operation always starts at 0 for a new-born, and caps at 100, so 25 Sylkis Greens will do the trick. Intelligence will max out at 100 and can be maxed using Pahsana Greens, and Stamina can be maxed out using Curiel Greens which will max out at 9999 (or 999 in the races).

- Acceleration is the biggest pain in the backside to max as a Mimett Green will have a 25% chance of increasing Acceleration by +1, so just keep feeding it Mimett Greens (around 100+) until you are happy that it value has reached 80.

- Run and Dash can very easily be maxed (to Max Run and Max Dash) by using 9 Sylkis Greens. Remember that if you have two Chocobos with maxed out Stamina (9999), Intelligence (100) and Acceleration (80), the offspring will be born with all three of these stats maxed.

STEP 1:

Catch two Great Chocobos. Before moving them into the stables, SAVE YOUR GAME! Remember that the stats are generated for the Chocobo at the point in which you move them across from the pen, so don't move both in at the same time. Remember that Chloe will tell the 'best' Chocobos stats for Max Dash, Max Run, Acceleration and Intelligence.

You won't be able to determine the Acceleration or Intelligence (which shouldn't matter too much at this stage), however you will be able to measure the Stamina, Dash and Max Dash. Co-Operation is always set to 0 to begin with.

After feeding the Chocobo as many Sylkis Greens as is necessary to max out its Speed (bringing its Dash value to the same as its Max Dash - 11 or so),

head over to the Gold Saucer (don't worry about maxing its other stats). If its Speed isn't above 105 (ish), reset your game and try moving the Chocobo into the stables again. The max speed you can have from a great Chocobo is 110 KPH.

NOTES - The Max Run is always proportionate to the Max Dash, so a Chocobo with a high 'Top Speed' should also have a fairly high running speed.

- Every time you reset, make sure to do a soft reset as to keep the RNG from being reset, unless it gets stuck and keeps giving you the same stats, in which case perform one hard reset, followed by soft resets from there on out.

Once you are happy with your Great Chocobos Max Dash stats, save the game and repeat the process with your other Great Chocobo. The down side here is that you'll also have a 50/50 chance of it being the wrong gender, but the plus side is that it won't matter if the second Chocobo isn't all that great, you only have to have one great 'Great' Chocobo (although it will help down the line if you have two). You'll be ready to continue when you have two Great Chocobos, one of which with great Max Dash (Top Speed) stats!

STEP 2:

Using Sylkis, Mimett, Curiel and Pahsana Greens, max out both Chocobo stats completely. Then race them and then save your game. *Make note of which Chocobo has the best stats by talking to Chloe*. Breed the two Chocobos together using a Carob Nut. You will have a 23.4% chance that the new-born will have higher Max Dash and 15.6% that it will have higher Max Run than the parents with the highest Max Dash/Run (Stamina won't matter), giving you a cumulative 3.65% chance of getting a Chocobo with better Max Run and Max Dash.

Don't worry too much about getting a better Max Run (Speed) at this stage, just concentrate on getting a Chocobo with better Max Dash (Sprint) than its parents. A Chocobos Speed can never exceed its Sprint, so focus first on maxing out Max Dash, which is 6000 (or 176 KPH).

Now talk to Chloe in the Chocobo Ranch (you don't have to feed the newborn any Greens), and she will tell you which Chocobo has the fastest Sprint (MDash) and which is the fastest runner (MRun), if the new-born doesn't have Dash that surpasses its parents, reload your save and try again, we'll focus on Run later on when we breed a Gold Chocobo (the Zeio Nut has a much better chance than the Carob Nut of breeding a Chocobo with higher Run than its parents).

Don't forget about that pesky RNG - if it gets stuck and keeps spitting the same stats, then try feeding Greens to your Chocobos.

STEP 3:

Let's say you'd just obtained a Green Chocobo with better Max Dash and better Max Run than its parents. You'll obviously want to breed a Blue Chocobo next using the same parents, however it doesn't matter whether this new Chocobo has better stats than its parents or not. You won't be able to tell anyway, seeing as Chloe can only tell you who has the 'best' stats, and the new Chocobos stats can only be equal to or less than its sibling.

NOTE - If a Chocobo succeeds in gaining a boost in stats (say, Max Dash), then it will be boosted using the parent *with the highest (Max Dash) stats.* This means that your 'secondary' Chocobo doesn't have to be as 'optimal' as you first Chocobo. Most other stats will take an

average of both parents, so be sure to try to max Stamina, Acceleration and Intelligence on both choc's, just remember that Co-Op is always set to 0 when a new-born is hatched.

Go ahead and mate the two parents again. Make sure to max out all of the stats that you can for both Chocobos, then race them both to Class A. Save the game, then mate the Green and Blue together using a Carob Nut. Then check with Chloe to see if his/her 'Sprint' (and hopefully 'Speed') has surpassed his/her parents. If they haven't, reload your save; if they have, max out its stats.

Once you have a Black Chocobo, you can release the 'weakest' Great Chocobo back into the wild.

STEP 4:

Now catch a Wonderful Chocobo. It doesn't matter in the slightest what the Chocobos Max Dash is, just be sure to max out its stats before breeding. Also be sure to check with Chloe to see which Chocobo has the highest Max Dash and Max Run before doing anything else.

One you are content that you have the best Black Chocobo 'for the job', go ahead and save the game. Then mate the two together using a Zeio Nut (after racing, obviously), you'll now have a 22% chance of the new-born having a higher Max Dash, 32% chance of it having higher Max Run and 68% chance of it having higher Stamina (see Zeio Nut details above). The cumulative chance of getting better Max Dash and Max Run is 7.04%.

MAKE SURE THAT THE GOLD CHOCOBO HAS HIGHER MAX DASH AND MAX RUN THAN ITS PARENTS

If the Chocobo receives the 'average' of its parents Max Run/Dash, then the drop could be quite considerable. Remember to 'jog' the RNG from time to time. If done correctly, the Chocobo should have the number one spot for all of Chloe's inspections. Now max out all of your Gold Chocobos stats, then check to see if its Max Dash has been maxed to 176KPH by competing in the races.

STEP 5:

Breed another Gold Chocobo using the same parents. Again, this Chocobos stats won't matter, all that'll matter is that it is of the opposite sex to the first Gold Chocobo, and that its current stats have been maxed out using Greens before breeding it. Once you've done this, check with Chloe to confirm which Chocobo has the greatest at this stage (it should be the first Gold Chocobo).

Breed the two Gold Chocobos together, ensuring that the new Chocobos stats are the greatest for *both* Dash and Run by talking to Chloe (before feeding it Greens to max out its stats). Then release the 'parent' gold Chocobo of the same sex as the new-born into the wild, so you can mate mother and son/father and daughter together (ugh!).

Keep repeating this final process until you are content you have the 'best' racing Chocobo possible.

Max Speed - 176KPH
Max Stamina - 999
(Max Run - 173KPH)

```
Although you cannot see how fast your Run is, the fastest it can goto is
173KPH, so you'll know when you have the optimal Max Run stat because
there'll be little difference in speed when you push down O to sprint.

+------------------------------------------------------------------------------+
| CONGRATULATIONS - YOU NOW HAVE THE 'PERFECT' CHOCOBO!                        |
| So what can you do now?                                                      |
+------------------------------------------------------------------------------+

  Teioh:

You still need to watch out for Teioh, as Teioh's Max Dash will always be 10%
greater than yours, and his Stamina will always be 25% greater than yours.
These figures will ignore all 'caps'. As long as you have a very high Run you
should be fine.

  Special Prizes:

Winning 10 Class S races in a row will reward you with a special bundle of
prizes: Counter Attack Materia, Sprint Shoes, Cat's Bell, Precious Watch and
Chocobracelet. These prizes can only be won once.

  Stamina Refill:

Just to make it that bit easier, you can hold down R1+R2 to slowly refill
your Stamina bar. This shouldn't be necessary seeing as your Run and your
Dash should be near enough the same, meaning you won need to sprint.

  Make a cup of tea:

With Automatic mode enabled!?!

+------------------------------------------------------------------------------+
| O.K., so not a phat lot!!                                                    |
+------------------------------------------------------------------------------+



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--E.14 H - Extras
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/...................................\
|   OBTAIN A *FREE* GOLD CHOCOBO    |
\'''''''''''''''''''''''''''''''''''/

If you defeat Ruby WEAPON then you will be rewarded with the Desert Rose. You
can then present this to the Kalm Traveller (found in... Kalm) and he will
trade it with you for a Gold Chocobo. The catch-22 is that you need the
Knights of The Round Materia to defeat Ruby, and you need a Gold Chocobo to
obtain the Knights of The Round Materia..... Of course there are other ways
of defeating Ruby (see section E.16).

The 'Kalm Chocobo' is an absolutely terrible racing Chocobo by the way, it
stats are as follows:

Max Dash - 3000 (Top Sprint = 88 KPH)
    Dash - 1000
 Max Run - 2500 (Top Speed = 74 KPH)
     Run - 500
```

Stamina - 1000 (Stamina = 100)
Acclertn - 60
Intllgnc - 30
Co-Oprtn - 0

/..............................\
| CHOCOBOS THAT GIVE US STUFF |
\''''''''''''''''''''''''''''''''/

At any point during the game you can talk to the Chocobos that are sitting in the pen at the Chocobo Ranch. When prompted, select option 1 “Wark” to see a little dance. You will then be presented with the almighty Choco/Mog Materia! This little bad-boy is best paired with the Elemental Materia on your weapon, as it is Wind based and a large amount of enemies in the game are weak against Wind.

When you visit the Chocobo Sage on Disc 2 (or Disc 3), you will notice a Green Chocobo sitting in its stable. Interact with it and it'll give to you an Enemy Skill Materia! Cheers Chocobo!

If you talk to Chloe before she has obtained any information about the Chocobo Sage then she will tell you that 'the white Chocobo likes to be scratched behind its ears, anywhere else and it'll get mad'. This is a reference to the White Chocobo in Mideel; be sure to feed it a Mimett Green (although it'll read Samolen Green), then tickle it behind its ears to receive the incredible Contain Materia!

/........................\
| ESTERS CHOCOBO STATS |
\''''''''''''''''''''''''''/

When you attempt to race for freedom just after the Corel Prison events on Disc 1, you will be given a Chocobo in which to race with from Ester. If you lose on this Chocobo then the Chocobo you will be given for the next race will be slightly better. You will keep getting a better Chocobo until the fourth Chocobo, you'll then be stuck with that one until you win (which in all fairness should be pretty easy seeing the 4th Chocobo is fairly slick).

The four Chocobos are as follows:

Chocobo 1:
''''''''
Dash - 3000 (Top Sprint = 88 KPH)
Run - 2200 (Top Speed = 65 KPH)
Stamina - 3200 (Stamina = 320)
Acclertn - 50
Intllgnc - 50
Co-Oprtn - 50

Chocobo 2:
''''''''
Dash - 3200 (Top Sprint = 94 KPH)
Run - 2500 (Top Speed = 74 KPH)
Stamina - 3400 (Stamina = 340)
Acclertn - 50
Intllgnc - 60
Co-Oprtn - 60

Chocobo 3:
''''''''
Dash - 3700 (Top Sprint = 109 KPH)
Run - 3000 (Top Speed = 88 KPH)
Stamina - 4000 (Stamina = 400)
Acclertn - 50
Intllgnc - 80
Co-Oprtn - 80

Chocobo 4:
''''''''
Dash - 4500 (Top Sprint = 132KPH)
Run - 3500 (Top Speed = 103KPH)
Stamina - 6000 (Stamina = 600)
Acclertn - 50
Intllgnc - 100
Co-Oprtn - 100

/.................\
| {CHOCOBUCKLE} |
\'''''''''''''''''/

Chocobuckle is a fairly useless Enemy Skill that can be first obtained when you visit the Chocobo Ranch on Disc 1. The enemy Skill will basically increase by 1HP worth of damage (ignoring defences) for every time you have escaped from battle. So, potentially you could do 9999 worth of damage for as little as 3MP, although escaping that many times would take an unrealistic amount of time to accomplish. A better use of Chocobuckle would be to escape 2222 times in order to active 'All Lucky Seven's' (9999HP - 2222 = 7777).

To learn the Enemy Skill, you must first encounter a wild Chocobo. You must then feed the Chocobo either a Mimett Green or a Sylkis Green; this will activate the Chocobos use of Chocobuckle. You must then knock the Chocobos health down to 3.125% (1/32) in one hit, the Chocobo will then retaliate by casting Chocobuckle as a counter attack on its attacker. There is only one move that can perform this - L4 Suicide.

Due to the fact that only a Chocobo with a level divisible by 4 can be hit with Chocobuckle, you can only learn Chocobuckle in two places - the Grasslands Area (near Chocobo Ranch) alongside either 2x Elfadunk or 2x Levrikon (Lv 16), or Mideel Area alongside 1x or 2x Spiral (Lv 36). You can learn L4 Suicide from Mu in the Grasslands Area, and he will have a 7% chance of casting it.

/...................\
| PERSONALITIES |
\'''''''''''''''''''/

There are also three 'obscure' ratings which can be attributed to a Chocobos 'Personality' (or 'Run Type'):

   Personality 0 = Running Chocobo at the lobby screen in the races
   Personality 1 = Running Chocobo at the lobby screen in the races
   Personality 2 = Dashing Chocobo at the lobby screen in the races

Other than aesthetically, the personality of a Chocobo will not modify the Chocobos performance in any way; the Chocobo will behave exactly the same in a race as it normally would, regardless of its personality. The information regarding Personalities is hazy, and from what I can gather personality 0 would be considered the 'normal' or 'primary' personality, while 1 & 2 would be considered the 'lower-ranking' or 'secondary' personalities.

```
  Wonderful or Great Chocobo - 87.5% chance of Personality 0
                               6.25% chance of Personality 1
                               6.25% chance of Personality 2

       Good or So-So Chocobo - 75%   chance of Personality 0
                               12.5% chance of Personality 1
                               12.5% chance of Personality 2

     Average or Poor Chocobo - 50%   chance of Personality 0
                               25%   chance of Personality 1
                               25%   chance of Personality 2

    Weak or Terrible Chocobo - 50%   chance of Personality 0
                               25%   chance of Personality 1
                               25%   chance of Personality 2
```

It is possible to remove the current personality of your Chocobo to set it to 0, this is done by feeding a Chocobo enough Pahsana Greens. Chocobo Billy will comment “their personality's improved!” if done correctly. There is no ascertain way of being able to tell the difference between personality 0 and 1.

/.............................\
| {RANDOM NUMBER GENERATION} | {RNG}
\'''''''''''''''''''''''''''''/

Shout out to BrutalAl for his extensive knowledge on how the RNG works!

REMEMBER TO SAVE OFTEN WHEN MANIPULATING THE RNG!

The Random Number Generator (or RNG) is the computers way of generating an outcome; nothing is actually random, and by knowing how to manipulate the RNG you will be able to breed the exact breed and sex of Chocobo you are after, without even having to race!

There are multiple RNG's in the game, for example the Battle RNG. This will have 256 possible outcomes (0-255), and performing various things can advance the marker to the next outcome. For example, when you use Choco/Mog, you will have a 241/256 chance of getting DeathBlow (94.1%) and a 15/256 chance of getting Fat Chocobo (5.95%). If the marker has landed on one of the 15 squares that has Fat Chocobo against it, then Fat Chocobo will be used. The marker will advance 1 or more places every time certain actions are performed.

Seeing as we are only looking at Chocobo Breeding, I am only going to focus on the actions that advance the Chocobo RNG:

Feeding Chocobo Krakka Greens - 1 marker per Krakka Green
Mating Chocobos - 1 marker
Moving Chocobos - 1 marker
Entering the area outside the stables (screen with pen) - 2 markers
Standing outside the stables (screen with pen) - 1 marker per second
Hard Reset - resets marker back to 0.

As far as I can tell, the Chocobo RNG has 256 numbers (0-255).

| When you perform a Hard Reset, the marker will move back to position 0. |
| When you perform a Soft Reset (L1 R1 L2 R2 Start + Select) the marker will stay where it is. This knowledge is crucial for manipulating the RNG. |

When you enter the 'pen' area, the marker will advance two places. With the RNG at 002, you'll need to feed a Chocobo 23 Krakka Greens to bring it to 025, resulting in a Blue Female.

After lengthy testing, I can safely say that the Greens used to capture the Chocobo, and the location in which you caught the Chocobos makes no difference whatsoever; the RNG sequence is always constant. It does however make a difference which Chocobo you select first when mating, unless they are both the same rank (Great, Good etc.).

UPDATE - THE PERSONALITY OF THE CHOCOBO MAKES A HUGE DIFFERENCE!!!! You will get different results when breeding Chocobos that have different Personalities from previous tests. A lot more testing is required.

Lastly, if you spend too long getting into the stables from the screen

outside of it, then the RNG will be at 003 instead of 002. The marker will automatically increase two places when you enter the screen with the pen, and then the marker will start to increase by 1 every second thereafter. There is a delay before the 'second' marker will begin however, and if you run into the barn quick enough then you should be able to safely keep the RNG at 002. Just don't hang about.

Using the above info, you should be able to obtain the desired breed of Chocobo, so long as you know the outcome of the RNG' positions:

2x Great Chocobos with 0 wins (Personality 0 & 1):

@RNG-004 = Green Male
@RNG-006 = Green Female
@RNG-032 = Blue Male
@RNG-025 = Blue Female

```
/.....................................................\
|   OBTAINING A GOLD CHOCOBO *WITHOUT* HAVING TO RACE   |
\'''''''''''''''''''''''''''''''''''''''''''''''''''''''''/
```

- Works on both PS1 and PS4 versions. I cannot confirm for PC versions.

If you've read the previous section pertaining to RNG then you should be equipped with the knowledge of how to manipulate the RNG as to obtain a Chocobo of your choice. Here is the method to gaining a Gold Chocobo, without having to race:

(Credit - BrutalAl & gmo7897)

Prerequisite:

Capture 1x Great Chocobo (Mideel - alongside Spiral)
Capture 1x Wonderful Chocobo (Icicle Inn - alongside Jumping)
Steal 2x Carob Nuts
Steal 1x Zeio Nut
Buy 1x Saraha Nut
Buy 62x Krakka Greens

Using the RNG sequence below, you should be able to breed a Gold Chocobo in less than an hour (without having to race once):

@RNG-002 Move Great = Great Female.
@RNG-003 Move Wonderful = Wonderful Male.
@RNG-003 Mate Great + Wonderful = Blue Female. Then fight 6 battles
@RNG-052 Mate Great + Wonderful = Green Male. Then fight 8 battles
@RNG-007 Mate Blue + Green (Saraha Nut) = Black Female. Then fight 3 battles
@RNG-008 Mate Black + Wonderful = Gold Female

Remember to save and Hard Reset just before you're about to breed. This method will require you to participate in 0 races at the Chocobo Square, and 17 battles outside the Chocobo Ranch.

!!WHEN TRYING FOR A BLUE/GREEN, YOU *MUST* SELECT THE GREAT CHOCOBO FIRST!!

Here is a step-by-step guide on how to do this:

1.) With a Great and Wonderful Chocobo in your pen, save your game and perform a hard reset. The RNG should now be at 000.

2.) Run into the stables without hanging about outside, the RNG should now be at 002.

3.) Move your Great Chocobo. This should be a Female. The RNG should now be at 003.

4.) Move your Wonderful Chocobo. This should be a Male. Now save your game and perform a hard reset. The RNG should now be at 000.

5.) Run into the stables without hanging about outside, the RNG should now be at 002. Feed one Krakka Green to a Chocobo. The RNG should now be at 003.

6.) Mate the Great and Wonderful Chocobos (selecting Great first). You should get a Blue Female.

7.) Now fight in 6 random battles, then save and perform a hard reset.

8.) Run into the stables without hanging about outside, the RNG should now be at 002. Feed 50 Krakka Greens to a Chocobo to bring the RNG to 052.

9.) Mate the Great and Wonderful Chocobos. You should get a Green Male.

10.) Now fight in 8 random battles, then save and perform a hard reset.

11.) Run into the stables without hanging about outside, the RNG should now be at 002. Feed 5 Krakka Greens to a Chocobo to bring the RNG to 007.

12.) Mate the Green and Blue Chocobos using a Saraha Nut (it doesn't matter which one you pick first). You should get a Black Female.

13.) Now fight 3 random battles, then save and perform a hard reset.

14.) Run into the stables without hanging about outside, the RNG should now be at 002. Feed 6 Karaka Greens to a Chocobo to bring the RNG to 008.

15.) Mate the Black and Wonderful Chocobo using a Zeio Nut (you need to select the Black Chocobo first). You should get a Gold Female. Congratulations!

After trying it myself, I can safely say that this method works perfectly on both the PS1 version and the PS4 version. You must remember to select the Great Chocobo first when breeding a Blue/Green Chocobo, and you must remember to enter the barn rather quickly.

Using the battle glitch as mentioned in the section just below, combined with this technique of RNG manipulation, BrutalAl was able to breed a Gold Chocobo in under four minutes (having first caught the Great & Wonderful Chocobo)!

```
/.......................\
|   MISCELLANEOUS INFO   |
\'''''''''''''''''''''''''/
```

- There is a glitch that will occur after you reach a ridiculously high amount of battles - 32,767. The game cannot use a number higher than 32,767, and if you were to battle your 32,768th battle, then the game would revert you to minus figures, and would consider your battle count to be -32,768. You would then need to fight a whopping 32,768 battles for the count to reset back to 0, in which time you would not be able to breed Chocobos at all!

  If you were to attempt to breed on you 37,767th battle, the game would permanently regard the battle count required for breeding as 0 (because it

cannot calculate a figure higher than 32,767), meaning you could breed Chocobos endlessly without having to battle in-between breeding!

- Although many guides will claim that you can only mate a Great and a Good Chocobo together to breed a Green/Blue Chocobo, this is false. You could also us 2x Good Chocobos or 2x Great Chocobos. I have conformed this myself.

- Lucrecia's Cave is situated near Gongaga and North Corel. It can be accessed via the Submarine, but it can also be accessed via a Green, Black or Gold Chocobo before you can obtain the Submarine. It can take quite a long time to find Lucrecia's Cave using the Sub, so the Chocobo route is by far the best route. Vincent's Ultimate Weapon and L4 Limit Break Manual can be found in there.

- The Ancient Forest is situated just east of Cosmo Canyon on a ledge that's just out of reach... unless you have a special Chocobo of course! Through the course of natural game-play, the Ancient Forest will become available to you when you kill Ultimate WEAPON, however through Chocobo breeding you can gain early access to this little treasure cove. Note-worthy items include the Slash-All Materia and the Apocalypse (triple growth weapon).

- When you visit Sector 6 playground at the beginning of the game, you will notice Tifa being escorted on a Chocobo-and-carriage. This is the same design as the carriage that will escort you out of Corel Desert after 12 screen of being lost!

- The only way to determine what your Chocobos stats Top Speed and Stamina is to enter it into a race at the Chocobo Square - the stats will be displayed in the top right corner of screen.

- A Green and Blue Chocobo will have their abilities reversed when racing at the Chocobo Square. There are two environment hazards on the short track - The hill section will be overcome by the Blue Chocobo, and the space section at the end will be overcome by the Green Chocobo. The long track has one environment hazard, the water section, which is overcome by the Green Chocobo. The Black and Gold Chocobo will plough through all hazards.

- Teioh is the only AI Chocobo that has environmental abilities.

Earlier on in the 'Ultimate Racing Chocobo' section I began listing in-depth descriptions of how each Nut worked, however I'd decided to only show the Zeio and Carob Nut seeing as those were the only two nuts that we were using. I've now decided (for what it's worth) to list every single Nut here:

```
/.................\
|   MORE {NUTS}   |
\'''''''''''''''''/
```

IN ALL CASES: (Credit: GMO7897 & TFergusson))

- Acceleration and Intelligence will always be the average of the parents.

- Cooperation will always be set to 0.

- The Gender chosen will always be a 50/50 chance, or thereabouts.

- Every Chocobos will be born as a Class C Chocobos.

- If a Chocobo is born with Max Run that is equal to or higher than Max Dash, Max Run will reduce by 100 repeatedly until it is lower than Max Dash.

- If a Chocobo is born with Run that is equal to or higher than Max Run, Run will reduce by 100 repeatedly until it is lower than Max Run.

- The 'Rating' of the Chocobo (Great, Good etc.) will always have 50% of being its fathers, and 50% chance of being its mothers.

- You will be able to breed a Black Chocobo using any Nut except for the Zeio Nut, and only the Carob Nut will breed a Blue or Green Chocobo.

(Best Nut first to Worst Nut last)

{ZEIO NUT}	
*Max Dash	21.5% - Max Dash will be 10% *HIGHER* than the parent with the highest Max Dash, capped at 6000
	78.5% - Max Dash will be the *AVERAGE* of its parents
Max Run	31.3% - Max Run will be 12.5% *HIGHER* than the parent with the highest Max Run, capped at 5900 or Max Dash
	62.9% - Max Run will be the *AVERAGE* of its parents
	5.9% - Max Run will be 5% *LOWER* than the parent with the highest Max Run
Stamina	68.4% - Stamina will be 5% *HIGHER* than the parent with the highest Stamina, capped at 9999
	31.6% - Stamina will be the *AVERAGE* of its parents
Dash	Dash will be the *AVERAGE* of its parents
Run	Run will be the *AVERAGE* of its parents
Breeding	Black and Wonderful Chocobo: (MUST select Black first)
	100% - Gold Chocobo if parents have *WON* a total of 12 races
	3.1% - Gold Chocobo if parents have won *LESS* than 12 races
	If you AREN'T breeding a Black and Wonderful Chocobo, or you are but you FAILED to obtain a Gold Chocobo, then its breed will have a 50/50 chance of being its fathers or mothers.
Obtain	Buy : N/A — Drop : Goblin
	Steal: Goblin — Morph: N/A
*Bonus :	*IF* the Chocobo that was born was a Gold Chocobo, and its Max Dash was less than 5000, then the following bonus will apply:
	43.8% - Max Dash will be set to 5000
	12.5% - Max Dash will be set to 5100
	12.5% - Max Dash will be set to 5200
	6.2% - Max Dash will be set to 5300
	6.2% - Max Dash will be set to 5400
	12.5% - Max Dash will be set to 5500
	6.2% - Max Dash will be set to 5950
	THEN (Random Number between 0 & 26). There is a 50% chance Max Dash will be increased by that figure, and a 50% Max Dash will be reduced by that figure.

	IF the Chocobo that was born was a Gold Chocobo and its Max Run was below 4000, then it will receive a 1000 bonus to Max Run, possibly causing it to go above Max Dash!

{CAROB NUT}

*Max Dash	23.4% - Max Dash will be 10% *HIGHER* than the parent with the highest Max Dash, capped at 6000 76.6% - Max Dash will be the *AVERAGE* of its parents
Max Run	15.6% - Max Run will be 10% *HIGHER* than the parent with the highest Max Run, capped at 5900 or Max Dash 62.9% - Max Run will be the *AVERAGE* of its parents 21.5% - Max Run will be 10% *LOWER* than the parent with the highest Max Run
Stamina	19.5% - Stamina will be 5% *HIGHER* than the parent with the highest Stamina, capped at 9999 80.5% - Stamina will be the *AVERAGE* of its parents
Dash	Dash will be the *AVERAGE* of its parents
Run	Run will be the *AVERAGE* of its parents
Breeding	Blue and Green Chocobo: 100% - Black Chocobo if parents have *WON* a total of 9 races 3.9% - Black Chocobo if parents have won *LESS* than 9 races 50% - Blue Chocobo if parents have won *LESS* than 9 races 46.1% - Green Chocobo if parents have won *LESS* than 9 races Good and Great Chocobo: (or 2x Good or 2x Great) 50% - Green Chocobo if parents have *WON* a total of 4 races 50% - Blue Chocobo if parents have *WON* a total of 4 races 17.2% - Green Chocobo if parents have won *LESS* than 4 races 18% - Blue Chocobo if parents have won *LESS* than 4 races 64.8% - Yellow Chocobo if parents have won *LESS* than 4 races If you are mating a Great or Good Chocobo with a Chocobo that *ISN'T* Great/Good (i.e. Wonderful), then there is a 25% chance that the above formula for mating Good/Great Chocobos will apply, so long as you select the Great/Good Chocobo first.
Obtain	Buy : 500GP Wonder Square Drop : Vlakorados Steal: Vlakorados Morph: N/A
*Bonus :	*IF* the Chocobo that was born was a Black Chocobo and its Max Dash was less than 4000, then the following bonus will apply: 43.8% - Max Dash will be set to 4000 25% - Max Dash will be set to 4200 6.2% - Max Dash will be set to 4300 6.2% - Max Dash will be set to 4400 12.5% - Max Dash will be set to 4500 6.2% - Max Dash will be set to 4800

```
           |                                                                |
           | *THEN* (Random Number between 0 & 51). There is a 50% chance   |
           | Max Dash will be increased by that figure, and a 50% Max Dash  |
           | will be reduced by that figure.                                |
           \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/

            /''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''\
           /                          {POROV NUT}                          \
/''''''''''O------------------------------------------------------------------'
| Max Dash | 27.3% - Max Dash will be 6.6% *HIGHER* than the 'first'         |
|          |         selected Chocobos Max Dash, capped at 6000             |
|          | 72.7% - Max Dash will be the *AVERAGE* of its parents           |
|----------O-----------------------------------------------------------------|
|  Max Run | 19.5% - Max Run will be 6.6% *HIGHER* than the 'first' selected |
|          |         Chocobos Max Run, capped at 5900 or Max Dash - 100      |
|          | 70.7% - Max Run will be the *AVERAGE* of its parents            |
|          |  9.8% - Max Run will be 5% *LOWER* than the 'first' selected    |
|          |         Chocobos Max Run                                        |
|----------O-----------------------------------------------------------------|
|  Stamina | 19.5% - Stamina will be 5% *HIGHER* than the 'first' selected   |
|          |         Chocobos Stamina, capped at 9999                        |
|          | 80.5% - Stamina will be the *AVERAGE* of its parents            |
|----------O-----------------------------------------------------------------|
|     Dash | Dash will be the *AVERAGE* of its parents                       |
|----------O-----------------------------------------------------------------|
|      Run | Run  will be the *AVERAGE* of its parents                       |
|----------O-----------------------------------------------------------------|
| Breeding | Green and Blue Chocobo:                                         |
|          |                                                                 |
|          | 25% - Black Chocobo                                             |
|          |                                                                 |
|          | If you AREN'T breeding a Green and Blue Chocobo, or you are     |
|          | but you FAILED to obtain a Black Chocobo, then its breed will   |
|          | have a 50/50 chance of being its fathers or mothers.            |
|----------O-----------------------------------------------------------------|
|   Obtain : Buy  : 2000 gil Chocobo Sage    Drop : N/A                     |
\,,,,,,,,,,  Steal: N/A                     Morph: N/A                     |
           \                                                                /
            \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/

            /''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''\
           /                          {PRAM NUT}                           \
/''''''''''O------------------------------------------------------------------'
| Max Dash | 19.5% - Max Dash will be 5.5% *HIGHER* than the 'first'         |
|          |         selected Chocobos Max Dash, capped at 6000             |
|          | 70.7% - Max Dash will be the *AVERAGE* of its parents           |
|          |  9.8% - Max Dash will be 3% *LOWER* than the 'first' selected   |
|          |         Chocobos Max Dash                                       |
|----------O-----------------------------------------------------------------|
|  Max Run | 19.5% - Max Run will be 5.5% *HIGHER* than the 'first' selected |
|          |         Chocobos Max Run, capped at 5900 or Max Dash - 100      |
|          | 80.5% - Max Run will be the *AVERAGE* of its parents            |
|----------O-----------------------------------------------------------------|
|  Stamina | 19.5% - Stamina will be 5.5% *HIGHER* than the 'first' selected |
|          |         Chocobos Stamina, capped at 9999                        |
|          | 66.8% - Stamina will be the *AVERAGE* of its parents            |
|          | 13.7% - Stamina will be 10% *LOWER* than the 'first' selected   |
|          |         Chocobos Stamina                                        |
|----------O-----------------------------------------------------------------|
|     Dash | Dash will be the *AVERAGE* of its parents                       |
```

```
|----------O-------------------------------------------------------------|
|      Run | Run  will be the *AVERAGE* of its parents                    |
|----------O-------------------------------------------------------------|
| Breeding | Green and Blue Chocobo:                                      |
|          |                                                              |
|          | 50% - Black Chocobo                                          |
|          |                                                              |
|          | If you AREN'T breeding a Green and Blue Chocobo, or you are  |
|          | but you FAILED to obtain a Black Chocobo, then its breed will|
|          | have a 50/50 chance of being its fathers or mothers.         |
|----------O-------------------------------------------------------------|
|   Obtain : Buy  : 2500 gil Chocobo Sage    Drop : N/A                    |
\,,,,,,,,,,  Steal: N/A                     Morph: N/A                    |
           \                                                              /
            \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/

            /''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''\
           /                          {LASAN NUT}                        \
/''''''''''O-------------------------------------------------------------'
| Max Dash | 19.5% - Max Dash will be 5% *HIGHER* than the 'first' selected |
|          |         Chocobos Max Dash, capped at 6000                     |
|          | 70.7% - Max Dash will be the *AVERAGE* of its parents         |
|          |  9.8% - Max Dash will be 5% *LOWER* than the 'first' selected  |
|          |         Chocobos Max Dash                                     |
|----------O-------------------------------------------------------------|
|  Max Run | 19.5% - Max Run will be 5% *HIGHER* than the 'first' selected  |
|          |         Chocobos Max Run, capped at 5900 or Max Dash - 100    |
|          | 70.7% - Max Run will be the *AVERAGE* of its parents          |
|          |  9.8% - Max Run will be 5% *LOWER* than the 'first' selected   |
|          |         Chocobos Max Run                                      |
|----------O-------------------------------------------------------------|
|  Stamina | 19.5% - Stamina will be 5% *HIGHER* than the 'first' selected  |
|          |         Chocobos Stamina, capped at 9999                      |
|          | 70.7% - Stamina will be the *AVERAGE* of its parents          |
|          |  9.8% - Stamina will be 5% *LOWER* than the 'first' selected   |
|          |         Chocobos Stamina                                      |
|----------O-------------------------------------------------------------|
|     Dash | Dash will be the *AVERAGE* of its parents                    |
|----------O-------------------------------------------------------------|
|      Run | Run  will be the *AVERAGE* of its parents                    |
|----------O-------------------------------------------------------------|
| Breeding | Green and Blue Chocobo:                                      |
|          |                                                              |
|          | 50% - Black Chocobo                                          |
|          |                                                              |
|          | If you AREN'T breeding a Green and Blue Chocobo, or you are  |
|          | but you FAILED to obtain a Black Chocobo, then its breed will|
|          | have a 50/50 chance of being its fathers or mothers.         |
|----------O-------------------------------------------------------------|
|   Obtain : Buy  : 600 gil Chocobo Ranch    Drop : Mandragora             |
\,,,,,,,,,,  Steal: Mandragora               Morph: N/A                    |
           \                                                              /
            \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/

            /''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''\
           /                         {SARAHA NUT}                        \
/''''''''''O-------------------------------------------------------------'
| Max Dash |  9.4% - Max Dash will be 3% *HIGHER* than the 'first' selected |
|          |         Chocobos Max Dash, capped at 6000                     |
|          | 81.2% - Max Dash will be the *AVERAGE* of its parents         |
```

```
|          |  9.4% - Max Dash will be 3% *LOWER* than the 'first' selected   |
|          |         Chocobos Max Dash                                       |
|----------O-----------------------------------------------------------------|
|  Max Run |  9.4% - Max Run will be 3% *HIGHER* than the 'first' selected   |
|          |         Chocobos Max Run, capped at 5900 or Max Dash - 100      |
|          | 81.2% - Max Run will be the *AVERAGE* of its parents            |
|          |  9.4% - Max Run will be 3% *LOWER* than the 'first' selected    |
|          |         Chocobos Max Run                                        |
|----------O-----------------------------------------------------------------|
|  Stamina |  9.4% - Stamina will be 3% *HIGHER* than the 'first' selected   |
|          |         Chocobos Stamina, capped at 9999                        |
|          | 81.2% - Stamina will be the *AVERAGE* of its parents            |
|          |  9.4% - Stamina will be 3% *LOWER* than the 'first' selected    |
|          |         Chocobos Stamina                                        |
|----------O-----------------------------------------------------------------|
|     Dash | Dash will be the *AVERAGE* of its parents                       |
|----------O-----------------------------------------------------------------|
|      Run | Run  will be the *AVERAGE* of its parents                       |
|----------O-----------------------------------------------------------------|
| Breeding | Green and Blue Chocobo:                                         |
|          |                                                                 |
|          | 50% - Black Chocobo                                             |
|          |                                                                 |
|          | If you AREN'T breeding a Green and Blue Chocobo, or you are     |
|          | but you FAILED to obtain a Black Chocobo, then its breed will   |
|          | have a 50/50 chance of being its fathers or mothers.            |
|----------O-----------------------------------------------------------------|
|   Obtain : Buy  : 400 gil Chocobo Ranch    Drop : Spencer                   |
\,,,,,,,,,,  Steal: Spencer                 Morph: N/A                      |
           \                                                                /
            \,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,/

            /''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''\
           /                          {LUCHILE NUT}                        \
/''''''''''O-----------------------------------------------------------------'
| Max Dash | 50% - Max Dash will be the *AVERAGE* of its parents             |
|          | 50% - Max Dash will be [random number between 0 - 255] *LOWER*  |
|          |       than the average Max Dash, capped at 300                  |
|----------O-----------------------------------------------------------------|
|     Dash | 50% - Dash will be the *AVERAGE* of its parents                 |
|          | 50% - Dash will be [random number between 0 - 255] *LOWER* than |
|          |       the average Dash, capped at 300                           |
|----------O-----------------------------------------------------------------|
|  Max Run | 50% - Max Run will be the *AVERAGE* of its parents              |
|          | 50% - Max Run will be 2*[random number between 0 - 255] *LOWER* |
|          |       than the average Max Run, capped at 300                   |
|----------O-----------------------------------------------------------------|
|      Run | 50% - Run will be the *AVERAGE* of its parents                  |
|          | 50% - Run will be 2*[random number between 0 - 255] *LOWER*     |
|          |       than the average Run, capped at 300                       |
|----------O-----------------------------------------------------------------|
|  Stamina | Stam will be the *AVERAGE* of its parents                       |
|----------O-----------------------------------------------------------------|
| Breeding | Green and Blue Chocobo:                                         |
|          |                                                                 |
|          | 25% - Black Chocobo                                             |
|          |                                                                 |
|          | *IF* you AREN'T breeding a Green and Blue Chocobo, or you are   |
|          | but you FAILED to obtain a Black Chocobo, then its breed will   |
|          | have a 50/50 chance of being its fathers or mothers.            |
```

Obtain	Buy : 200 gil Chocobo Ranch Drop : Nibel Wolf Steal: Nibel Wolf Morph: N/A

{PEPIO NUT}

*Max Dash	Max Dash will be 100*[random number between 1 - 2] *LOWER* than the average Max Dash, capped at 300
Dash	Dash will be 100*[random number between 1 - 2] *LOWER* than the average Dash, capped at 300
Max Run	Max Run will be 100*[random number between 1 - 4] *LOWER* than the average Max Run, capped at 300
Run	Run will be 100*[random number between 1 - 2] *LOWER* than the average Run, capped at 300
Stamina	Stamina will be will be [random number between 0 - 255] *LOWER* than the average Stamina, capped at 1
Breeding	Green and Blue Chocobo: 25% - Black Chocobo If you AREN'T breeding a Green and Blue Chocobo, or you are but you FAILED to obtain a Black Chocobo, then its breed will have a 50/50 chance of being its fathers or mothers.
Obtain	Buy : 100 gil Chocobo Ranch Drop : Dual Horn Steal: Dual Horn Morph: N/A
*Bonus	*IF* the Chocobo that was born had Max Dash that was less than 4000, then there will be a 0.19% chance that the following bonus will apply: 0.78% - Max Dash will be set to 4000 0.78% - Max Dash will be set to 4100 1.56% - Max Dash will be set to 4200 2.34% - Max Dash will be set to 4300 0.78% - Max Dash will be set to 4500 93.75% - Max Dash will not alter *THEN* Dash is set to Max Dash, and subtracted by (Random Number between 0 & 255). This process will happen 6 times, potentially dropping Dash by an amount of up to 1530.

```
|                                                                             |
|  A - Wutai Cave                                                             |
|  B - Mideel Cave                                                            |
|  C - Corel Cave                                                             |
|  D - Round Island Cave                                                      |
|  E - Extras                                                                 |
|                                                            {Materia Caves} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
\-----------------------------------------------------------------------------/
```

Whilst inside one of the four Materia Caves that are scattered across Gaia, random battle encounters will be disabled.

{Wutai Materia Cave}

¬¬¬
--E.15 A - Wutai Cave
¬¬¬

Probably the most rewarding of the four rewards, the cave near Wutai holds the Mime Materia, and can be accessed via a Green, Black or Gold Chocobo. The Green Chocobo cannot access any other Materia Cave.

{Mime}

The Mime Materia will allow you to mimic the previous command that an ally used. This includes things such as counter attacks, summons, almost anything really, except Limit Breaks. You can however mimic your own Limit Break, which will help out in the Battle Square. Mime is often used in conjunction with Knights of The Round Materia as an effective strategy for defeating Emerald and Ruby WEAPON.

If you are planning on using a KOTR chain with Mime, then be sure to remove all counter attack based Materias, as a character will also mimic a counter if it was the last attack to have been used. Also, if you were to pair HP Absorb with KOTR, then the person miming would also receive HP from the attack. When using Mime, no MP will be consumed.

{Mideel Materia Cave}

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--E.15 B - Mideel Cave
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The cave near Mideel can be found on the very north peninsula of the South-Western Continent, and can only be accessed via a Blue, Black or Gold Chocobo. You must park the Highwind on the small patch of grass just south of Mideel, then ride your Blue Chocobo all the way north to the cave. Inside the cove you will find the Quadra Magic Materia.

{Quadra Magic}

Quadra Magic is best used when combined with other Support Materia i.e. Quadra Magic=Lightning, Magic Counter=Lightning and MP Turbo=Lightning etc. Magic Counter, Final Attack and Sneak Attack are the only three Materias that can be combined with Quadra Magic to enable an automatic 4x hit. If an enemy dies during the four castings, then any unused casts would be discarded.

All magic spells will have their power reduced by 50% when paired with Quadra Magic, and this includes % based attacks such as Demi and Full Cure. This is why MP Turbo comes in handy. Even though you are hitting 4 times, your MP consumption will be as if you had cast the spell but once. If you were to equip two Quadra Magics to a spell then you would increase the amount of casts by 1 to give you 5 casts. This can be repeated up four times for a total of 8 casts. Knights of The Round cannot be paired with Quadra Magic.

There is a glitch which involves you landing you Highwind in a particular spot to enable you to enter the Materia Cave without the use of a Chocobo. From the Materia Cave, follow the peninsula down until you see a green bit of grass leading from a cliff. Hover over the green land facing south, so the dirt area is to your left. Now you must side-strafe left (by holding Square) and press X just before you leave the grass area, whilst still holding left..

You probably won't do it on your first attempt; jump back in your Highwind, position yourself so your facing South, and try again. Try strafing further over to the right, then back again pressing X just before you leave the grassy area. Once performed correctly you'll have landed the Highwind on the very edge of the cliff, with Cloud on the dirt track. I was able to achieve it after 2 dozen or so tries.

{Corel Materia Cave}

--E.15 C - Corel Cave

Near the entrance to Mt. Corel you will notice the Materia Cave surrounded by desert. This cave is only accessible via a Black or Gold Chocobo. The HP<->MP Materia can be found within the cove, and it is probably the worst of the four rewards.

{HP<->MP}

HP<->MP will basically swap your HP figure for your MP figure, so your HP will max at 999 and your MP will max at 9999. Useless.

One of the most practical ways of using HP<->MP is to manipulate you MP as so that it lands on 7777. When you remove HP<->MP your HP will be 7777, meaning that the next battle you go into you'll activate All Lucky 7's.

To do this, you must first ensure that your characters MP is maxed out to 9999. Then equip the Shield Materia (or Phoenix Materia), Transform Materia and a Lv 3 Fire Materia onto that character. Use Shield (or Phoenix) 12 times, to leave you with 7839 MP. Then use Mini to bring it down to 7829, then finally use Fire3 to bring it down to 7777.

Good Fire based creatures to battle would be the Ark Dragon in the Mythril Mines, the Bagnadrana in Mt. Corel or the Dragon in Mt. Nibel.

Another use of HP<->MP would be to use it to bring your HP down as to fill your Limit gauge more quickly, although enemies that use gravity based attacks such as the Valron's Dive Kick, or the Death Claw's Laser are more effective ways of filling your Limit bar.

{Round Island Materia Cave}

--E.15 D - Round Island Cave

Round Island is an unmarked location situated on the far north-east corner of the map. The only Chocobo that can get you to this island is the Gold Chocobo, and the prize here is the greatest summon of them all - Knights of The Round. The enemies fought on this island are the Goblins.

{Knights of The Round}

The Knights of The Round (or KOTR) summon is a total of 13 separate attacks, and pairing Steal as Well with KOTR would yield 13 steal attempts. Pairing Quadra Magic with KOTR will not work, unless you were to pair Quadra Magic with Master Summon, and then Magic Counter with a second Master Summon. This would give you a small chance of countering with 4x KOTR attacks.

The highest combined damage you can do with KOTR is 129,987 HP (9999 * 13). Costing 250MP, KOTR is the most expensive spell on the game, and as such a lot of people tend to pair it with MP Absorb. A character that mimes this attack will also receive the MP, although using Mime will cost 0MP in the first place.

The only creatures that will be left standing after using KOTR would be Emerald WEAPON, Ruby WEAPON and Safer-Sephiroth. KOTR requires the most amount of AP to master - 500,000. Lasting 1:20, it's safe to say that KOTR is by far the longest (and strongest) spell on the game.

--E.15 E - Extras

There are a few extra areas that you can visit once you have bred a 'special' Chocobo:

LUCRECIA'S CAVE:

Once you have a Green, Black or Gold Chocobo you will be able to visit Lucrecia's cave which is situated in-between North Corel and Gongaga (or Corel Prison and Nibelheim). This small lagoon is also accessible via a submarine, but can take a rather long time to reach given the slow pace of the sub.

Make sure that Vincent is in your party when you enter the cave. You'll meet a woman called Lucrecia, and a small scene will play out which teaches you a little about Vincent's past. You must then fight in 10 battles, after which you'll be able to return to the cave to receive Vincent's Ultimate Weapon, the Death Penalty, and his Lv4 Limit Break Manual, Chaos.

ANCIENT FOREST:

The Ancient Forest is situated slightly east of Cosmo Canyon, and can initially only be accessed via a Green, Black or Gold Chocobo. Once you have defeated Ultimate WEAPON (which can be done just after defeating Diamond WEAPON), the forest will become available to you, but that will be sometime after you are able to breed Chocobos.

See section D2.10 J for the walkthrough. Notable items of interest here are the Slash-All Materia, and Cloud's Apocalypse, which is one of two triple growth weapons.

OTHER PLACES:

Not that you would need to visit this place on disc 2, but you can also visit the Sleeping Man's cave near Junon. You can also visit the Great Glacier again; without a Chocobo you would need to go through the Icicle Inn and then partake in the snowboarding once more, however with a Green, Black or Gold Chocobo you'll be able to enter the Great Glacier straight from the entrance.

And that just about wraps up everything that you can do with a Chocobo (other than racing them, of course)!

{E.16} - Defeating Emerald, Ruby and Ultimate WEAPON

A - About The WEAPONs
B - Emerald WEAPON
C - Ruby WEAPON
D - Ultimate WEAPON

{WEAPON}

--E.16 A - About The WEAPONs

!!SPOILER ALERT!!

The WEAPONs are creatures that have been created by the planet to protect itself from dangers that will threaten its very existence, such as Jenova, or Meteor. They were first created nearly 2000 years ago to destroy Jenova, although they were never called upon to protect the planet, as the Cetra were able to subdue and lobotomise Jenova, thereby ending the crisis. Sensing no impending danger, the WEAPONs lay dormant for two millennia.

When Sephiroth used the Black Materia to summon Meteor, the WEAPONs sensed imminent danger, and awoke to try to protect the planet from chaos. However, instead of targeting Sephiroth, they instead headed out to destroy Junon and Midgar, the main location of the Shinra.

There are five WEAPONs in total, plus an additional two that exist within the FF VII Universe:

Emerald - Landed in the ocean, leaving a large crater upon impact. This WEAPON was presumably targeting the underwater reactor near Junon, although this isn't definite. Emerald is said to be the 2nd hardest boss in the game, and can only be fought once you have obtained the Submarine. Fighting Emerald isn't mandatory, although it will unlock the Emerald WEAPON Trophy.

Ruby - Landed in the desert near the Gold Saucer, and it is unclear what

Ruby's intentions are. It appears as a small fin poking out of the sand. When you approach it either by Chocobo or in the Highwind, it will jump out at you, provoking a battle. Ruby is the hardest boss in the game, and isn't compulsory to fight, although doing so will unlock the Ruby Trophy.

Ultimate - Landed near Junon, then sets its sights on the small village of Mideel. Why? The reason is unknown. You will have one mandatory battle with Ultimate before it flies off, not to be seen again until later on. When you do see him again, he will be in an attacking stance hovering over specific landmarks, namely places where reactors are. Defeating him is optional.

Diamond - Landed in the ocean near the North Crater. Diamond only shows his face when the Mako Cannon begins to fire up, and sensing the immense amount of Lifestream consumed to power the cannon, he emerges from the ocean to destroy Midgar. Diamond is the only WEAPON that has to be defeated as per the story line.

Sapphire - Landed in the ocean near Junon. Sapphire is the first WEAPON to go on a rampage, setting its sights on the Shinra town of Junon. It is the only WEAPON that you do not have to battle, seeing as the Mako Cannon will finish the job for you.

Jade - Is only seen in 'Before Crisis FF VII'. It is an insect-like creature, and is the first of the seven WEAPONs to be awakened by the planet. When a powerful Summon, Zirconiade, is used, the planet senses danger and awakens Jade to deal with it. In the end, the Turks were able to defeat Zirconiade, but Jade then decided to target the Turks as they were deemed 'too powerful' in the eyes of the planet, and needed to be destroyed .

Omega - Is only seen in 'Dirge of Cerberus FF VII'. It is the supreme WEAPON, and will only rear itself if the planet senses imminent destruction (which doesn't happen during the course of the game we're playing). Its purpose is to gather and seal up all of the planets Lifestream, and to then leave the baron planet in search of a new home within the galaxy.

It is recommended that you utilise the W-Item glitch whenever going up against one of the WEAPONs. Using this glitch you will be able duplicate yourself enough of the necessary items to suit, such as Megalixirs, Hero Drinks, Dazers etc. See section E.18 B for more info on the W-Item glitch and how it works.

{Emerald Weapon}

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--E.16 B - Emerald WEAPON

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|>   ABOUT EMERALD WEAPON   <|
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Emerald will be found lurking in the depths of the ocean, and can only be fought once you have obtained the submarine. There will be a 20 minute countdown timer whilst fighting it, and this can removed using the Underwater Materia which is obtained from the Kalm Traveller. You must exchange the

Guidebook for it, which can be obtained by morphing a Ghost Ship in the underwater tunnel leading to the rector underneath Junon.

Whenever you submerge into the ocean, Emerald will have one of 4 locations it could spawn in. Simply collide into it to battle it. One needs to be extremely careful when entering/exiting the Sunken Gelnika as Emerald could be sitting directly outside it! If this happens, submerge then dive and he'll have spawned somewhere else (1/4 chance).

2 useful tips: Navigating whilst at maximum height will enable you to avoid Emerald altogether!
Emerald and Ruby are both "escapable", so if you do bump into Emerald by mistake then you van simply flee (R1 + L1).

Defeating Emerald WEAPON will net you a whopping 50,000 AP, which will triple to 150,000 if using Cloud's Apocalypse or Cid's Scimitar. This will help tremendously if you are trying to master all of your Materia. The other thing that you will obtain upon its defeat is the Earth Harp. You can trade the Earth harp with the Kalm Traveller for a set of Master Materia!

NOTE - Emerald is not present in the Japanese original of the game.

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|> EMERALD'S STATS AND BATTLE PLAN <|
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Alongside Emerald WEAPON there will be four Eyes resting on Emerald's shoulder pads. These Eyes can be revived by Emerald, and it will use different attacks if its eyes are alive or dead.

The most feared move that Emerald will use is Aire Tam Storm, which is actually maTeriA backwards! This move will cause 1111 HP to each character per Materia that each character has equipped on them. So 9 or more pieces of Materia would result in 9999 damage! The only way to survive this attack is to equip Final Attack with Revive, or to equip less than 9 pieces of Materia. That's 9 pieces per character, not 9 in total!

It is also worth noting the Emerald is Vulnerable to Slow, as well as being one of the few bosses on the game that doesn't nullify Gravity, so even though Emerald will halve Demi, it'll still deal 9999 HP of damage.

	EMERALD WEAPON	EYE X 4
-------Lv:	99--------	50------
-------HP:	1,000,000	25000---
-------MP:	100-------	100-----
------EXP:	50000-----	--------
-------AP:	50000-----	--------
------GIL:	50000-----	--------
-----DROP:	Earth Harp	--------
---ABSORB:	ICE--WTR--	ICE--WTR
--NULLIFY:	ERT-------	ERT-----
----HALVE:	GRV-------	--------
---DOUBLE:	LHT-------	FRE-----
------ATK:	180-------	50------
--MAG ATK:	180-------	50------
------DEF:	180-------	2-------
--MAG DEF:	180-------	2-------
----DEF %:	1---------	1-------
DEXTERITY:	230-------	150/250-
-----LUCK:	1---------	1-------

Avoid casting things such as Haste, Big Guard, Regen etc. as Emerald will just end up cancelling them out. The reason Emerald is much easier than Ruby is due the fact that Emerald has a strict pattern in which it'll always conform to, so you'll always know what's coming.

Emerald WEAPON only has five attacks:

FOOT STAMP - (Unnamed attack) Used when all eyes are shut. Will cause

around 2500 damage to all characters.
EMERALD SHOOT - Used when all eyes are shut. Will cause around 7000 damage to one character whilst also removing Barrier, MBarrier, Shield, Death Force and Resist.
EMERALD BEAM - Used when at least one eye is open. Will hit all players for 63% of their current HP whilst also removing Regen.
REVENGE STAMP - Used as a counter attack and will hit all players for roughly 2500 HP whilst also removing Haste. Will be used every time it is hit, unless hit with a Limit Break or a Bahamut Summon, or if all of its eyes are shut.
AIRE TAM STORM - (Materia spelt backwards) Uncommonly used as a counter attack, Aire Tam will hit all players for 1111 HP PER MATERIA EQUIPPED! It will also remove nearly all positive Statuses. Any damage dealt via Aire Tam Storm is absorbed by Emerald.
Emerald's Eyes have only two attacks:
BLUE EYE (A & D) - EMERALD LASER - Damages one player for 4000 HP approx.
YELLOW EYE (B & C) - EMERALD LASER - Damages one player for 650 MP approx.

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Emerald's Battle Schematics:-
1.) Emerald WEAPON will use Emerald Shoot between 2 - 5 times, possibly using Foot Stamp in between attacks.
2.) Emerald will then open its four eyes, as well as using Emerald Beam.
3.) Emerald will now use its eyes to attack you. After 8 attacks, Emerald will use Emerald Beam once more.
4.) Emerald will now use its eyes for 4 attacks, after which it will use Aire Tam Storm.
5.) Then it will use its eyes another 4 times, after which it will use Emerald Beam.
6.) Sequence 4 & 5 will repeat themselves until all eyes are destroyed, then the pattern will repeat itself from sequence 1.

Revenge Stamp will only be used while its eyes are open, and will be used every time it takes a hit, unless it has been hit with one of the three Bahamut Summons or a Limit Break.

Aire Tam Storm will also be used as a counter attack if Revenge Stamp has been used 10 times, or if his HP is less than 50% after using Knights of The Round (at least one eye must be open).

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|>   STRATEGIES FOR DEFEATING EMERALD                                     <|
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PREREQUISITE:

There are many strategies for defeating Emerald, and they don't all share the

same level of preparation. The following list is a set of must-haves, regardless of which strategy you use:

- Underwater Materia
- Limit Breaks at full
- Slow down the Battle Speed to 1/4 or less
- Time Materia or Spider Web (at the top of the item list) to inflict Slow
- A healthy stock of Megalixirs
- All players in the back row
- Final Attack Materia linked to Revive or Phoenix Materia
- (Optional) Roughly 12 Hero Drinks, arranged at the top of the Item list
- (Optional) Sadness inflicted on all 3 characters as to reduce damage taken
- (Optional) 3 x Sprint Shoes

A Hero Drink will raise ones Atk, Mag Atk, Def and Mag Def by 30%, and can stack for a total of 100%. These aren't necessary to defeat the WEAPON, but will help massively. They can be obtained from the Icicle Inn, the North Crater or as a prize from the Chocobo Square. Spider Webs can be stolen from the Kimara Bug in Gongaga Jungle.

Also, spending some time in the Sunken Gelnika to farm as many sources as you can will help out loads. Remember that the Heavy Tank by the reactor in Gongaga can also drop Power Sources, and it is the only enemy that is encountered there.

You should probably use your characters Ultimate Weapons, unless you wish to level up your Materia using the 50,000 AP reward. In terms of armour, I personally recommend using Wizard Bracelets, but feel free to use the Mystile, Ziedrich or Imperial Guard if you wish. There is no need to use a Ribbon against Emerald, so I recommend using Sprint Shoes, failing that Champion Belts and/or Circlets work a treat.

NOTE - If you are Lv 99 when fighting Emerald, then Goblin Punch will deal 9999 damage for 0MP.

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STRATEGY 1 - THE 'COUNTER FRENZY' METHOD (Recommended):

With this strategy, you shouldn't actually need the Underwater Materia, I was able to defeat Emerald in 13 minutes using this method.

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+-------------------------------------------------------------------------+
|  This is by far the easiest way to defeat Emerald, but also takes the   |
|  longest to prepare for, and isn't entirely 'necessary'; there are      |
|  easier and quicker ways to this super boss, keep reading below. This   |
|  is just my favourite way of taking care of Emerald.                    |
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Here is the check list:

- Mastered Final Attack x 3
- Mastered Revive x 3 (or Phoenix)
- Mastered Counter x 4
- Mastered Deathblow x 4
- Mastered Counter Attack x 9
- Mastered Quadra Magic x 2
- Mastered MP Turbo x 1
- Mastered Magic Counter x 3
- Mastered Lightning x 3
- Mastered Gravity x 2
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- Mastered Contain x 1
- Mastered Mega All x 3
- Mastered HP Plus x 3
- Mastered Magic Plus x 1
- (Optional) Sprint Shoes x 3

This is the 'Ultimate' list, so don't worry if you don't master all of the pieces. For example, 2 Mastered Mega Alls will yield a third piece, so you could get away with mastering one less than the amount stated above (Lightning and Gravity being the exceptions).

Here is the set-up for this strategy:

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! Player 1: (Back Row)                                                         !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Ultimate Weapon:                 ;  Wizard Bracelet:                       !
!                                   ;                                         !
!  Final Attack = Revive            ;  Quadra Magic  = Lightning              !
!  Counter      = Deathblow         ;  MP Turbo      = Lightning              !
!  Magic Plus                       ;  Magic Counter = Lightning              !
!  Counter Attack                   ;  Mega All                               !
!  Counter Attack                   ;  HP Plus                                !
!  Counter Attack                   ;                    Acc: Sprint Shoes    !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''

,''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''',
! Player 2: (Back Row)                                                         !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Ultimate Weapon:                 ;  Wizard Bracelet:                       !
!                                   ;                                         !
!  Final Attack  = Revive           ;  Added Cut = Deathblow                  !
!  Magic Counter = Contain          ;  Counter   = Deathblow                  !
!  Enemy Skill                      ;  Counter   = Deathblow                  !
!  Counter Attack                   ;  Mega All                               !
!  Counter Attack                   ;  HP Plus                                !
!  Counter Attack                   ;                    Acc: Sprint Shoes    !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''

,''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''',
! Player 3: (Back Row)                                                         !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Ultimate Weapon:                 ;  Mystile:                               !
!                                   ;                                         !
!  Final Attack = Revive            ;  Quadra Magic  = Gravity                !
!  Counter      = Deathblow         ;  Magic Counter = Gravity                !
!  Mega All                         ;  W-Magic                                !
!  Counter Attack                   ;  HP Plus                                !
!  Counter Attack                   ;                                         !
!  Counter Attack                   ;                    Acc: Sprint Shoes    !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
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Bear in mind that when you defeat Emerald you will be rewarded with 50,000 AP, so you may wish to juggle your load out to suit. If you wish to make use of the triple growth weapons then you'll probably want to explore the other strategies below.

If Player 1's Magic is below 200, then equip him/her with a Circlet to boost the power of Bolt3. You will not need Ribbons as he cannot inflict any Status

changes upon you (he can just clear them).

Using the Phoenix Materia over the Revive Materia is sometimes advised, as not only will it completely Revive all fallen teammates, it will also hit Emerald with Fire damage. The downside is that a level 1 Phoenix can only be used once per battle, even if the Final Attack is at level 5!

There's no point in casting Big Guard, as Emeralds attacks will negate Big Guards effect, do however cast Slow on him. All you really need to worry about is keeping your HP topped up. Try to use three Hero Drinks on each character. Other than that, this strategy speaks for itself; all you need to do is sit back and watch as your characters go into a frenzy of counter attacks every time they are hit. There's nothing else to it! Just keep using Megalixirs and you'll be fine.

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STRATEGY 2 - THE 'LEAST AMOUNT OF WORK' METHOD:

This strategy requires the least amount of preparation, but is also quite a hard method to accomplish. There is 0 chance of Emerald using Aire Tam Storm if his eyes are closed. So, the idea is to take out the eyes as quickly as possible. To do this you are going to want to use your strongest Limit Breaks.

Make sure to have all characters Limit Gauges filled before the battle begins, you don't need to worry about Final Attack, just be sure to have the Sprint Shoes equipped to all three characters, and equip yourself with the strongest load-out you have. Also have all players in Fury, and choose characters that have Limit Breaks that attack all enemies, such as Barret or Cid.

Equip yourselves with things such as Lightning, Trine, Laser/Demi, and be sure to have a suitable replacement for the 'Attack' command as you won't be using it too often. Magic Counter with Restore is also a good idea. Also, Mega All and Deathblow go together nicely, perhaps even Added Cut and Deathblow.

As soon as the battle begins cast Slow on Emerald. The main thing is to save your Limit Breaks until the eyes have opened. In the meantime, try to consume as many Hero Drinks as possible (up to 4 per character). A soon as the eyes open, unleash your Limit Breaks upon them. You will have 3 full turns before he uses Aire Tam Storm, which should be ample time to destroy the eyes. When he reverts back to his original state, kick his butt, although this may take a long time to do so. The best moves to use would be Bolt3, Trine, Demi/Laser or just simply Deathblow.

When your limits fill back up simply save them for the next time the eyes open. Just stay away from Knights of The Round and you'll be fine.

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STRATEGY 3 - THE 'MIME CHAIN' METHODS:

There are three mime chains that we can perform that will effectively deal with Emerald. Just remember to have no Counter Attacks, Counters or Magic Counters equipped when using these strategies (unless intended):

CHAIN 1 - Mime and Knights of the round

Perhaps the oldest strategy in the book. Master two Mime Materias so that you have three copies. Simply cast Knights of The Round (after having used a few Hero Drinks each), then have each character mime the move thereafter. Having

the W-Summon Materia equipped helps also. Pairing KOTR with HP Absorb and/or MP Absorb is a good idea, or if you wanted to you could use MT Turbo to deal extra damage. If you do equip HP Absorb, then anyone miming the attack will also receive HP.

You will need to be mindful of Aire Tam Storm when using this strategy, and remember that healing/reviving will break the chain, so make sure the KOTR is higher than Level 1 so that you can re-cast it. Either equip less than 9 pieces of Materia, or set up Final Attack with Revive/Phoenix.

Using this strategy, you can defeat Emerald in 11.5 minutes, if each KOTR hit was dealing 9999 damage.

CHAIN 2 - Mime and Quadra Magic with Gravity

Set yourselves one character up with Quadra Magic = Gravity, HP Absorb = Gravity, MP Absorb = Gravity, W-Magic & Mime. Set the other two characters up with Mime, and make sure that all of the Gravitys are at least level 3. This strategy speaks for itself.

Cast Slow, then use 3-4 Hero Drinks each, then just keep miming this combo on Emerald. Make sure not to equip more than 8 pieces of Materia (unless you have Final Attack=Revive), and be sure to keep your HP topped up prior to it using Aire Tam. Remember that healing will break the miming chain.

CHAIN 3 - Mime and Omnislash

This strategy requires a bit of preparation. First master 7 Mimes and 7 Counters (so you have 8 of each). Then fill up Cloud's Limit bar (making sure that you have obtained Omnislash), then kill off the other two characters. Equip the 8 Counters with the Mimes, then save your game.

When you enter into battle, be sure to use Omnislash before Emerald hits you. Then just sit back and watch as Cloud unleashes 8 uses of Omnislash against Emerald every time he is hit. It's unlikely, but you may need to break the chain to heal, although by that time your Limit should have filled back up. Inflict yourself with Fury just to be safe.

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STRATEGY 4 - THE '7777' METHOD:

This is probably the most fun method of all. Equip each character with HP Plus and one other Materia of your choice. I suggest KOTR and Mime x 2. The idea is to keep your HP topped up at 9999, then when Emerald uses Aire Tam Storm, your HP will be dropped by 2222 bringing it to 7777, activating All Lucky Seven's. This will deal 64 hits * 7777 = 487,728 HP.

OK, so it isn't enough to take out even half of Emeralds HP, but it is enough to give you a fighting chance, whilst also looking super-cool in the process. The easiest way to get Emerald to use Aire Tam is to wait until it has opened its eyes, then kill off three of them, leaving a yellow one alive. Then just wait, after using Emerald Beam twice it'll use Aire Tam; just be sure to keep your HP topped up at all times. Don't attack it whilst waiting for Aire Tam as he'll likely counter with Revenge Stomp, and this could mess things up for you.

You'll still have to do a fair bit yourself, that's what KOTR and Mime is for. And no, you cannot activate 7777 Fever twice in one round, although if you do land on 7777 HP for a second time then all of your attacks and healing spells will deliver 7777 HP! I was able to defeat Emerald this way in roughly

15 minutes, meaning there is no need to equip the Underwater Materia.

If you wanted to learn how to activate All Lucky 7's in the shortest possible time, visit section E.18

Strategy 5 & 6 for Emerald are the exact same as strategy 5 & 6 for Ruby.

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STRATEGY 5 - THE 'ONE HIT' METHODS:

There are two ways in which you can defeat Emerald in one hit. One of them is legit. The other isn't so legit.

METHOD 1 - Cait Sith's 'Game Over'

Use QSI Link [Slots] to learn how to manipulate Cait Sith's Slots to achieve the desired outcome. If you have mastered the art of manipulating the reels then you'll be able to land on three Cait Siths, which will result in the 'Game Over' attack. Although this strategy could take a while to get the hang of, it could save you a lengthy amount of time in the long run, as this method requires no mastered Materia.

Game Over will kill all enemy instantly, ignoring all Death immunities. The only other spell in the game that ignores Death immunity is Cait Sith's 'Death Joker' (Cait Sith - Cait Sith - BAR), which will kill all allies instantly, unless they are attacking from different sides.

METHOD 2 - Barret or Vincent's' 'Overflow Glitch':

To activate 'Overflow' for Barret, you must first max out his Strength to 255 by farming for Power Sources from the Heavy Tank in Gongaga. Then make sure he is Lv 99. You can either equip 3,340,000 AP on his weapon (Mastered KOTR = 500,000 AP) for the least effort in-battle, or 1,410,000 for the most amount of effort in-battle.

If you go for the 1,410,000 AP route, then bear-in-mind you will only have a chance of causing damage overflow; equip 1,500,000 to guarantee overflow.

Enter into battle. If you equipped Barret with 3,340,000 AP then all you'll need to do is use 2 Hero Drinks, then attack and Emerald will be killed in 1 hit. If you went for the lower AP value, then you'll need to cast 4 Hero Drinks, Be in Berserk and also land a Critical. If you don't mind using 4 Hero Drinks but you don't want to have to use Berserk and Critical, then you'll need to equip him with 2,120,000 AP.

For Vincent, you must first need to kill 59,520 enemies for the easiest possible in-battle method (just 1 Hero Drink), or 16,896 for the longest in-battle method (as well as being Lv 99 and having 255 Attack). 16,896 will only give you a small chance of overflowing; kill 18,048 to guarantee it! 4 hero Drink, Critical & Berserk are needed; if you just wanted to use 4 Hero Drinks without Crit and Bers then you'll need 25,984 kills!

When causing overflow be sure that there are no negative damage modifiers in=play, such as Back Row or Slash-All.

The glitch occurs because during the damage calculation process, a value has exceeded 2,147,483,647. When this happens, the number is then flipped into a negative number which means you are causing negative damage to the enemy, and the games natural presumption is that you have dealt enough damage to kill

the enemy, and by default it will then kill it for you.

For a closer look at exactly why Overflow occurs, refer to section E.18 or use QSI Link [Damage Overflow Glitch].

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```

STRATEGY 6 - THE 'NO BUTTON NECESSARY' METHOD:

(Thanks to Death_Unites_Us for this)

Equip the following:
Final Attack=Revive, Final Attack=KOTR, Final Attack=KOTR, HP Plus, HP<->MP.

Now use an Elixir. Make sure that all three Final Attacks and both KOTR are mastered, this won't work otherwise.

Get into battle. Make a cup of tea. Watch the TV for a bit. Come back. Victory.

{Ruby Weapon}

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--E.16 C - Ruby WEAPON
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/>~~~~~~~~~~~~~~~~~~~~~~~<\
|>   ABOUT RUBY WEAPON   <|
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```

Ruby WEAPON will only be available to fight once you have defeated Ultimate WEAPON, *AND* have fought in one random battle. This can be as early as the Midgar re-visited section (or prior to). To find Ruby, you must head over to the desert surrounding the Gold Saucer; here you will see a small red fin poking out of the ground. Should you collide into it either with the Highwind or a Chocobo, Ruby will jump out at you, initiating a battle. Ruby is said to be the hardest boss on the game, and defeating it will reward you with the Ruby WEAPON Trophy.

As with Emerald, defeating Ruby will net you a staggering 50,000 AP! This can be tripled to 150,000 using a triple growth weapon. Upon its defeat, you will receive the Desert Rose, which can be traded with the Kalm Traveller for a Gold Chocobo. This Chocobo is completely useless in the races, and it's recommended that you obtain a Chocobo the 'normal' way, as a Gold Chocobo that has been bred will be a much better racing Chocobo.

NOTE - Ruby is not present in the Japanese original of the game. Also, you can flee from the Ruby battle just as you could Emerald, unless the Tentacles are buried, in which case you would have to destroy them to be able to escape.

```
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|>   RUBY'S STATS AND BATTLE PLAN   <|
\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~</           ______________ ______________
                                                |               |              |
 Ruby is extremely tough, and unlike Emerald it | RUBY WEAPON   |    RUBY'S    |
 does not have a fixed sequence of attacks that |               | TENTACLE x2  |
 it will conform to. When the        ___________|_______________|______________|
 battle begins, Ruby will be        |           |               |              |
 completely impervious to all       | -------Lv: | 59---------- | 37--------- |
 attacks until it has buried its    | -------HP: | 800,000----- | 40000------ |
```
```

tentacle in the ground, which it will not do unless but one character is either alive or in-play. If more than one character is alive, then Ruby will use an attack called Whirlsand which will permanently remove a character from the battle. It will continue to use this move until one character is left alive or in-play, then it will bury its tentacles in the ground thereby becoming susceptible to damage. Because of this, it is recommended that you enter into battle with two characters K.O'd.	-------MP:	2560--------	1000-------
	------EXP:	45000-------	----------
	-------AP:	50000-------	----------
	------GIL:	30000-------	----------
	-----DROP:	Desert Rose-	----------
	-ABSORB 1:	FRE--ICE----	----------
	-ABSORB 2:	LHT--ERT----	----------
	--NULLIFY:	GRV--WTR----	GRV--WTR---
	--E-SKILL:	SHADOW FLARE	----------
	------ATK:	100---------	100--------
	--MAG ATK:	200---------	150--------
	------DEF:	480---------	100--------
	--MAG DEF:	500---------	100--------
	----DEF %:	100---------	100--------
	DEXTERITY:	253---------	253--------
	-----LUCK:	10----------	10---------

When Ruby has its tentacles buried, you should revive your other two players. *Do not* then destroy the two tentacles, as doing so would provoke Ruby to take them out of the ground, and although she would not become invincible again, she would be programmed to use Whirlsand until one character is either left alive/in-play, and it would not bury its tentacles again until this had happened.

Ribbons are mandatory when fighting Ruby, as its tentacles can inflict some nasty Status changes upon you on every attack. It's also handy to know that the tentacles themselves cannot kill you as all of their attacks are % based. Unlike the eyes of Emerald, the Tentacles of Ruby are *not* independent; the moves that they cast on you come from Ruby itself (meaning that there is just one ATB gauge for all three targets).

When the battle begins, the game will register that a 'back attack' is in play, and the first time your players are hit they will be hit for x2 damage. Tapping L1 & R1 will not negate this effect.

The best way to defeat Ruby is to exploit its weaknesses - Slow and Paralyze. Remember that Ruby has the highest Dexterity of any creature in the game, so casting Slow is essential. It also has ridiculously high Defence and Magic.

Ruby WEAPON has 12 attacks:

* = Only used when tentacles *aren't* buried.
** = Only used when tentacles *are* buried.

*BIG CLAW - (Unnamed attack) Attacks one target for 63% of their current HP.

*BIG SWING - Attacks all targets for roughly 5000 HP and inflicts Paralyzed (63%).

*COMET 2 - Attacks 4 random targets for roughly 2500 HP per attack.

WHIRLSAND - Only used when more than one character is alive. Removes one random target from battle. Also used as a counter attack if more than one player is alive, see below for details on when this attack is used.

**RUBY FLAME - Attacks one target for roughly 5000 HP.

**RUBY RAY - Attacks one target for roughly 4000 HP and inflicts Confusion (100%).

**SHADOW FLARE - Attacks one target for roughly 8000 HP.

**ULTIMA - Attacks all targets for roughly 7500 HP.

**RIGHT THRUST - (Right Tentacle 'A' - Unnamed attack) Drains 94% of current HP from one target and inflicts Frog and Small (100%). Used as a counter attack (100%).

**RIGHT REVENGE - (Right Tentacle 'A' - Unnamed attack) Drains 47% of current HP from one target and inflicts Frog and Small (100%).

**LEFT THRUST - (Left Tentacle 'B' - Unnamed attack) Drains 78% of current MP from one target and inflicts Poison and Slow-Numb (100%). Used as a counter attack (100%).

**LEFT REVENGE - (Left Tentacle 'B' - Unnamed attack) Drains 47% of current MP from one target and inflicts Poison and Slow-Numb (100%).

NOTE - The right and left Tentacles are named according to our perspective, and not Ruby's actual right and left tentacle. The right tentacle (Ruby's Tentacle A) will always drain HP, and the left tentacle (Ruby's Tentacle B) will always drain MP.

****

Ruby's Battle Schematics:-

BEFORE BURYING TENTACLES:

1.) If one character is alive when the battle begins, Ruby will bury it's tentacles immediately.
2.) If 2 or more characters are alive when the battle begins then Ruby will use Big Claw, Big Swing, Whirlsand, Big Claw, Big Swing, Whirlsand.
3.) If you fall down to one party member within those 6 turns, Ruby will bury its tentacles immediately.
4.) If you fall down to one character after those 6 turns, Ruby will not bury its tentacles until after its 15th turn. During that time it will use:
  1/3 - Big Claw
  1/3 - Big Swing
  1/3 - Comet 2
5.) After the 15th turn, Ruby will use:
  1/5 - Bury Tentacles
  1/5 - Big Claw
  1/5 - Big Swing
  2/5 - Comet 2

So basically, if Ruby completes its cycle of using 2 Whirlsands, you could

end up waiting a fairly long time for it to eventually bury its tentacles. If at any point you do destroy the tentacles, Ruby will resort back to sequence two until one character remains. It will then resort to sequence three, four or five, respectively (depending on what turn you're on).

If you were to attack Ruby with its tentacles un-buried, then it will counter with Whirlsand provided that there is more than one player left alive/in-play.

```
 _____________________________________________________________________________
|                                                                             |
| AFTER BURYING TENTACLES:                                                    |
|                                                                             |
|  NOTE - The act of digging its tentacles counts as 1 turn.                  |
|                                                                             |
| 1.) Between turns 1 - 10, Ruby will use:                                    |
|       1/4 Ruby Flame                                                        |
|       1/4 Ruby Ray                                                          |
|       1/4 Left Revenge                                                      |
|       1/4 Right Revenge                                                     |
| 2.) Between turns 11 - 24, Ruby will use:                                   |
|       1/6 - Ruby Flame                                                      |
|       1/6 - Ruby Ray                                                        |
|       1/6 - Shadow Flare                                                    |
|       1/6 - Ultima                                                          |
|       1/6 - Left Revenge                                                    |
|       1/6 - Right Revenge                                                   |
| 3.) On the 25th turn Ruby will use Whirlsand if there are 3 players         |
|     alive/in-play.                                                          |
| 4.) After turn 25, Ruby will use:                                           |
|       2/12 - Ruby Flame                                                     |
|       2/12 - Ruby Ray                                                       |
|       2/12 - Shadow Flare                                                   |
|       2/12 - Ultima                                                         |
|       1/12 - Right Thrust                                                   |
|       1/12 - Right Revenge                                                  |
|       1/12 - Left Thrust                                                    |
|       1/12 - Left Revenge                                                   |
| 5.) On the 32nd turn Ruby will use Whirlsand if there are 2 or 3 players    |
|     alive/in play. Ruby will then continue using the moves in sequence 4.   |
|_____________________________________________________________________________|
```

With the tentacles are buried, Ruby will always counter using either Right Thrust or Left Thrust (50% chance) against any attack. If KOTR was cast (while its tentacles were buried), then it will retaliate by using Ultima.

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/>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\
|>   STRATEGIES FOR DEFEATING RUBY   <|
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  PREREQUISITE:

The following is a list of must-haves prior to engaging Ruby:

 - 3 x Ribbons
 - 2 x K.O'd characters
 - At least 12 x Dazers, Megalixirs and Hero Drinks
 - 1 x Spider Web (or Time Lv 2)
 - Limit Break at full
 - Final Attack Materia linked to Revive or Phoenix Materia
 - Battle Speed set to 0 and ATB set to Wait

Dazers are used to inflict Paralyze and can be stolen from the Battery Caps in the forest near Nibelheim, or from the Boundfat in Corral Valley. The Spider Web is used to inflict Slow and can be stolen from the Kimara Bug in Gongaga Jungle. Remember that the Slow status will prolong the Paralyze Status, so be sure to use the Spider Web first. Also make sure to slow the Battle Speed down all the way, and also be sure to arrange your battle items to the top of the inventory list.

I would personally recommend using your characters Ultimate Weapons, however if you are looking to gain the huge AP reward then feel free to use alternative 'normal growth' weapons. In terms of armour, I suggest the Fire Armlet to help with the Ruby Flame attack, although anything such as the Mystile, Ziedrich or Imperial Guard will suffice (you could even use the Wizard Bracelet, just remember that it has low Defence stats).

If your character's defences aren't high enough then you may find yourselves getting eradicated by Shadow Flare or Ultima. To avoid this, use Hero Drinks, Barriers, MBarriers, Dragon Force and Wall. You can even use Reflect to counter Shadow Flare if you wish. Also, 26 uses of Magic Hammer will deplete its MP entirely, rendering Ultima and Shadow Flare unusable.

NOTE - Ruby is also vulnerable to Darkness, although Darkness will have no effect whatsoever on any enemy, as Darkness will only affect commands that are used by ourselves. It is possible to inflict Ruby with Fury, although doing so seems to have no effect. Use QSI Link [Fury] to find out how to inflict Fury on an enemy.

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STRATEGY 1 - THE 'KOTR' METHOD (Recommended):

This method probably takes the longest to prepare for, but is also the easiest (and oldest) strategy for taking care of Ruby. Here is the Materia check-list:

- MP Turbo x 1 (Mastered)
- Knights of The Round x 1 (Mastered)
- Mime x 2 (Mastered)
- W-Summon x 1
- W-Item x 1
- HP Plus x 3 (Mastered)
- Final Attack x 1 (minimum)
- Revive x 1 (minimum)
- Mega All x 1
- (Optional) Mastered Magic Plus
- (Optional) Sneak Attack (with Time Lv2)

All figures are exact; if I state 2 x mastered Mimes it's because I intend for you to have 3. Also, seeing as not much Materia is required for this strategy I suggest filling your slots up with Materia that you wish to gain 50,000AP. Here is the Load-Out I recommend:

```
,''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''',
! Player 1: (Back Row, KO'd)                                                   !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Double Growth Weapon:              ;  Wizard Bracelet:                       !
!                                     ;                                         !
!  W-Summon                           ;  MP Turbo  = Knights of the Round       !
!  Mime                               ;  HP Absorb = Knights of the Round       !
!  Materia of your choice             ;  Enemy Skill                            !
!                                     ;  Magic Plus                             !
```
```

```
!                                  ;  HP Plus                                !
!                                  ;                          Acc: Ribbon   !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''

,''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
! Player 2: (Back Row)                                                       !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Ultimate Weapon:                ;  Ziedrich / Fire Armlet                !
!                                  ;                                        !
!  Final Attack = Revive           ;                                        !
!  Sneak Attack = Time Lv 2        ;                                        !
!  Enemy Skill                     ;                                        !
!  Mime                            ;                                        !
!  Mega All                        ;                                        !
!  HP Plus                         ;                          Acc: Ribbon   !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''

,''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
! Player 3: (Back Row, KO'd)                                                 !
!- - - - - - - - - - - - - - - - - - ; - - - - - - - - - - - - - - - - - - - - !
!  Double Growth Weapon:           ;  Mystile:                              !
!                                  ;                                        !
!  Materia of your choice          ;  Final Attack = Revive                 !
!                                  ;  W-Item                                !
!                                  ;  Enemy Skill                           !
!                                  ;  Mime                                  !
!                                  ;  HP Plus                               !
!                                  ;                          Acc: Ribbon   !
'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
```

Before going into battle be sure to have filled up player 2's Limit all the way, slow down the Battle Speed to 0, and place your Dazers, Spider Web, and Megalixirs at the top of the inventory list. Then kill off players 1 & 3.

The level of the Time Materia is up to you; at level 1 the player will cast Haste on themselves as soon the battle begins enabling you to revive the other two players faster, whereas a level 2 Time will cast Slow on Ruby, eliminating the need for the Spider Web. Both strategies have their advantages. When you are ready to battle Ruby, head over the Gold Saucer Area then save your game.

As soon as the battle begins (and after Ruby has buried its tentacles), revive the two KO'd players. The Mega All should see them both revived in one fell swoop. Also, if you had a Lv 2 Time with Sneak Attack then Ruby would already be slowed. If not, use player 3 to W-Item Spider Web and Dazers to Slow and Paralyze Ruby. Then cast Big Guard from Player 1, followed by player 2's Limit Break.

You can now use a few Hero Drink on each character if you wish, just remember that you're going to want to kill Ruby within 25 turns, otherwise it will use Whirlsand thereby removing one of your players from battle, and a removed player will not receive any battle rewards.

Now have player one cast W-Summon KOTR. Combined with the Magic Plus and MP Turbo, the players attacks should be hitting for 9999 damage (or there abouts) with every attack. The HP Absorb will save you from having to break the Mime chain to restore your HP, and the only time that you will need break the chain is if Ruby breaks free of its paralysis. After 7 uses of KOTR, Ruby should start flashing red. Congratulations!

```
```

STRATEGY 2 - THE 'I DON'T LIKE USING KOTR' METHOD:

This is a much, much tougher strategy than the KOTR method, but also takes much less time to prepare for. You're going to want to equip your strongest magic, such as Quadra Magic = Comet 2/Ultima, Sneak Attack = Time Lv 2 works well, W-Magic, Mime etc. Also be sure to have obtained the Enemy Skill Magic Hammer, and make sure that you have the W-Item Materia equipped. Lastly, equip a level 2 Throw.

As a precautionary, you could equip Elemental with Fire/Ifrit to protect you from Ruby Flame (or a Fire Armlet), but it won't be too necessary. Ribbons are mandatory, but everything else is optional; for real protection try using the Ziedrich. Although it has no Materia slots, it will halve all incoming damage!

As before, fill player 2's Limit, kill off players 1 & 3, slow the Battle Speed down to 0, set the ATB to wait and arrange your inventory as so that the Dazers and Megalixirs are at the top.

When the battle begins, do exactly as you would've done in the first strategy; Revive the other two players, then cast Spider Web and Dazers followed by Big Guard. Now it's just a case of simply throwing down everything you've got! Every other turn have the W-Item holder use Dazers and a Megalixir, and you should be completely safe. If Ruby does break free of Paralysis, then you should be Ok so long as your HP was topped up to begin with.

NOTE - If you use Dazers on a Paralyzed Ruby, the Status will *not* reset; you must wait for her to break free first. With Ruby in Slow and your characters in Haste, you should get 3-4 turns in before she breaks free.

One way to deal with Ruby's Shadow Flare and Ultima attacks would be to use Magic Hammer 9 times per character; this would see its MP drained to 0. This would leave Ruby only being able to use its tentacles, Ruby Flame and Ruby Ray! Just remember that you do have to kill it within 25 turns, or it'll cast Whirlsand on you, so if you do plan on doing this then forget about using Hero Drinks.

Another way to deal with Ruby's Ultima, Comet 2 and Shadow Flare attacks would be to inflict Ruby with Fury, thereby dropping her accuracy by 30%. This is a very risky strategy, as you would need to have one player enter the battle *without* a Ribbon equipped; the only way to cast Fury on an enemy is to cast 'Confu' on an ally, then have that ally use a Hyper before the Confusion takes effect. If done correctly, Ruby will be the one to be inflicted with Fury, and you'll then need to cure the ally of Confusion. Then either cast Resist (Lv 3 Heal) or use a Vaccine to grant that ally invulnerability to Status changes, just bear in mind that if the player already has a negative Status in place, then the Resist Status would 'lock' that negative Status in place.

Finally, you can use the 'Coin' command to throw 99,000 gil at Ruby for 9999 damage. This will ignore all defences (but not invulnerability). Seeing as you'll start at 600,000 gil, you'll have to bring the gil down manually to 99,000 as to not waste gil, and the main problem with that is that the ATB will not be set to wait, meaning Ruby will hit you during this time. So, to speed things up a little you may have to consider just throwing 600,000 gil a pop! The best way to farm gil is to sell mastered Alls or by selling Sylkis Greens using the W-Item Glitch.

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STRATEGY 3 - THE 'ALL LUCKY SEVEN'S' METHOD

Ok so this strategy is a combination of the previous two strategies, plus this time you'll be activating 7777 Fever, which will take out over half of Ruby's health before Ruby has done anything other than dig its tentacles in the ground! Here's how:-

Before killing off any of your characters, you're going to want to get your chosen characters HP to 7767. There are various methods in which you can do this, use QSI Link [Lucky 7's] to view the % chart that will bring you to 7767 the quickest (credit to James Baxter).

If you don't wish to jump from this section then here is an alternative (and slightly longer) method:

NOTE - Have the chosen players Limit bar filled before setting this up! Also make sure that the players Limit Break is one that attacks multiple times.

Equip the chosen character with Manipulate, one with Enemy Skill that has Goblin Punch, and one with Goblin Punch and Transform (or 2x Shrivel). Make sure not to have Mega-All or Slash-All, and don't have any Limit Breaks filled (other than the chosen character). You must then bring the chosen player's HP down to below 7777; you can do that quite easily by equipping then un-equipping HP<->MP.

You're then ready to enter into battle; kill off all but one enemy which (you guessed it) you can then manipulate. Have the two characters that aren't manipulating inflicted with Mini. You'll then find that Goblin Punch will deal precisely 8 HP of damage, provided that your characters are the same level as each other; if not then it'll just deal 1HP of damage per hit. It may take a while, but you can then keep attacking the chosen player until their HP lands on xx77. When this happens simply flee from battle.

Now using Hi-Potions and Potions bring that characters HP to 7677. Save the game and swap the chosen character out of your party. Now it's time to kill off your other two characters, then slow the Battle Speed right down and arrange your inventory so that Dazers and Megalixirs (and Spider Webs if you're not using Time) are at the top, along with a Potion this time. Swap your chosen character back into your party and equip you Materia and armoury according to which of the first two strategies you prefer.

When the battle begins, Ruby will dig its tentacles into the ground. As soon as this happens, unleash your Limit Break on the tentacles, thereby un-burying them. Then feed the character a Potion (and throw Dazers if W-Item is equipped) to bring his/her HP to 7777. Sit back, relax, and enjoy as you hit Ruby for a total of 497,728 HP. If you had activated 7777 Fever whilst the tentacles were still buried, then you wouldn't have hit Ruby with all 64 attacks, as the tentacles themselves would likely have be targeted.

Provided that both characters are still KO'd, and it is before turn 6, Ruby will automatically dig her tentacles back in the ground. After reviving the fallen two players, you can then use Dazers, Big Guard and Hero Drinks, followed by whichever ass-whooping tactics you desire. Bye-bye Ruby.

NOTE - The 64 attacks from All Lucky 7's classes as one turn.

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STRATEGY 4 - THE '1 MAN, 5 MATERIA' METHOD:

This is one of the quickest and most simplistic ways of defeating Ruby, and there are slight variations on how this can be performed. What makes this strategy so effective is that all of your Materia can be at level 1. Equip the following:

W-Summon, Hades, HP Absorb = Knights Of The Round & Mime. A cheeky Magic Plus and HP Plus wouldn't go amiss, either.

Open with Hades which will Paralyze Ruby, then follow with KOTR. Ruby will not counter with Ultima because it will be Paralyzed, and you will not need KOTR to be higher than level 1 because Mime can be used countless times, costing 0 MP. The only thing you would need to worry about is the one attack that Ruby will be able to throw in every so often; as long as you can survive this attack you should be fine, as KOTR will heal your HP if paired with HP Absorb.

An adaptation of this strategy would be to revive your players at the last hurdle, as so that they receive all of the battle spoils. To do this, you would have to have KOTR at level 2, and also to have the Phoenix Materia equipped. On the last use of KOTR, instead of using Mime you can W-Summon Phoenix to revive your fallen comrades, then KOTR to finish it off. Make sure to have at least 830MP when going into battle.

You need to know how many uses of KOTR are required to finish it off:

Between 8792 - 9999 HP per attack - 7 uses of KOTR
Between 7693 - 8791 HP per attack - 8 uses of KOTR
Between 6838 - 7692 HP per attack - 9 uses of KOTR
Between 6154 - 6837 HP per attack - 10 uses of KOTR
Between 5595 - 6153 HP per attack - 11 uses of KOTR

Variable - Hades will damage Ruby for no more than 500HP, even with 255 Magic, and Phoenix will heal Ruby by no more than 500; so the above figures won't be exact, although but they won't be too far off at all.

Strategy 5 & 6 for Ruby are the exact same as strategy 5 & 6 for Emerald (excluding damage overflow).

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STRATEGY 5 - THE 'ONE HIT' METHODS:

There are two ways in which you can defeat Ruby in one hit. One of them is legit. The other isn't so legit.

METHOD 1 - Cait Sith's 'Game Over'

Use QSI Link [Slots] to learn how to manipulate Cait Sith's Slots to achieve the desired outcome. If you have mastered the art of manipulating the reels then you'll be able to land on three Cait Siths, which will result in the 'Game Over' attack. Although this strategy could take a while to get the hang of, it could save you a lengthy amount of time in the long run, as this method requires no mastered Materia.

Game Over will kill all enemy instantly, ignoring all Death immunities (but not invincibility). The only other spell in the game that ignores Death immunity is Cait Sith's 'Death Joker' (Cait Sith - Cait Sith - BAR), which

will kill all allies instantly, unless they are attacking from different sides.

METHOD 2 - Barret or Vincent's' 'Overflow Glitch':

NEITHER BARRET NOR VINCENT CAN OVERFLOW AGAINST RUBY! It is the one enemy in the game that Vincent cannot overflow against.

For a closer look at exactly why, refer to section E.18 or use QSI Link [Damage Overflow Glitch].

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STRATEGY 6 - THE 'NO BUTTON NECESSARY' METHOD:

(Thanks to Death_Unites_Us for this)

Equip the following:
Final Attack=Revive, Final Attack=KOTR, Final Attack=KOTR, HP Plus, HP<->MP.

Now use an Elixir. Make sure that all three Final Attacks and both KOTR are mastered, this won't work otherwise.

Get into battle. Make a cup of tea. Watch the TV for a bit. Come back. Victory.

{Ultimate Weapon}

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## --E.16 D - Ultimate WEAPON

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```
/>~~~~~~~~~~~~~~~~~~~~~~~~~~~<\
|>   ABOUT ULTIMATE WEAPON   <|
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```

Ultimate WEAPON is the first WEAPON in the game that you fight, and is a mandatory battle whilst visiting Mideel. During this battle, Ultimate will flee after using 3 attacks. Battling him is completely optional thereafter, and he will not appear until you have defeated Diamond WEAPON towards the end of Disc 2. Defeating it unlocks the Ultimate WEAPON Trophy.

NOTE - Be sure to steal the acclaimed Curse Ring from the Mideel encounter.

When you are ready to fight Ultimate, you will find him hovering above the crater near Junon. Collide into him to fight him. After 4 turns, he will flee from the battle as he did in Mideel. You must then chase him in the Highwind as he flies off in random directions, and colliding into him 4 or 5 times will make him fly to one of 7 different locations around the map. Depending on the location he goes to, the fight will either be a ground battle or an aerial battle. Remember to use long ranged players, or the Long Range Materia when fighting Ultimate in the air:

```
 Near Gongaga      - Ground Battle
 Near Fort Condor  - Ground Battle
 Near Midgar       - Ground Battle
 North Crater      - Ground Battle
 Near Junon        - Aerial Battle
 Near Mideel       - Aerial Battle
 Near North Corel  - Aerial Battle
 Near Cosmo Canyon - Final, Aerial Battle.
```
```

After each battle, be sure to quickly view which direction Ultimate flew off in. If you lose track of it then it can be a real pain in the backside to find again.

Once Ultimate's HP is low enough he will head over to Cosmo Canyon, there you will have your final battle with Ultimate WEAPON. Once he has been defeated he will drop Cloud's Ultimate Weapon, the Ultima Weapon, he'll then crash into the cliff face near Cosmo Canyon which will allow you to gain access to the Ancient Forest. This forest was previously accessible via a Green, Black or Gold Chocobo. Defeating Ultimate will also trigger Ruby's appearance, however you must fight in one random battle first.

If you do intend on defeating Ultimate prior to the Midgar events, then be very careful when searching for Ultimate as flying over the North Crater, then Midgar (respectively) will trigger the point-of-no-return for Disc 2. Also, if you finish a battle with Ultimate, and he is no-where to be seen, then there stands a good chance that he has spawned back at the crater near Junon.

NOTE - Ultimate is vulnerable to Slow.

/>~~~~~~<\
|> ULTIMATE'S STATS AND BATTLE PLAN <|
\>~~~~~~</

Ultimate won't drop any battle rewards until the final fight (at Cosmo Canyon), and that fight will not occur until Ultimate's HP has been lowered to 20,000 or less:- Ultimate's current HP will not replenish from battle to battle. If you were to deplete its HP to 0 prior to the final fight, then Ultimate would enter into that battle with 20,000 HP, otherwise its HP would be carried over from the previous battle.

It is possible to fully deplete its HP in the first encounter at Mideel by casting Knights of The Round on it. If you were to do this then you would find Ultimate waiting at Cosmo Canyon as the first battle after defeating Diamond. This way you would be missing out on the chance to steal Circlets and Reflect Rings, so this may not be the wisest thing to do. And, if you're wondering how KOTR is obtainable prior to the Gold Saucer re-opening, refer to the 'Obtaining A Gold Chocobo *Without* Having To Race' segment in section E.14.

ULTIMATE WEAPON	
-------Lv:	61----------
-------HP:	100,000------
-------MP:	400----------
------EXP:	35000--------
-------AP:	3500---------
------GIL:	25000--------
--STEAL 1:	Curse Ring---
--STEAL 2:	Circlet------
--STEAL 3:	Reflect Ring-
-----DROP:	Ultima Weapon
--NULLIFY:	GRV----------
--E-SKILL:	SHADOW FLARE-
------ATK:	100----------
--MAG ATK:	170----------
------DEF:	120----------
--MAG DEF:	100----------
----DEF %:	3----------
DEXTERITY:	120----------
-----LUCK:	50----------

UPDATE - If you deplete all of Ultimate's HP in the first fight, then you'll still have to fight it in the crater near Junon first before it'll flee off to Cosmo Canyon. Thanks to Aerinhikari for the correction.

While most of Ultimate's stats are fixed, it will have varying things that can be stolen from it. Curse Ring aside, these items can be stolen more than once (1 per battle):

Mideel Battle - Curse Ring

Aerial Battle - Circlet
Ground Battle - Reflect Ring

Lastly, Ultimate will use an attack called Ultima Beam, which is the only attack in the game that uses the 'Hidden' element (that causes physical damage). To protect yourself from Hidden, simply pair the Elemental Materia to any 'non-elemental' Materia, excluding Restore and every Support Materia. If done correctly, you will halve/nullify/absorb the Ultima Beam attack. An example of this set-up would be Elemental=HP Plus.

NOTE - Ultimate will not use Shadow Flare until the final battle above Cosmo Canyon.

Here was my load-out going into the following fights, bearing in mind that it's worth swapping your weapons from 0 growth weapons to double or even triple growth weapons for the final fight. This load-out does not apply to the first battle:

1) Cloud (Back Row)

MP Plus
Heaven's Sword - Ultima, Contain, Enemy Skill, Long Range, Magic Plus,
Shinra Alpha - Elemental=HP Plus, All=Restore, Sneak Attack=Mug
Sneak Glove

2) Yuffie (Back Row)

Revive, Typoon
Conformer - Enemy Skill, Double Cut, MP Turbo=Comet, All=Barrier,
Crystal Bangle - Elemental=HP Plus, Steal, Counter Attack, MP Plus,
Champion Belt Bahamut Zero

3) Vincent (Back Row)

Speed Plus, Counter Attack
Death Penalty - Steal as Well=Steal, All=Time, Enemy Skill, Mime,
Shinra Alpha - Elemental=HP Plus, Added Cut=Deathblow, Luck Plus, MP Plus
Champion Belt

```
```

FIRST FORM - MIDEEL (Steal - Curse Ring)

There is no need for extensive preparation for this battle as it will only last three turns. Ultimate will use Quake2, Claw (unnamed attack) and then Ultima Beam before finally fleeing from battle. Be sure to steal the Curse Ring before this happens, as there are only two places in the game that you can acquire these bad-boys, and this is one of them. If you take out more than 20,000 HP, Ultimate will flee.

Just make sure to have Steal equipped, and also to have protection from the Hidden element. There's really not much else to this battle, other than the fact that the more HP you drain from it now, the less HP he'll have in the forthcoming battles. Again, if you were to use KOTR in this battle then the next two battles would be the final battles.

```
```

SECOND FORM - AERIAL (Steal - Circlet)

When fighting the aerial form of Ultimate, it will also gain immunity to Earth and Water. The following locations will provoke an aerial fight:

Near Junon - Aerial Battle
Near Mideel - Aerial Battle

```
 Near North Corel  - Aerial Battle
 Near Mt. Nibel    - Aerial Battle
```

Whenever you encounter Ultimate in this form you'll be able to steal a Circlet from it, so try to obtain 3 in total. Remember that these are also steal-able from the Snow in the Great Glacier, which *is* re-visitable.

As with the previous battle, Ultimate will have a fixed set of commands that it will use before escaping - Ultima Beam, Thunderball (unnamed attack), Ultima Beam and finally Thunderball again. It will always flee on its fifth turn, unless you have knocked off 20,000 HP, whichever comes first.

Having long ranged players here is mandatory, or failing that the Long Rang Materia. Remember that your steal attempts will be voided otherwise.

```
  THIRD FORM - GROUND                                    (Steal - Reflect Ring)
```

The following locations will provoke a ground battle with Ultimate:

```
 Near Gongaga      - Ground Battle
 Near Fort Condor  - Ground Battle
 Near Midgar       - Ground Battle
 North Crater      - Ground Battle
```

Always make sure to steal a Reflect Ring as there is only one Reflect Ring available besides Ultimate, so try to steal two before the final fight. I recommend saving before each battle, if you don't successfully steal then just re-load your save.

There is absolutely no need to swap your load out from the previous set-up, as these fights are short and sweet. Ultimate's attacks will be Claw (unnamed attack), Ultima Beam, Claw, Quake2 then flee, unless you deal 20,000 HP, in which case it'll flee straight away. Note the Midgar Battle background is the same as the one when you fought Motor Ball on the Midgar Highway.

```
  FOURTH FORM - FINAL BATTLE
```

Once Ultimate's HP has dropped to below 20,000, it will makes its way immediately over to Cosmo Canyon after the previous battle. If you managed to deplete its HP to 0 in that battle, then the final fight will be fought with 20,000 HP, otherwise its HP will be whatever it was from the previous fight. Remember that this is also an aerial battle, so it'll be immune to Earth and Water again.

You should think about equipping all Enemy Skill Materias onto one character, along with the Reflect ring. The reason being is the fact that Ultimate will retaliate upon death with the Enemy Skill Shadow Flare, and you won't be able to obtain it again until Disc 3 (which won't be too far away). Also, Shadow Flare can be reflected whilst still learning the Enemy Skill, so equip the Reflect ring onto that character.

You will receive the battle rewards for defeating Ultimate in this battle, so it's worth swapping your load out to suit. Also, there are no steal-able items, so you don't need to worry about equipping the Steal Materia. Here is my recommended load-out:

```
 1) Cloud  (Back Row)
```

```
    Apocalypse     - Double Cut, Your choice...
    Crystal Bangle - Enemy Skill, Enemy Skill, Enemy Skill, Enemy Skill,
    Reflect Ring                                              All=Restore

 2) Yuffie  (Back Row)

    Rising Sun  - Sneak Attack=Deathblow, Luck Plus, Speed Plus
    Rune Armlet - Your choice...
    Champion Belt

 3) Cid  (Back Row)

    Scimitar    - Your choice...
    Rune Armlet - Comet, Contain, Slash-All, Counter Attack
    Champion Belt

 NOTE - To obtain the Apocalypse prior to defeating Ultimate you must first
        have obtain a 'special' Chocobo to gain early access to the Ancient
        Forest.
```

Ultimate's attack pattern is constant - it will have a 50% chance of using Ultima Beam and a 50% chance of using Thunderball. Make sure that the Enemy Skill carrier is the person to deliver the final blow as Shadow Flare will be used on the last person to attack it.

Once it has been defeated you will be rewarded with Cloud's Ultima Weapon, which is a necessary item to have obtained if you to take part in the optional battle at the Battle Arena, along with the W-Summon Materia and Omnislash (both of which are obtained from the Battle Square). The prize for winning the special battle will be the Final Attack Materia.

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--E.16 A - Basic Materia Combo's
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>                            BASIC MATERIA COMBO'S                             >
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~ ~

QUADRA MAGIC = MAGIC / SUMMON
^^^^^^^^^^^^

Combine with:- Every Magic except Escape, and every Summon except KOTR.
Effect:- Attacks with paired Magic/Summon 4 times. Lv1 = 1 use per battle, Lv5 = 5 uses per battle.

~ ~

STEAL AS WELL = MAGIC / COMMAND / SUMMON
^^^^^^^^^^^^^

Combine with:- Every Magic, Every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Attempts to Steal from the enemy when paired Materia is used
Suggested:- Steal as Well = Comet / Deathblow / Morph / Mug / Steal

~ ~

ADDED CUT = MAGIC / COMMAND / SUMMON
^^^^^^^^^

Combine with:- Every Magic, every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Performs an additional attack when paired materia is used.
Suggested:- Steal as Well = Deathblow / Morph / Mug / Steal

~ ~

FINAL ATTACK = MAGIC / COMMAND / SUMMON
^^^^^^^^^^^^

Combine with:- Every Magic, every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Uses paired Materia as a finishing move when character is KO'd. Lv1 = 1 use per battle, Lv 5 = 5 uses per battle.
Suggested:- Final Attack = Revive / Phoenix

~ ~

SNEAK ATTACK = MAGIC / COMMAND / SUMMON
^^^^^^^^^^^^

Combine with:- Every Magic, every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- As the battle begins, the paired Materia will have a chance of being cast - Lv1 = 20%, Lv2 = 35%, Lv3 = 50%, Lv 4 = 65% and Lv 5 = 80%.
Suggested:- Sneak Attack = Deathblow / Morph / Mug / Steal

~ ~

HP ABSORB = MAGIC / COMMAND / SUMMON
^^^^^^^^^

Combine with:- Every Magic, every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Absorbs HP when paired Materia is used.
Suggested:- HP Absorb = Deathblow / Morph / Mug / Steal / KOTR

~ ~

MP ABSORB = MAGIC / COMMAND / SUMMON

^^^^^^^^^

Combine with:- Every Magic, every Summon, plus Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Absorbs MP when paired Materia is used.
Suggested:- MP Absorb = Ultima / Comet / Deathblow / Morph / Mug / Steal / KOTR

If the enemy has no MP then you cannot absorb MP from it. nearly a quarter of all enemies have 0 MP, however all but 5 of them are encountered on Disc 1.

~ ~

MP TRUBO = MAGIC / SUMMON
^^^^^^^^

Combine with:- Every Magic and every Summon.
Effect:- Uses additional MP to deliver more damage. Lv1 = 10% higher MP cost, 10% higher damage output. Lv5 = 50% higher MP cost, 50% higher damage output.
Suggested:- MP Turbo = Ultima / Contain / Comet / KOTR

~ ~

MAGIC COUNTER = MAGIC / SUMMON
^^^^^^^^^^^^^

Combine with:- Every Magic and every Summon.
Effect:- Chance of counter attacking with paired Materia. Lv1 = 30%, Lv2 = 40%, Lv3 = 60%, Lv4 = 80%, Lv5 = 100%.
Suggested:- Magic Counter = Ultima / Comet / Restore

~ ~

COUNTER = COMMAND
^^^^^^^

Combine with:- Master Command, Mime, Manipulate, Deathblow, Morph, Throw, Sense and Steal.
Effect:- Chance of countering with paired Materia. Lv1 = 30%, Lv2 = 40%, Lv3 = 60%, Lv4 = 80%, Lv5 = 100%.
Suggested:- Counter = Deathblow / Morph / Mug / Steal

~ ~

ALL = MAGIC
^^^

Combine with:- Master Magic, Destruct, Time, Barrier, Gravity, Poison, Transform, Mystify, Seal, Revive, Heal, Restore, Lightning, Earth, Ice and Fire.
Effect:- Paired Materia will target all opponents for 2/3 damage. Lv1 = 1 use per battle, Lv5 = 5 uses per battle.
Suggested:- All = Time / Barrier / Heal / Restore

Whilst in the "Magic" menu outside of battle you can use Restore on all players when Restore is paired with All. Press R1 to toggle the effects of All when selecting a party member to heal.

~ ~

ADDED EFFECT = MAGIC / SUMMON
^^^^^^^^^^^^

* = recommended

*ADDED EFFECT = CONTAIN   - Adds Status:- Confusion, Stop and Petrify
 ADDED EFFECT = DESTRUCT - Adds Status:- Death
*ADDED EFFECT = TIME   - Adds Status:- Slow and Stop
 ADDED EFFECT = TRANSFORM - Adds Status:- Frog and Small
 ADDED EFFECT = MYSTIFY   - Adds Status:- Confusion and Berserk
*ADDED EFFECT = SEAL   - Adds Status:- Sleep and Silence
 ADDED EFFECT = POISON   - Adds Status:- Poison
 ADDED EFFECT = ODIN   - Adds Status:- Death
 ADDED EFFECT = CHOCO/MOG - Adds Status:- Stop
*ADDED EFFECT = HADES   - Adds Status:- Sleep, Poison, Confusion, Silence,
                                          Frog and Small

If paired on one's Weapon, then the following Statuses will have a 19% chance
of being inflicted upon the enemy when attacking.
If paired on one's Armour, then the following Statuses will be defended
against.

A large number of enemies are vulnerable to Slow and Stop, which is why the
Added Effect=Time combo is recommended until you obtain the Contain and Hades
Materia. The next best thing after Time is Seal.

~ ~

 ELEMENTAL = MAGIC / SUMMON
 ^^^^^^^^^
* = recommended

 ELEMENTAL = GRAVITY   - Adds Element:- Gravity
 ELEMENTAL = POISON   - Adds Element:- Poison
 ELEMENTAL = LIGHTNING - Adds Element:- Lightning
 ELEMENTAL = EARTH   - Adds Element:- Earth
 ELEMENTAL = ICE   - Adds Element:- Ice
 ELEMENTAL = FIRE   - Adds Element:- Fire
 ELEMENTAL = TYPOON   - Adds Element:- Wind
 ELEMENTAL = PHOENIX   - Adds Element:- Fire
 ELEMENTAL = ALEXANDER - Adds Element:- Holy
 ELEMENTAL = LEVIATHAN - Adds Element:- Water
 ELEMENTAL = TITAN   - Adds Element:- Earth
*ELEMENTAL = RAMUH   - Adds Element:- Lightning
 ELEMENTAL = IFRIT   - Adds Element:- Fire
 ELEMENTAL = SHIVA   - Adds Element:- Ice
*ELEMENTAL = CHOCO/MOG - Adds Element:- Wind

If paired on one's Weapon, then the following Elements will do double damage
when attacking against an enemy that is weak to paired Element.
If paired on one's Armour, then the following Elements will be defended
against.

A level 1 Elemental paired in you Armour will halve the Elemental damage
taken, a level 2 Elemental will nullify the damage and a level 3 Elemental
will absorb the damage. You could equip a level 3 Elemental with Ice to then
use ice to heal yourself!

Many enemies are weak against Lightning, particularly in Midgar. Also, many
enemies are weak against Wind, top. Most enemies in the Great Glacier are Ice-
based, so equipping Fire onto your weapon, or Ice onto your armour is advised.

Pairing Elemental with a Summon is preferable to pairing it with Magic, as

Magic *usually* penalises your physical stats more than a Summon would.

¬¬¬
--E.16 B - Complex Materia Combo's
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>                                                                             >
>                           COMPLEX MATERIA COMBO'S                           >
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~ ~

```
 HP / MP ABSORB = LIGHTNING
 ^^^^^^^^^^ ALL = LIGHTNING
            ^^^
```
With every cast of Lightning, you will hit all enemies whilst also draining HP/MP. If one of the Lightnings was at level 3, and one of them was at level 2 then only Bolt2 could be used in this way.

~ ~

```
 STEAL AS WELL = ICE
 ^^^^^^^^^ ALL = ICE
           ^^^
```
With every cast of Ice, you will hit all enemies whilst also attempting to Steal from them.If one of the Ices was at level 3, and one of them was at level 2 then only Bolt2 could be used in this way.

~ ~

```
       MP TURBO = FIRE
 HP / MP ABSORB = FIRE
 ^^^^^^^^^^^^^^
```
For additional MP, you can cast a more powerful Fire attack to in-turn drain more HP / MP from the target. If one of the Fires was at level 3, and one of them was at level 2 then only Bolt2 could be used in this way.

~ ~

```
 STEAL AS WELL = COMET2
 ^^^^^^^^^^^^^
```
Comet will strike with 4 gits hitting random targets, each hit will result in a steal attempt.

~ ~

```
 MAGIC COUNTER = RESTORE
 ^^^^^^^^^^^^^
```
Every time a character is hit, he/she will retaliate by casting Cure on themselves. This combo will not pair with All or Mega All; the counter Cure can only be cast on themselves.

~ ~

 MAGIC COUNTER = COMET2

```
  QUADRA MAGIC = COMET2
  ^^^^^^^^^^^^
```
Every time a character is hit, he/she will retaliate by casting Comet2 4 times, unless one of the Comet Materias was only at level 1.

~ ~

```
  ADDED CUT = MASTER COMMAND, DOUBLE CUT
 ^^^^^^^^^^
```
Every time you use your basic attack, you will follow up with an additional attack, basically turning it into Double Cut. With Double Cut equipped, you turn into triple cut, and with 4x Cut equipped you attack for 5 hits.

~ ~

```
 STEAL AS WELL = DEATHBLOW
 ^^^ ADDED CUT = DEATHBLOW
     ^^^^^^^^^
```
Every time you cast Deathblow, you will also attempt to steal from the enemy, whilst at the same time following up with a basic attack.

~ ~

```
 COVER MATERIA + COVER MATERIA + HYPER
 ^^^^^^^^^^^^^
```
Less of a combo and more of a strategy, this is a great strategy for Limit Break levelling.

~ ~

```
 COUNTER ATTACK X 8, HP PLUS, COVER, LONG RANGE
 ^^^^^^^^^^^^^^^
```
Every time the character is hit, he/she will retaliate with 8 potential counter attacks! You could also try pairing Counter with Deathblow.

~ ~

```
 MAGIC COUNTER = COMET2, QUADRA MAGIC = COMET2, HP ABSORB = COMET2,
 SNEAK ATTACK  = COMET2,     MP TURBO = COMET2, MP ABSORB = COMET2, W-MAGIC
 ^^^^^^^^^^^^
```
You could, if you wished replace Comet with Ultima, Contain or Gravity for equally devastating effects. With this combo, you will retaliate to being hit with 4 castings of Comet2. Note that if you were to replace Sneak Attack with Added Cut, you would not follow up Magic Counter/Final Attack/Sneak Attack with Cut; Added Cut only applies to the paired magic when it is selected as a command. The same applies to HP/MP Absorb, and Steal as Well.

~ ~

```
 MP TURBO = KOTR, MP ABSORB = KOTR, W-SUMMON, MIME
 ^^^^^^^^
```
You can cast KOTR dealing extra damage, and in-turn replenishing more MP with each casting. Use Mime to continue casting KOTR for 0 MP.

~ ~

```
 SNEAK ATTACK = DEATHBLOW, SNEAK ATTACK = DEATHBLOW, MEGA ALL
 ^^^^^^^^^^^^
```
At the start of every battle the character will have a chance of hitting all characters with Deathblow. If you are using Yuffie then you can equip her

with the Conformer, and swap out Deathblow for Morph to morph all enemies into an item each battle.

~ ~

QUADRA MAGIC = MASTER MAGIC, MEGA ALL, W-MAGIC
^^^^^^^^^^^^

You will be able to use any magic spell 8 times, attacking all targets. Bliss!

~ ~

ADDED CUT = MASTER COMMAND, DOUBLE CUT (4X CUT)
^^^^^^^^^

You will be able to use 4x Cut with an added cut on the end, making it 5x Cut!

~ ~

HP ABSORB = MATER COMMAND, SLASH ALL
^^^^^^^^^

You will be able to restore HP off of each enemy every time you select Slash All.

~ ~

ELEMENTAL = ANY MATERIA that ISN'T Support Materia, Restore, or have any
^^^^^^^^^ Elemental properties

There is a 'Hidden' Element in the game that has been dubbed the '10th Element', and every single piece of Materia that doesn't have an Elemental attribute linked to it will conform to the Hidden Element, unless it is a Support Materia. Restore has it's own properties.

There are several Status changing attacks in the game that have the Hidden element, but because no direct damage is taken, it cannot be defended against. There is only one move in the game that uses Hidden that we can actually defend against by pairing Elemental with any Materia, and that is Ultimate WEAPON's 'Ultima Beam'. In the Japanese original, more of the enemies attacks used Hidden. See section E.05 C for more info.

~ ~

===

NOTES

- If you were to pair Steal as Well with Steal, then only one animation will play out, although 2 steal attempts will occur.

- Using Quadra Magic will not quadruple the MP cost.

- If you were to pair Master Command with either HP Absorb, MP Absorb, Steal as Well or Added Cut then the Support Materia's effect would also apply to every available command, such as Attack/4x Cut, Sense, even items (so watch out).
  This does not apply to Magic, Summon, Limits, Enemy Skills and Throw (unless Throw was equipped separately).

- Final Attack, Sneak Attack, Counter, Magic Counter and Counter Attack all occupy the same counter 'limit', which is 8. If any more than 8 of any of

the above are equipped to one character, then the surplus combo's would be disregarded, in chronological order that they were equipped.

- You can link duplicates of the same Magic Materia to different Support Materia for a 'combined' effect, however not all Support Materia will combine with each other:

SNEAK ATTACK:

HP Absorb ------ NO
MP Absorb ------ NO
MP Turbo ------- NO
Steal as Well -- NO
Added Cut ------ NO
All/Mega All --- YES (unless Quadra Magic is also paired)
Quadra Magic --- YES (disables All/Mega All)
(If the enemy dies before the four hits, the Quadra Magic will end)

FINAL ATTACK:

HP Absorb ------ NO
MP Absorb ------ NO
MP Turbo ------- NO
Steal as Well -- NO
Added Cut ------ NO
All/Mega All --- YES (unless Quadra Magic is also paired)
Quadra Magic --- YES (disables All/Mega All)
(If the enemy dies before the four hits, the Quadra Magic will end)

MAGIC COUNTER:

HP Absorb ------ NO
MP Absorb ------ NO
MP Turbo ------- NO
Steal as Well -- NO
Added Cut ------ NO
All/Mega All --- NO
Quadra Magic --- YES (If the enemy dies before the four hits, the Quadra Magic will end)

ALL:

HP Absorb ------ YES
MP Absorb ------ YES
MP Turbo ------- NO
Steal as Well -- YES
Added Cut ------ YES
Quadra Magic --- N/A (disables All/Mega All)

QUADRA MAGIC:

HP Absorb ------ YES (with every hit)
MP Absorb ------ YES (with every hit)
MP Turbo ------- NO
Steal as Well -- YES (with every hit)
Added Cut ------ YES (once only)
All/Mega All --- NO

So, you could pair:
All=Ice - HP Absorb=Ice - MP Absorb=Ice - Steal as Well=Ice - Added Cut=Ice

So long as all of the Ice Materia is at the same level, each Supporting effect will come into play. If all of the Ice were at Level 3, apart from the Ice paired with Added Cut which was level 2, then the Added Cut would not take effect when Ice3 is cast; only when Ice2 is cast.

=-------=-------=-------=-------=-------=-------=-------=-------=-------=-------=-------=-------=-

Send in your 'Materia Combo' suggestions to - DynamixDJ@writeme.com

{E.18} - Lucky 7's, W-Item and Other Tricks and Exploits

A - Lucky 7's

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                                                  {All Lucky 7's} {Lucky 7's}
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|| --E.18 A - Lucky 7's                                                     ||
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Lucky 7's, or All Lucky 7's has to be one of the coolest easter eggs in the game, and as such it deserves its own sub-section! Whenever one of your characters HP lands on precisely 7777, they will enter into the Status 7777 Fever, which will then result in the player attacking random targets for 7777 HP per hit! This frenzy will last for a total of 64 hits, in which time the enemy will not be able to attack. The total damage will be 497,728, and the only enemies that can withstand this much damage are Ruby and Emerald WEAPON.

In many ways, All Lucky 7's is similar to a Limit Break; as soon as it is activated it will take priority over all other commands; the same rainbow scrolling colours that can normally be seen on the Limit gauge can be seen over the players name; and the command bar at the top of the screen will turn purple. When attacking, all Elemental and Status changing properties will be suspended, and all of the enemies defences will be ignored.

Once the flurry of attacks has finished, the character will not leave 7777 Fever mode until his/her HP has been changed, and any subsequent attacks or healing spells made will deal 7777 HP. The initial 64-attack rampage cannot be activated twice during one battle, however a character can go into 7777 Fever more than once, attacking and healing for 7777. If two or more characters activate All Lucky 7's at the same time, then the result would still be 64 attacks, only they would be split between the characters as they take it in turns to mutilate the enemy.

If a battle finishes with a characters HP still at 7777, then the game will restrict All Lucky 7's re-usage by bringing your HP down to 1. Be very mindful of this. Also, if an enemy were to enter into 7777 Fever then it may be wise to flee from battle as you would be in grave danger of being wiped out; the enemy cannot initiate the 64-attack bombardment, but they will hit for 7777 each hit. Lastly, should you enter into 7777 Fever whilst Poisoned then you would instantly kill yourself, as the Poison damage would inflict 7777 HP.

NOTE - The only battle in the game that disables All Lucky 7's is the final battle against Sephiroth.

- Thanks to GarladTheGreat for this tip:
  If you enter the Battle Square with 7777 HP, then you will open up the first battle with All Lucky 7's activated, although it will disengage for the second battle. However, as soon as you select any command that command will play out, then 7777 Fever will re-activate!

  The bonus to this is the fact that the "7777 Fever" check occurs *after* the check for Mini, which means that if you get hit with the Small handicap, you'll still deal 7777 worth of HP with each hit.

HOW TO ACTIVATE ALL LUCKY 7'S

There are 6 methods that I know of to enable 7777 Fever (all credit for the final 2 methods goes to James Baxter):

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|',',',',' 1 - The Easy-To-Explain Yet Difficult-To-Set-Up Methods ',',',',',|
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1.) Chocobuckle

Every time that you escape from battle, either by using L1 & R1, using the Exit Materia or by using a Smoke Bomb (Battle Arena doesn't count), Chocobuckles attack power increases by 1 HP (ignoring defences). If one were to escape from 2222 battles, then you would be able to bring your HP down from 9999 to 7777, activating All Lucky 7's. You could also try escaping 1111 times and using it twice, just be sure the enemy doesn't hit you in that time.

2.) Aire Tam Storm

Emerald WEAPON will use an attack called Aire Tam (Materia) Storm that will deal 1111 HP per Materia that its target has equipped. If you were to equip just two pieces of Materia, one of them being HP Plus, then your HP would be brought down to 7777, provided you keep your HP topped up. Emerald will use

Aire Tam Storm in three different circumstances:

- After opening its eyes, it will use Emerald Beam, Eyes x8, Emerald Beam, Eyes x4, Aire Tam Storm. Try to keep one yellow eye alive.
- After using Revenge Stamp 10 times.
- As a counter attack to Knights of The Round if its HP is less than 50% after the summon has finished. Eyes must be open.

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 _____________________________________________________________________________
|                                                                             |
| xx77                                                                        |
|                                                                             |
| All of the following methods for activating All Lucky 7's require you to    |
| understand something that's relatively simple to grasp: If the final 2     |
| digits of your current HP were to land on 77 (xx77), and your HP was lower |
| than 7777, then you would be able to bring your current HP to 7777 by       |
| using Potions and Hi-Potions.                                               |
|                                                                             |
| All references to xx77 will be displayed as '77.                            |
|_____________________________________________________________________________|
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3.) Mini

Equip one player with Manipulate, and the other two with Enemy Skills with Goblin Punch on them (unless your characters are not the same level as each other). Make sure to equip Transform onto one of the two characters with Enemy Skill. Make sure not to have Mega-All or Slash-All equipped on these two characters, and make sure their Limits are not full. Speed the Battle Speed up to the max, and make sure that each players current HP is lower than 7777 (equip HP<->MP then un-equip it).

Enter into a random encounter and then use Manipulate on one enemy whilst killing the rest. Then, cast Haste if you wish, otherwise inflict Mini on the two characters that aren't manipulating (you can also use Shrivels). If your characters are the same level as each other then you can use Goblin Punch for 8 HP worth of damage every hit, otherwise just attack normally for 1 HP until they reach '77.

4.) Cat's Bell

The Cat's Bell will recover 2 HP per step that you take. You could use this to make the final 3 digits land on 154, 354, 554, 754 or 954. Then, enter into battle making sure to either have Demi2 equipped, or the Laser Enemy Skill. Cast either move, and your HP will be reduced by 50%, landing on '77.

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|  ',',                                                             ',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
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ALL CREDIT FOR THESE FINAL TWO METHODS GOES TO JAMES BAXTER. Please refer to his 7777 FAQ on GameFaq should you wish to view the source of the following data. Used with permission.

5.) Modifying the 'Base' Max HP

Using the HP Data Table below, you will be able to modify your Max HP to

reach '77. Firstly, you must find your 'Base' Max HP (or Base HP). To do that you must first remove any Materia from a character that would modify their HP. If your character's Base HP is below 3889 (around Level 50) or above 9970, then you will not be able to modify your HP to reach '77.

Next, equip the relevant Materia modifiers required to reach '77. For example, if your Base HP was 5254, then your entry would appear as:

 5254 : +29% -11% -70% |

To reduce your Base HP by 11%, you would need to equip Magic or Summon Materia that reduce your HP. The 3 variations of the - modifiers are -2%, -5% and -10%. So, 3 Materias would be required: 1x -5% and 2x -2% to reach -11%.

To increase your HP by 29%, you would need to use HP Plus Materia, which will raise your Max HP by 10%, and then 10% thereafter with each level that the HP Plus gains, for a maximum of 50%. These can stack for a total of 100%. So, either using a combination of 4 Lv 1 HP Plus's, or one Lv4 HP Plus, you can bring your Max HP up to 40%, then you can bring your HP down by -5% followed by 3x -2% to reach +29%.

 Recommended Materia quantity for each modifier:
   2x HP Plus Mastered OR 10x HP Plus Lv 1
   6x -10% modifiers
   7x -5% modifiers
   8x -2% modifiers

Once you have obtained an xx77 figure for your Max HP, you must then bring your current HP to Max HP if it isn't already (X-Potion, etc.) Then, making sure that no adjustments are made to any Materia that could reduce your Max HP, remove the -% modifiers until your Max HP is above 7777. As mentioned, you can then use Hi-Potions and Potions to bring your HP up to 7777 (or 7767 if you wished to activate Lucky 7's mid-battle).

Of all 6111 possible Base HP values above (and including) 3889, 75% (4548) can be modified to reach '77. If you find that your Base HP value isn't listed, then refer to method 6:

6.) Modifying the 'Base' Max MP, then using HP<->MP

Quite simply, refer to the MP Data Table to find the required modifier to manipulate your Base MP as so that you can reach x77. Then equip and un-equip the HP<->MP Materia to bring your HP down to your MP, provided that your current HP was higher than your Max MP to begin with.

You cannot do this if your Base MP is higher than 977, as there are no modifiers that decrease MP. The only + modifiers are +2%, +5%, and +10%. MP Plus will increase your Max MP by multiples of 10%, up to 50% as per the level of the Materia. Effects can stack up to 100%.

You also cannot do this if your Base HP is lower than 3889, as the most you can increase your HP by is 100% (7777 / 2 = 3888.5). Because of this, there will be no listings for Base MP lower than 300, as you cannot have more than 300 Base MP with less than 3889 Base HP. Of all 678 possible Base MP values between 300 and 977, 310 (46%) can be modified to reach '77.

Again, all credit for the data contained within the following charts goes to James Baxter; I have simply consolidated the information to make it more aesthetically pleasing, and to take up less space. None of the calculations

are my own.

HP '77 DATA TABLE

<+25%> = If you see a figure presented this way then it means that you can jump directly to 7777! There are 104 varying Base HP values that can do his.

3889 :<+100%> +46% +10%	5706 : +03%	7741 : -06% -37%
3892 : +69%	5707 : +17% +10%	7745 : -28%
3893 : +33% -03%	5708 : +31% +24%	7747 : -59%
3894 : -21%	5719 :<+36%> +29% +22%	7748 : -59%
3895 : +74%	5720 : +08% -06% -13%	7749 : -19%
3896 : +56% -39%	5721 : -20% -27%	7752 : -10%
3897 : +97% +38%	5722 : -34%	7753 : -50%
3898 : +79% +20% -57%	5723 : -41%	7754 : -01% -50%
3899 : +61% -57%	5724 : -48%	7756 : -41%
3900 : +02% -57%	5725 : -48% -55%	7757 : -41%
3901 : +84% -16%	5726 : -55%	7759 : -32%
3902 : +66% +25%	5727 : -62%	7760 : -32%
3904 : +48% +07% -34%	5728 : -62%	7761 : -90%
3905 : +71% -75%	5730 : +27% -69%	7762 : -23% -90%
3906 : +94% +30% -11%	5731 : +20% -69%	7763 : -14% -90%
3907 : +53% -75%	5732 : +13% -69%	7764 : -90%
3908 : -75%	5734 : -01% -76%	7765 : -05% -90%
3909 : +35% -52%	5735 : -08% -76%	7766 : -90%
3910 : +58% -29% -52%	5736 : -76%	7767 : -90%
3911 : -06% -29%	5737 : -15% -76%	7768 : -90%
3912 : +17%	5739 : -22%	7769 : -81% -90%
3915 : +91% +68%	5741 : -29%	7770 : -81% -90%
3916 : +22% -01% -24%	5742 : +25% -29% -83%	7771 : -81%
3917 : +96% -24% -47%	5743 : -83%	7772 : -72% -81%
3918 : -47%	5744 : +18% -36% -83%	7773 : -63% -72% -81%
3919 : +27%	5745 : -36% -83%	7774 : -54% -63% -72%
3920 : +78%	5746 : -83%	7775 : -45% -54% -63%
3921 : +04% -19% -70%	5747 : -83%	7776 : -09% -18% -27%
3922 : +32% -19% -70%	5748 : +04% -43%	7777 : All Lucky 7's
3923 : -70%	5749 : -03% -43%	7788 : -04%
3924 : +88% +09%	5752 : +30% -10%	7789 : -13%
3925 : +37% -42%	5753 : -50%	7790 : -22%
3926 : +93% +65% -14%	5754 : +23% -50%	7791 : -22%
3928 :<+98%> +42% +14%	5755 : -17%	7792 : -31%
3930 : +75% +47% -09%	5758 : -24%	7794 : -40%
3931 : +19% -37%	5759 : +09% -24% -57%	7795 : -40%
3932 : +80% -65%	5760 : -57%	7797 : -49%
3933 : -65%	5761 :<+35%> -90%	7798 : -49%
3934 : +85% -04% -65%	5762 : +02% -90%	7801 : -08% -58%
3935 : +57%	5763 : -31% -90%	7802 : -58%
3936 : +29% -32%	5764 : +28% -90%	7803 : -17%
3937 : +95% +62%	5765 : -05% -90%	7806 : -26%
3938 : +01%	5766 : -90%	7807 : -67%
3940 : -27%	5767 : -64% -90%	7808 : -67%
3941 : +06% -27% -60%	5768 : -38% -64% -90%	7809 : -67%
3942 : +77% -60%	5769 : -12% -38% -64%	7810 : -35%
3943 : +44% -93%	5770 : +14% -90%	7811 : -03%
3944 : +11% -22% -93%	5773 : +07% -19%	7814 : -12%
3945 : +87% -93%	5774 : -19%	7815 : -44%

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 3946 : +16%  -93%       |  5775 : -45%            |  7816 : -44%
 3947 : -17%  -55%  -93% |  5776 : +26%  -45%      |  7817 : -76%
 3948 :<+97%> +21%  -17% |  5777 :    Lucky 7's    |  7818 : -21%  -76%
 3949 : -93%             |  5779 : +19%  -26%      |  7819 : -76%
3950  : +64%  -93%       | 5780  : -71%            | 7820  : -76%
 3951 : +69%  -12%  -93% |  5781 : -07%  -71%      |  7822 : -53%
 3952 : +31%  -93%       |  5782 : -71%            |  7823 : -30%  -53%
 3953 : -07%  -50%  -93% |  5784 : +31%  -52%      |  7824 : -07%  -30%
 3954 : +36%  -50%  -93% |  5785 : -52%            |  7829 : -16%
 3955 : +84%  -93%       |  5786 : -33%            | 7830  : -39%
 3956 : +41%  -02%  -93% |  5787 : -14%            |  7831 : -39%
 3957 : +46%  -45%  -93% |  5788 : +24%  +05%      |  7832 : -62%
 3958 : -45%             | 5792  : -02%            |  7833 : -02%  -62%
 3959 : +03%             |  5793 : +17%  -21%      |  7834 : -62%
3960  : +56%             |  5794 : -40%            |  7835 : -25%
 3961 : +61%  +08%  -40% |  5795 : -40%            |  7836 : -25%
 3962 : +13%             |  5796 : -59%            |  7839 : -11%  -48%
 3964 : +18%  -35%       |  5797 : -59%            | 7840  : -48%
 3966 : -30%             |  5798 : +10%  -09%      |  7841 : -85%
 3967 : +28%  -30%  -88% | 5801  : +22%  -28%  -78% |  7842 : -85%
 3968 :<+96%> +33%  -88% |  5802 : -78%            |  7843 : -34%  -85%
 3969 : +38%  -25%  -88% |  5803 : +03%  -78%      |  7844 : -85%
3970  : +43%  -88%       |  5804 :<+34%> -47%  -78% |  7845 : -85%
 3971 : +48%  -20%  -88% |  5805 : -16%  -47%      |  7846 : -20%  -85%
 3972 : +53%  -15%  -88% |  5809 : +27%  -04%      |  7847 : -06%
 3973 : +58%  -88%       | 5810  : -35%            |  7849 : -71%
 3974 : +63%  -10%  -88% |  5812 : -66%            | 7850  : -71%
 3975 : +68%  -05%  -88% |  5813 : -23%  -66%      |  7851 : -71%
 3976 : +78%             |  5814 : -23%  -66%      |  7852 : -57%
 3977 :    Lucky 7's     |  5815 : +20%            |  7853 : -43%  -57%
 3978 : +93%  -83%       |  5816 : +32%  -11%      |  7854 : -29%  -43%
 3979 : +05%  -83%       |  5818 : -54%            |  7855 :<-01%> -15%
3980  : +10%  -83%       |  5819 : +01%  -54%      | 7863  : -10%
 3981 : +20%  -83%       | 5821  : +13%  -42%      |  7864 : -24%
 3982 : +25%  -78%  -83% |  5822 : +25%  -42%      |  7865 : -38%
 3983 : +35%  +30%  -78% |  5823 : -30%            |  7866 : -38%
 3984 : +40%  -78%       |  5824 : -30%            |  7867 : -52%
 3985 : +50%  -78%       |  5825 : -18%            |  7868 : -52%
 3986 : +60%  -73%  -78% |  5826 : -06%            | 7870  : -05%
 3987 : +75%  +70%  -73% |  5828 : +18%  +06%      |  7871 : -66%
 3988 : +90%  -68%  -73% |  5829 : +30%            |  7872 : -19%  -66%
 3989 : -68%             |  5835 : +23%  -13%  -25% |  7873 : -66%
3990  : -63%  -68%       |  5836 : +11%  -25%  -37% |  7875 : -33%
 3991 : -58%  -63%       |  5837 : -49%  -61%      |  7876 : -33%
 3992 : -53%  -58%       |  5838 : -61%  -73%      | 7880  : -14%  -47%
 3993 : -43%  -48%  -53% |  5839 : -73%            |  7881 : -47%  -80%
 3994 : -38%  -43%  -48% | 5840  : -73%            |  7882 : -80%
 3995 : -23%  -28%  -33% |  5841 : -85%            |  7883 : -80%
 3996 : -03%  -08%  -13% |  5842 : +28%  -85%      |  7884 : -28%  -80%
 3998 : +42%  +22%  +12% |  5843 : +16%  -85%      |  7885 : -80%
 4009 :<+94%> +89%       |  5844 : +04%  -08%  -85% |  7886 : -09%
4010  : +79%  +74%       |  5845 : -85%            |  7888 : -61%
 4011 : +59%             |  5846 : -20%  -85%      |  7889 : -61%
 4012 : +49%  +44%       |  5848 :<+33%> -32%      | 7890  : -42%
 4013 : +34%             |  5849 : +21%            |  7891 : -23%  -42%
 4014 : +24%             | 5851  : +09%  -44%      |  7892 : -04%  -23%
 4015 : +19%  +14%       |  5852 : -03%            |  7898 : -18%
 4016 : +09%             |  5855 : +26%  -15%  -56% |  7899 : -37%
 4017 : +04%  -01%       |  5856 : -56%            | 7900  : -37%
 4018 : -06%  -11%       |  5858 : -27%            |  7901 : -56%
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 4019 : -11%             | 5860  : +02%             |  7902 : -56%
4020  : +86%  -16%       |  5861 : +31%             |  7904 : -13%
 4021 : -21%             |  5863 : -10%  -39%  -68% |  7905 : -75%
 4022 : +71%  -26%       |  5864 : -68%             |  7906 : -32%  -75%
 4023 : +61%             |  5865 : -68%             |  7907 : -32%  -75%
 4024 : +56%  -31%       |  5867 : +07%  -22%  -97% |  7908 : -75%
 4025 : +51%             |  5868 : -97%             |  7909 : -08%
 4026 : +46%  -36%       |  5869 : +24%  -97%       | 7911  : -51%
 4028 : -41%             | 5870  : -05%  -51%  -97% |  7912 : -51%
 4029 : +31%             |  5871 : -51%  -97%       |  7913 : -27%
4030  :<+93%> +26%  -46% |  5872 : -97%             |  7914 : -03%
 4031 : +21%  -46%       |  5873 : +12%  -34%  -97% |  7918 : -22%
 4032 : +16%             |  5874 : +29%  -34%  -97% |  7919 : -22%  -46%
 4033 : +73%  -51%       |  5875 : -17%  -97%       | 7920  : -46%
 4034 : +68%  +11%  -51% |  5876 : -97%             |  7921 : -70%
 4035 : +63%  +06%       |  5877 :    Lucky 7's     |  7922 : -70%
 4037 : +01%  -56%       |  5878 : +17%  -97%       |  7923 : -17%  -70%
 4038 : -04%  -56%       |  5879 : -97%             |  7924 : -17%
 4039 : +48%             | 5880  : -97%             |  7926 : -41%
4040  : +43%  -09%       |  5881 : -80%  -97%       |  7927 : -41%
 4041 : +90%             |  5882 : -12%  -29%  -46% |  7928 : -12%
 4042 : +38%  -14%  -61% |  5883 : +05%  -29%  -46% | 7932  : -07%  -36%  -65%
 4043 : +33%  -14%  -61% |  5884 : -80%  -97%       |  7933 : -65%
 4045 : +28%  -19%       |  5885 : -80%  -97%       |  7934 : -65%  -94%
 4047 : +65%  +23%       |  5886 : -97%             |  7935 :<-02%> -94%
 4048 : -24%  -66%       |  5887 : -97%             |  7936 : -94%
 4049 : +18%  -66%       |  5888 : +27%  -97%       |  7937 : -31%  -94%
4050  : +55%  -66%       |  5889 : +10%  -07%  -97% |  7938 : -94%
 4051 :<+92%> +13%  -29% | 5890  : -24%  -97%       |  7939 : -94%
 4052 : +87%  +50%  -29% |  5891 : -97%             | 7940  : -94%
 4053 : +08%             |  5892 :<+32%> -41%  -97% |  7941 : -26%  -60%  -94%
 4055 : +77%  -34%       |  5893 : -41%  -97%       |  7942 : -60%  -94%
 4056 : +03%  -34%  -71% |  5894 : -02%  -97%       |  7943 : -94%
 4057 : -71%             |  5895 : -97%             |  7944 : -94%
 4058 : -02%  -71%       |  5896 : -58%  -97%       |  7945 : -21%  -94%
4060  : +62%  +30%  -39% |  5897 : -19%  -58%  -97% |  7946 : -94%
 4061 : -07%             |  5898 : +20%  -97%       |  7947 : -55%  -94%
 4062 : +89%  +57%  +25% |  5899 : -97%             |  7948 : -16%  -55%  -94%
 4064 : +84%  +52%  -12% | 5900  : -97%             |  7949 : -94%
 4065 : +20%  -44%       |  5901 : -36%             | 7950  : -94%
 4066 : +47%  -44%       |  5902 : +25%             |  7951 : -11%
 4067 : +15%  -76%       |  5903 : -14%             |  7953 : -50%
 4068 : -17%  -76%       |  5905 : +08%  -75%       |  7954 : -06%  -50%
 4069 : +42%  -76%       |  5906 : +30%  -75%       |  7957 : -45%
4070  : -76%             |  5907 : -53%  -75%       |  7958 : -45%
 4071 : +37%  -49%       |  5908 : -09%  -31%  -53% | 7961  : -40%
 4072 :<+91%> -22%  -49% |  5909 : +13%             |  7964 : -35%  -89%
 4073 : -22%             | 5913  : +18%  -04%       |  7965 : -89%
 4074 : +59%  +32%  +05% |  5914 : -26%             |  7966 : -30%  -89%
 4076 : +81%  +54%       |  5916 : -48%             |  7967 : -30%  -89%
 4077 :    Lucky 7's     |  5917 : +23%  -48%       |  7968 : -89%
 4078 : +76%  -27%       |  5918 : +01%             |  7969 : -25%  -89%
 4079 : +49%  -54%       |  5919 : -21%             | 7970  : -89%
4080  : +22%  -54%       | 5920  : +28%  -21%       |  7971 : -20%  -89%
 4081 : -05%             |  5921 : -70%             |  7972 : -15%  -89%
 4083 : +66%  +17%  -32% |  5922 : +06%  -70%       |  7974 : -10%
 4084 : +88%             |  5923 : -43%  -70%       |  7975 : -05%
 4085 : -10%  -81%       |  5924 : -16%  -43%       |  7976 : -84%
 4086 : +83%  -81%       |  5925 : -16%             |  7977 : -84%
 4087 : +12%  -81%       |  5926 : +11%             |  7978 : -84%
```

```
 4088 : +56%  +34%  -59% |  5929 : +16%  -11%        |  7979 : -84%
 4089 : -37%  -59%  -81% | 5930  : -38%              | 7980  : -84%
4090  : -15%  -37%  -59% |  5932 : +21%  -06%  -65% |  7981 : -79%  -84%
 4091 : +51%  +29%  +07% |  5933 : -65%              |  7982 : -79%
 4094 : +68%  +46%       |  5934 : -65%              |  7983 : -79%
 4095 : +24%             |  5935 : -33%              |  7984 : -79%
 4096 : +85%  +02%  -20% |  5936 : -01%              |  7985 : -74%  -79%
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 4098 : -42%             |  5939 : -28%              |  7987 : -74%
 4099 : +19%  -03%       | 5940  : +04%  -28%        |  7988 : -69%  -74%
4100  : +58%  -03%       |  5941 : -60%              |  7989 : -64%  -69%
 4101 : +36%  -64%       |  5942 : -60%              | 7990  : -64%  -69%
 4102 : -25%  -64%       |  5943 : +09%  -23%        |  7991 : -59%  -64%
 4103 : +53%  +14%       |  5944 : -23%              |  7992 : -54%  -59%
 4105 : +31%  -08%       |  5945 : +14%              |  7993 : -44%  -49%  -54%
 4106 : -47%             |  5947 : -18%  -55%        |  7994 : -34%  -39%  -44%
 4107 : -47%             |  5948 : -55%              |  7995 : -24%  -29%  -34%
 4108 : +09%             | 5950  : +24%  -13%        |  7996 : -04%  -09%  -14%
 4109 : +26%  -30%       |  5951 : -92%              |  8017 :<-03%>
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 4111 : +60%  -13%       |  5953 : -08%  -50%  -92% |  8019 : -13%
 4113 : +04%             |  5954 : -50%  -92%        | 8020  : -18%
 4114 : +38%  +21%       |  5955 : -03%  -92%        |  8021 : -23%
 4115 :<+89%> +72%  -86% |  5956 : -92%              |  8022 : -23%
 4116 : -86%             |  5957 : -45%  -92%        |  8023 : -28%
 4117 : -35%  -52%  -69% |  5958 : +02%  -45%  -92% |  8024 : -33%
 4118 : -01%  -18%  -35% |  5959 : -92%              |  8025 : -33%
 4119 : -69%  -86%       | 5960  : +07%  -92%        |  8026 : -38%
4120  : -86%             |  5961 : -40%  -92%        |  8027 : -38%
 4121 : -86%             |  5962 : +12%  -92%        |  8029 : -43%
 4122 : +62%             |  5964 : +17%  -35%        | 8031  : -48%
 4123 : +28%             |  5965 : +22%              |  8032 : -48%
 4124 : +11%  -06%       |  5966 : -30%              |  8035 : -53%
 4125 : +74%  -23%       |  5967 : -30%              |  8036 : -53%
 4126 : +57%             |  5969 : -25%              |  8039 : -07%  -58%
 4127 : +40%  -40%       | 5970  : -87%              | 8040  : -58%
 4128 : +23%  -40%       |  5971 : -20%  -87%        |  8041 : -12%
4130  : +52%  +06%       |  5972 : -15%  -87%        |  8042 : -12%
 4131 : +81%  -11%  -57% |  5973 : -87%              |  8044 : -17%  -63%
 4132 : -57%             |  5974 : -10%  -87%        |  8045 : -63%
 4134 : -28%             |  5975 : -05%  -87%        |  8047 : -22%
 4135 : +76%             |  5976 : -87%              | 8050  : -27%
 4136 : +01%             |  5977 :    Lucky 7's      |  8051 : -68%
 4137 :<+88%> +59%       |  5978 : -82%              |  8052 : -68%
 4139 : +42%  +13%  -16% |  5979 : +05%  -82%        |  8053 : -32%  -68%
4140  : -45%  -74%       | 5980  : +10%  -82%        |  8054 : -32%
 4141 : +54%  -74%       |  5981 : +20%  -82%        |  8058 : -37%
 4142 : +25%  -04%  -74% |  5982 : +25%  -82%        | 8060  : -06%  -73%
 4143 : +66%             |  5983 :<+30%> -77%  -82% |  8061 : -73%
 4144 : +37%  -33%       |  5984 : -77%              |  8062 : -73%
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 4147 : -21%             |  5986 : -72%  -77%        |  8064 : -11%
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4150  : +32%  -09%  -62% |  5989 : -67%  -72%        |  8069 : -47%
 4151 : +44%             | 5990  : -62%  -67%        | 8071  : -21%
 4152 : +56%             |  5991 : -57%  -62%        |  8072 : -21%
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 4155 : -38%             |  5994 : -37%  -42%  -47% |  8075 : -78%
```

```
 4156 : -38%            |  5995 : -22%  -27%  -32% |  8076 : -26%  -52%  -78%
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4160  : -02%            |  6015 : +16%             |  8084 : -57%
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 4162 : +34%  +22%      |  6017 : +01%  -04%       |  8086 : -57%
 4163 : +70%  +58%  +46% |  6018 : -09%            |  8088 : -36%
 4168 : +53%  -07%  -19% |  6019 : -14%            |  8089 : -36%
 4169 : +05%  -19%  -31% | 6020  : -19%            | 8090  : -15%
4170  : -43%  -55%  -67% |  6022 : -24%            |  8095 : -41%  -62%  -83%
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 4172 : -67%  -79%      |  6025 : -34%            |  8097 : -62%  -83%
 4173 : +72%  -79%      |  6027 : -39%            |  8098 : -83%
 4174 : +48%  -79%      |  6029 :<+29%> -44%      |  8099 : -83%
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 4176 : +12%  -79%      |  6032 : -49%            |  8101 :<-04%>
 4177 :    Lucky 7's    |  6033 : +14%  -49%      |  8102 : -25%
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 4182 : -36%  -91%      |  6039 : -06%            | 8110  : -30%  -67%
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 4187 : -91%            |  6045 : +27%  -64%      |  8117 : -35%
 4188 : +69%  -17%  -91% |  6046 : -21%  -64%      |  8118 : -35%
 4189 : -17%            |  6047 : +22%  -64%      |  8119 : -19%
4191  : +14%  -60%      |  6049 : +17%  -26%      |  8127 : -08%  -24%  -40%
 4192 : +76%  -29%  -60% | 6050  : -26%            |  8128 : -40%  -56%
 4194 : +02%            |  6051 : +12%            |  8129 : -56%  -72%
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 4198 : +40%  -41%      |  6054 : +07%  -69%      |  8132 : -72%
4200  : +59%  +09%      |  6056 : +02%            |  8134 : -13%  -88%
 4201 : +28%  -22%  -72% |  6057 : -36%            |  8135 : -88%
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 4203 : -03%  -72%      | 6061  : -08%            |  8137 : -88%
 4204 :<+85%>           |  6062 : +25%  -41%  -74% |  8138 : -88%
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 4206 : +54%  -53%      |  6064 : -74%            | 8140  : -45%  -88%
 4207 : -34%            |  6065 : +20%  -13%  -74% |  8141 : -88%
 4208 : -15%            |  6067 : +15%  -46%      |  8142 : -18%
 4209 : +23%  +04%      |  6068 : -46%            |  8144 : -61%
4210  : +80%            |  6069 : -18%            |  8145 : -61%
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 4216 : +75%  -46%      |  6076 :<+28%>           |  8153 : -50%
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 4219 : -01%  -65%      |  6079 : +23%  -28%  -79% |  8157 : -77%
4220  : -65%            | 6080  : -79%            |  8158 : -39%  -77%
 4221 : -20%            |  6081 : -05%            |  8159 : -39%  -77%
 4222 : +70%  +25%      |  6082 : -56%            | 8160  : -77%
 4223 : -39%            |  6083 : +18%  -56%      |  8162 : -28%
 4224 : +06%  -39%      |  6084 : -33%  -56%      |  8164 : -17%
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```

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 4227 :<+84%> -84%       |  6086 : +13%             |  8166 : -06%  -66%
 4228 : +13%  -84%       | 6090  : +08%  -15%       |  8167 : -06%  -66%
 4229 : +65%  -58%  -84% |  6091 : -38%             |  8169 : -55%
4230  : -06%  -32%  -58% |  6093 : +26%  -61%       | 8170  : -55%
 4231 : +46%  +20%  -84% |  6094 : -61%             |  8171 : -55%
 4233 : +79%             |  6095 : +03%             |  8172 : -44%
 4234 : +27%             |  6096 : -20%             |  8173 : -44%
 4235 : +01%  -25%       |  6097 : +21%             |  8174 : -33%
 4236 : +60%  -25%       |  6098 : -02%             |  8175 : -22%
 4237 : +34%  -51%       |  6099 : -43%             |  8176 : -11%
 4238 : +67%  +08%  -51% | 6100  : -43%             |  8186 :<-05%> -16%
4240  : +74%  -18%       |  6101 : +16%  -84%       |  8187 : -27%
 4241 : +15%             |  6102 : -25%  -84%       |  8188 : -38%
 4243 : -11%  -44%       |  6103 : -84%             |  8189 : -49%
 4244 : +22%  -44%  -77% |  6104 : -07%  -84%       | 8190  : -49%
 4245 : -77%             |  6105 : -84%             |  8191 : -60%
 4246 : +29%  -04%  -77% |  6106 : +11%  -66%  -84% |  8192 : -60%
 4247 : +69%  -77%       |  6107 : -66%             |  8194 : -71%
 4248 : +36%  -37%       |  6108 : -48%  -66%       |  8195 : -71%
 4249 : -37%             |  6109 : -30%  -48%       |  8196 : -10%  -71%
4250  :<+83%> +43%  +03% | 6110  : -12%  -30%       |  8198 : -21%
 4252 : +50%  +10%  -30% |  6111 : +24%  +06%       | 8201  : -32%  -82%
 4253 : +57%             |  6116 : +01%  -17%       |  8202 : -82%
 4254 : +17%  -70%       |  6117 : -35%             |  8203 : -82%
 4255 : -23%  -70%       |  6118 : -35%             |  8204 : -43%  -82%
 4256 : +71%  +24%  -70% | 6120  : -53%             |  8205 : -43%  -82%
 4257 : +78%             |  6121 : +14%  -04%  -53% |  8208 : -15%
 4258 : +31%  -16%       |  6124 :<+27%> -22%       |  8209 : -54%
 4259 : +38%             |  6125 : -71%             | 8210  : -54%
4260  : -09%  -63%       |  6126 : +09%  -71%       |  8211 : -26%
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 4262 : -02%  -63%       |  6128 : -09%  -40%       |  8216 : -09%  -37%
 4264 : +05%  -56%       |  6129 : +22%             |  8217 : -37%
 4265 : -56%             | 6132  : +04%  -27%       |  8218 : -65%
 4266 : +12%             |  6134 : -58%             |  8219 : -65%
 4267 : +19%  -49%       |  6135 : +17%  -14%  -58% | 8220  : -65%
 4268 : +26%  -49%       |  6136 : -14%             |  8221 : -20%
 4269 : +33%  -42%       |  6138 : -01%             |  8224 : -48%
4270  : +40%  -42%       |  6139 : -45%             |  8225 : -48%
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 4276 : -07%             |  6146 : -89%             |  8232 : -93%
 4277 :    Lucky 7's     |  6147 : +07%  -89%       |  8233 : -93%
 4278 : +07%             |  6148 : +20%  -89%       |  8234 : -76%  -93%
 4279 : +28%  +21%       |  6149 : -89%             |  8235 : -08%  -25%  -42%
4280  : +49%  +42%  +35% | 6150  : -89%             |  8236 : -25%  -42%  -59%
 4281 : +77%  +70%       |  6151 : -76%  -89%       |  8237 : -76%  -93%
 4289 : +79%  +72%       |  6152 : -63%  -76%  -89% |  8238 : -93%
4290  : +51%  +44%  +37% |  6153 : -11%  -24%  -37% |  8239 : -93%
 4291 : +09%  -05%  -12% |  6154 : +15%  +02%  -50% | 8240  : -93%
 4292 : -12%  -19%  -26% | 6161  : +10%  -03%       |  8241 : -93%
 4293 : -26%  -33%       |  6162 : -16%             |  8242 : -19%  -93%
 4294 : -33%  -40%       |  6163 : -16%             |  8243 : -19%
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 4298 : +67%  -61%       |  6169 : +05%  -55%       |  8248 : -53%
```

```
 4299 : +53%  -61%       | 6170  : -08%  -55%       |  8249 : -13%
4300  : +46%  -61%       |  6171 : -55%             | 8252  : -30%
 4301 : +32%  -68%       |  6173 :<+26%> -21%       |  8254 : -07%  -70%
 4302 : +25%  -68%       |  6175 : +13%             |  8255 : -70%
 4303 : +18%  -68%       |  6176 : -34%  -68%       |  8256 : -70%
 4304 : +11%             |  6177 :    Lucky 7's     |  8257 : -47%
 4305 : +04%  -75%       |  6178 : -68%             |  8258 : -24%  -47%
 4306 : +69%  -03%  -75% | 6180  : +21%  -13%       |  8259 : -24%
 4307 : +62%  -10%  -75% |  6182 : -47%             | 8264  : -18%
 4308 : +55%  -75%       |  6183 : +08%  -47%       |  8265 : -41%
 4309 : +48%  -17%       |  6184 : -26%             |  8266 : -41%
4310  : +41%             |  6185 : -26%             |  8267 : -64%
 4311 : -24%             |  6186 : -05%             |  8268 : -64%
 4312 : -82%             | 6190  : -81%             |  8269 : -12%  -64%
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 4314 : -31%  -82%       |  6192 : +03%  -60%  -81% |  8272 : -35%
 4315 : +20%  -82%       |  6193 : -81%             |  8273 :<-06%>
 4316 : +13%  -82%       |  6194 : -81%             |  8277 : -29%  -58%  -87%
 4317 : +57%  -38%       |  6196 : +11%  -10%       |  8278 : -58%  -87%
 4318 : +06%             |  6198 : -31%             |  8279 : -87%
4320  : +43%  -01%       | 6200  : +19%             | 8280  : -87%
 4321 :<+80%> -45%       |  6201 : -02%  -52%       |  8281 : -23%  -87%
 4322 : +73%  +36%  -08% |  6202 : -52%             |  8282 : -87%
 4324 : +66%  +29%       |  6203 : -23%             |  8283 : -87%
 4325 : -15%             |  6205 : +06%             |  8284 : -52%  -87%
 4326 : +22%  -52%       |  6208 : +14%  -15%  -44% |  8285 : -17%  -52%
 4327 : +52%  -52%       |  6209 : -73%             |  8288 : -11%
 4328 : +15%  -89%       | 6210  : -73%             |  8289 : -46%
 4329 : +45%  -22%  -89% |  6211 : +22%  -07%  -73% | 8290  : -46%
4330  : +75%  -89%       |  6213 : -36%             |  8294 : -40%
 4331 : +08%  -89%       |  6214 : -36%             |  8295 : -40%  -81%
 4332 : +68%  -59%  -89% |  6215 : +01%             |  8296 : -81%
 4333 : -29%  -59%  -89% |  6217 : -28%             |  8297 : -34%  -81%
 4334 : +31%  +01%  -59% |  6218 : +09%  -28%  -65% |  8298 : -34%  -81%
 4335 : -89%             |  6219 : -65%             |  8299 : -81%
 4336 : +54%  -89%       | 6220  : +17%  -65%       | 8300  : -81%
 4337 : +24%  -06%       |  6221 : -20%             |  8301 : -28%
 4338 : -36%             |  6222 :<+25%>            |  8303 : -22%
 4339 : -36%             |  6223 : -12%             |  8305 : -16%  -75%
4340  : +70%  +17%       |  6224 : -57%             |  8306 : -75%
 4341 : +40%  -13%       |  6225 : -57%             |  8307 : -10%  -75%
 4342 : +63%  -66%       |  6226 : -04%             |  8308 : -75%
 4343 : +10%  -66%       |  6228 : +04%  -49%       | 8310  : -69%
 4344 : +33%  -43%  -66% |  6229 : -49%             |  8311 : -69%
 4345 :<+79%> -43%       | 6230  : +12%             |  8312 : -69%
 4346 : -20%             |  6231 : +20%  -41%       |  8314 : -63%
 4347 : +49%  +26%  +03% |  6232 : -41%             |  8315 : -63%
4350  : +65%             |  6233 : -33%             |  8316 : -63%
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 4352 : -27%             |  6235 : -25%             |  8318 : -57%
 4353 : +58%  -50%       |  6236 : -25%             |  8319 : -51%
 4354 : +35%  -50%       |  6237 : -17%             | 8320  : -51%
 4355 : +74%  +12%       |  6238 : -09%             |  8321 : -45%
 4356 : +51%  -11%  -73% |  6239 : -01%             |  8322 : -39%
 4357 : -73%             | 6241  : +15%  +07%       |  8323 : -33%
 4358 : +67%  -34%  -73% |  6242 : +23%             |  8324 : -27%
 4359 : -34%  -73%       | 6252  : +18%  +10%  -06% |  8325 : -15%  -21%
4360  : +05%             |  6253 : -38%  -46%  -54% |  8326 : -09%
 4361 : +60%  -18%       |  6254 : -54%  -62%  -70% | 8344  : -08%
 4362 : +76%  -18%       |  6255 : -62%  -70%  -78% |  8345 : -14%
```

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 4363 : +37%  -57%       |  6256 : -70%  -78%       |  8346 : -20%  -26%
 4364 : -02%  -57%       |  6257 : -78%             |  8347 : -26%
 4365 : -57%             |  6258 : -78%  -86%       |  8348 : -32%
 4366 : +14%             |  6259 : -78%  -86%       |  8349 : -38%
 4367 : +30%  -41%       | 6260  : -86%             | 8350  : -38%
 4368 : +46%             |  6261 : -86%             |  8351 : -44%
 4369 : +62%  -25%       |  6262 : +21%  -86%       |  8353 : -50%
4370  : -09%             |  6263 : +13%  -86%       |  8354 : -50%
 4372 : +39%  +23%       |  6264 : +05%  -03%  -86% |  8355 : -56%
 4373 : +71%             |  6266 : -11%             |  8356 : -56%
 4377 :    Lucky 7's     |  6267 : -19%  -94%       |  8358 : -62%
 4378 : -48%  -64%       |  6268 : -94%             |  8359 : -62%
 4379 : -64%             |  6269 : -27%  -94%       | 8360  : -62%
4380  : +73%  -64%       | 6270  : -94%             |  8362 :<-07%>
 4381 : +41%  -80%       |  6271 : -35%  -94%       |  8363 : -68%
 4382 : +25%  -80%       | 6272  :<+24%> -35%  -94% |  8364 : -13%  -68%
 4383 : +09%  -07%  -80% |  6273 : -94%             |  8365 : -68%
 4384 : +66%  -80%       |  6274 : +16%  -43%  -94% |  8366 : -19%
 4385 : +50%  -23%  -80% |  6275 : -43%  -94%       |  8369 : -25%
 4386 : +34%             |  6276 : -94%             | 8370  : -74%
 4387 : +75%  -39%       |  6277 :    Lucky 7's     |  8371 : -74%
 4388 : +18%  -39%       |  6278 : -51%  -94%       |  8372 : -31%  -74%
4390  : +43%  +02%       |  6279 : -08%  -51%  -94% |  8373 : -74%
 4391 : -14%             | 6280  : -94%             |  8375 : -37%
 4392 : +27%  -55%       |  6281 : -16%  -94%       |  8376 : -37%
 4393 : +52%  -55%       |  6282 : -16%  -94%       |  8379 : -43%
 4394 :<+77%> +11%       |  6283 : -59%  -94%       | 8380  : -43%
 4395 : +36%  -30%       |  6284 : +19%  -59%       |  8381 : -80%
 4396 : +61%  -05%       |  6285 : -24%  -59%       |  8382 : -12%  -80%
 4398 : +45%  +20%       |  6286 : +11%             |  8383 : -80%
4401  : +04%  -21%  -46% |  6289 : +03%  -32%       |  8384 : -80%
 4402 : -71%  -96%       | 6291  : -05%  -67%       |  8385 : -49%  -80%
 4403 : -71%  -96%       |  6292 : -67%             |  8386 : -18%  -49%
 4404 : +38%  -96%       |  6293 : +22%  -67%       | 8390  : -24%
 4405 : +13%  -12%  -96% |  6294 : -40%             |  8392 : -55%
 4406 : -96%             |  6295 : -13%  -40%       |  8393 : -55%
 4407 : -37%  -96%       |  6296 : +14%             |  8395 : -30%
 4408 : +22%  -96%       |  6299 : -21%             | 8401  : -11%  -36%  -61%
 4409 : -03%  -96%       | 6300  : +06%  -21%       |  8402 : -61%  -86%
4410  : +31%  -96%       |  6301 : -48%             |  8403 : -86%
 4411 : -62%  -96%       |  6303 : -02%             |  8404 : -86%
 4412 : -28%  -62%  -96% |  6305 : -29%  -75%       |  8405 : -17%  -86%
 4413 : +06%  -62%  -96% |  6306 : -75%             |  8406 : -17%  -86%
 4414 : -96%             |  6307 : -10%  -75%       |  8407 : -42%  -86%
 4415 : +15%  -19%  -96% |  6308 : -75%             |  8408 : -42%
 4416 : +58%  -19%  -96% | 6310  : +09%  -56%       | 8411  : -23%
 4417 : +24%  -96%       |  6311 : -56%             |  8413 : -67%
 4418 : -10%  -53%  -96% |  6312 : -37%             |  8414 : -67%
 4419 :<+76%> +33%  -53% |  6313 : -18%             |  8415 : -67%
4420  : -96%             |  6314 : +01%             |  8416 : -48%
 4421 : +42%  -01%  -96% |  6315 : +20%             |  8417 : -29%  -48%
 4422 : +51%  -44%  -96% |  6319 : +12%  -07%  -26% |  8418 : -10%  -29%
 4423 : -44%  -96%       | 6320  : -26%             | 8424  : -16%
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 4429 : +44%  -17%       |  6328 : +15%  -34%       | 8430  : -73%
4430  : +53%  -17%       | 6330  : -04%  -83%       |  8431 : -22%  -73%
 4431 : +71%  -08%  -87% |  6331 : -83%             |  8432 : -22%  -73%
```

```
 4432 : -87%            |  6332 : -53%  -83%       |  8433 : -73%
 4433 : +01%  -87%      |  6333 : -23%  -53%  -83% |  8434 : -41%
 4434 : +10%  -87%      |  6334 : +07%  -53%  -83% |  8435 : -41%
 4435 : +19%  -87%      |  6335 : -83%             |  8436 : -09%
 4436 : +37%  -87%      |  6337 : +18%  -12%       |  8439 : -28%
 4437 : +55%  -78%  -87% |  6338 : -42%            | 8440  : -28%
 4438 : +73%  -78%  -87% |  6339 : -42%            |  8441 : -60%
 4439 : -69%  -78%      | 6340  : -01%             |  8442 : -60%
4440  : -69%  -78%      |  6343 : +10%  -31%  -72% |  8443 : -15%
 4441 : -51%  -60%  -69% |  6344 : -72%            |  8446 : -47%
 4442 : -33%  -42%  -51% |  6345 : +21%  -72%       |  8447 : -47%
 4443 : -06%  -15%  -24% |  6346 : -20%  -72%       |  8449 : -34%
 4444 : +48%  +30%  +03% |  6348 : -09%            | 8450  : -34%
4451  : +68%  +59%      |  6349 : -61%             |  8451 : -21%  -92%
 4452 : +50%  +41%      | 6350  : -61%             |  8452 : -92%
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 4455 : +05%  -04%      |  6353 : -50%             |  8455 : -92%
 4456 : -13%            |  6354 : -50%             |  8456 : -92%
 4457 : -22%            |  6355 : -39%             |  8457 : -92%
 4458 : +61%  -31%      |  6356 : -28%             |  8458 : -79%  -92%
 4459 : +52%  -31%      |  6357 : -17%             |  8459 : -66%  -79%  -92%
4460  : +43%            |  6358 : -06%             | 8460  : -53%  -66%  -79%
 4461 : +34%  -40%      | 6360  : +16%  +05%       |  8461 : -14%  -27%  -40%
 4462 : +25%            |  6368 : +08%  -03%  -14% |  8462 : -92%
 4463 : +16%  -49%      |  6369 : -25%  -36%       | 8471  : -20%
 4464 : -49%            | 6370  : -36%  -47%       |  8472 : -33%
 4465 : +63%  +07%      |  6371 : -47%             |  8473 : -33%
 4466 : +54%  -02%      |  6372 : -58%             |  8475 : -46%
 4467 : +45%  -58%      |  6373 : -58%             |  8479 : -13%  -59%
 4468 : -11%  -58%      |  6375 :<+22%> -69%       | 8480  : -59%
 4469 : +36%  -58%      |  6376 : +11%  -69%       |  8482 : -26%
4470  :<+74%>           |  6377 :    Lucky 7's     |  8486 : -39%  -72%
 4471 : +65%  -20%      |  6378 : -11%             |  8487 : -72%
 4473 : +56%  -67%      | 6380  : -22%             |  8488 : -72%
 4474 : -29%  -67%      |  6381 : -80%             |  8489 : -19%  -72%
 4475 : +09%  -67%      |  6382 : -80%             | 8490  : -19%
 4477 :    Lucky 7's    |  6383 : -33%  -80%       |  8492 : -52%
 4478 : -38%            |  6384 : +14%  -80%       |  8493 : -52%
 4479 : +29%  -38%      |  6385 : -80%             |  8495 : -32%
4480  : -09%            |  6386 : +03%  -44%       |  8496 : -12%
 4481 : +20%            |  6387 : -08%  -44%       | 8502  : -25%  -45%
 4483 : -18%            |  6388 : -08%             |  8503 : -45%  -65%
 4484 : +40%  -18%  -47% | 6391  : +17%  -19%       |  8504 : -65%
 4485 : -76%            |  6392 : -55%             |  8505 : -65%
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 4487 : +31%  -76%      |  6394 : +06%             |  8508 : -18%  -85%
 4488 : +02%  -27%      |  6395 : -30%             |  8509 : -85%
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4490  : +71%  +22%      |  6398 : +20%             |  8511 : -38%  -85%
 4491 : +42%  -07%  -56% | 6401  : +09%  -16%  -41% |  8512 : -85%
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 4493 : +13%  -56%      |  6403 : -91%             |  8515 : -58%
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 4495 : +53%  -36%      |  6405 : -02%  -91%       |  8517 : -31%
 4496 : -16%            |  6406 : -27%  -91%       | 8522  : -24%
 4498 : +44%  +24%  +04% |  6407 : -91%            |  8523 : -51%
4502  : +15%  -05%  -25% |  6408 : -91%            |  8524 : -51%
 4503 : -45%  -65%      |  6409 : -52%  -91%       |  8526 : -17%
 4504 : -65%            | 6410  : -13%  -52%  -91% |  8528 : -78%
```

```
 4505 : +46%  -65%       |  6411 : -91%             |  8529 : -10%  -44%  -78%
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 4507 : +06%  -14%  -85% |  6414 : -38%             |  8531 : -78%
 4508 : +57%  -14%  -85% |  6415 : +15%             |  8534 : -37%
 4509 : +37%  -85%       |  6416 : -24%             |  8538 : -30%  -71%
4510  : -34%  -85%       |  6417 : -24%             |  8539 : -71%
 4511 : +17%  -85%       |  6418 : -10%  -77%       | 8540  : -71%
 4512 : +48%  -03%  -85% |  6419 : -77%             |  8541 : -23%  -71%
 4513 : -85%             | 6420  : -77%             |  8543 : -16%
 4514 : +59%  +28%  -54% |  6421 : +04%  -77%       |  8544 : -16%
 4515 : -23%  -54%       |  6422 : +18%  -63%       |  8545 : -64%
 4516 : +70%  +39%  +08% |  6423 : -63%             |  8546 :<-09%> -64%
 4519 : +19%  -12%       |  6424 : -49%  -63%       |  8547 : -64%
4520  : +61%  -43%       |  6425 : -35%  -49%       |  8549 : -57%
 4521 : +30%  -43%       |  6426 : -07%  -21%  -35% | 8550  : -57%
 4522 :<+72%> -01%       |  6428 :<+21%> +07%       |  8551 : -57%
 4523 : +41%             | 6434  : +10%  -04%       |  8553 : -50%
 4524 : -32%  -74%       |  6435 : -18%             |  8554 : -50%
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 4526 : +63%  -74%       |  6438 : -46%             |  8556 : -43%
 4527 : +21%  -21%       | 6440  : +13%             |  8557 : -36%
 4529 : -10%             |  6441 : -01%  -60%       |  8558 : -29%
4530  : +43%  -10%  -63% |  6442 : -60%             |  8559 : -22%  -29%
 4531 : +54%  -63%       |  6443 : -15%             | 8560  : -22%
 4532 : +65%  +01%  -63% |  6446 : +16%  -29%       |  8561 : -15%
 4534 : -52%             |  6447 : -74%             |  8577 : -14%
 4535 : -52%             |  6448 : -74%             |  8578 : -21%  -28%
 4536 : +45%  -41%       |  6449 : +02%  -74%       |  8579 : -28%  -35%
 4537 : +56%  -41%       | 6450  : -43%  -74%       | 8580  : -35%  -42%
 4538 : -30%             |  6451 : -12%             |  8581 : -42%  -49%
 4539 : -19%             |  6452 : +19%             |  8582 : -49%  -56%
4540  : -08%             |  6455 : +05%  -26%       |  8583 : -56%
 4541 : +03%             |  6456 : -57%             |  8584 : -56%  -63%
 4542 : +36%  +25%  +14% |  6457 : -57%             |  8585 : -63%
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 4548 :<+71%>            | 6461  : +08%  -40%       |  8587 : -70%
 4549 : +38%  +27%  -06% |  6463 : -23%             |  8588 : -70%
4550  : +05%  -06%  -17% |  6464 : -06%             |  8589 : -70%
 4551 : -28%  -39%       |  6466 : +11%             | 8590  : -70%
 4552 : -39%             |  6467 : -88%             |  8592 : -77%
 4553 : -50%             |  6468 : -88%             |  8593 : -77%
 4554 : +62%  -50%  -61% |  6469 : -71%  -88%       |  8594 : -13%  -77%
 4555 : -61%             | 6470  : -37%  -54%  -71% |  8595 : -77%
 4556 : +29%  -61%       |  6471 : -03%  -20%  -37% |  8596 : -20%
 4557 : +18%             |  6472 : -71%  -88%       |  8598 : -27%
 4558 : +07%  -72%       |  6473 : -88%             | 8601  : -34%  -84%
 4559 : -04%  -72%       |  6474 : -88%             |  8602 : -84%
4560  : -72%             |  6475 : -88%             |  8603 : -84%
 4561 : -15%             |  6477 :    Lucky 7's     |  8604 : -41%  -84%
 4563 : +31%  -26%       |  6478 : -17%             |  8605 : -41%  -84%
 4565 : +66%  +20%  -83% |  6479 : -34%             |  8606 : -84%
 4566 : +55%  -37%  -83% | 6480  : -34%             |  8608 : -48%
 4567 : -83%             |  6481 :<+20%>            |  8609 : -48%
 4568 : +44%  -02%  -83% |  6482 : -51%             | 8610  : -12%
 4569 : -83%             |  6483 : +03%  -51%       |  8613 : -19%
4570  : +68%  -48%  -83% |  6484 : -14%             |  8614 : -55%
 4571 : -13%  -48%       |  6487 : -31%             |  8615 : -55%
 4572 : +22%             |  6488 : +06%  -31%  -68% |  8617 : -26%
 4574 : +11%  -24%       |  6489 : -68%             | 8621  : -33%
 4575 :<+70%> -24%       | 6490  : -11%  -68%       |  8622 : -33%  -62%
```

```
 4576 : +35%  -59%       |  6491 : -11%             |  8623 : -62%  -91%
 4577 :    Lucky 7's     |  6493 : +09%  -48%       |  8624 : -91%
 4578 : -59%             |  6494 : -48%             |  8625 : -11%  -91%
 4579 : +24%  -35%       |  6495 : -28%             |  8626 : -91%
4580  : -11%  -35%       |  6496 : -08%             |  8627 : -40%  -91%
 4582 : +61%  +37%  +13% |  6498 : +12%             |  8628 : -40%  -91%
 4585 : +50%  +26%  -22% | 6502  : +15%  -05%  -25% |  8629 : -91%
 4586 : +02%  -46%       |  6503 : -45%  -65%       | 8630  : -18%  -91%
 4587 : -46%  -70%       |  6504 : -65%             |  8631 : -91%
 4588 : +39%  -70%       |  6505 : -65%             |  8632 : -91%
 4589 : +15%  -70%       |  6506 : +18%             |  8633 : -69%  -91%
4590  : -09%  -70%       |  6507 : -02%  -85%       |  8634 : -47%  -69%
 4592 : +28%  -33%       |  6508 : -22%  -85%       |  8635 : -25%  -47%  -69%
 4594 : +41%  +04%       |  6509 : -85%             |  8636 : -25%
 4596 : +17%  -20%  -57% | 6510  : -85%             | 8641  :<-10%>
 4597 : -57%             |  6511 : -42%  -85%       |  8642 : -32%
 4598 : +30%  -07%       |  6512 : +01%  -42%  -85% |  8644 : -54%
4600  : +43%             |  6513 : -85%             |  8645 : -54%
 4601 : +56%  +06%  -44% |  6514 : -19%             |  8646 : -17%
 4602 :<+69%> -94%       |  6516 : -62%             | 8650  : -39%
 4603 : +19%  -31%  -94% |  6517 : +04%  -62%       |  8651 : -76%
 4604 : +32%  -31%  -94% |  6518 : -62%             |  8652 : -76%
 4605 : +45%  -18%  -94% |  6519 : -39%             |  8653 : -24%  -76%
 4606 : +58%  -18%  -94% | 6520  : -16%             |  8654 : -76%
 4607 : -05%  -94%       |  6521 : +07%             |  8657 : -61%
 4608 : -94%             |  6525 : +10%  -13%       |  8658 : -61%
 4609 : +08%  -94%       |  6526 : -36%             | 8660  : -46%
4610  : +34%  -94%       |  6527 : -59%             |  8661 : -31%  -46%
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 4612 : -81%  -94%       |  6529 : +13%  -10%  -59% |  8663 : -16%
 4613 : -68%  -81%  -94% | 6530  : -10%             | 8671  : -23%  -38%
 4614 : -42%  -55%  -68% |  6532 : +16%  -33%       |  8672 : -38%
 4615 : -03%  -16%  -29% |  6534 : -07%  -82%       |  8673 : -53%
 4616 : +49%  +23%  +10% |  6535 : -82%             |  8674 : -53%
4621  : +51%             |  6536 :<+19%> -82%       |  8676 : -68%
 4622 : +25%             |  6537 : -56%  -82%       |  8677 : -68%
 4623 : +12%  -01%       |  6538 : -04%  -30%  -56% |  8678 : -15%  -68%
 4624 : -14%             | 6542  : -01%             | 8681  : -30%
 4625 : +66%  -27%       |  6543 : -27%             |  8683 : -83%
 4626 : +53%  -27%       |  6545 : -53%             |  8684 : -45%  -83%
 4627 : +40%  -40%       |  6546 : -53%             |  8685 : -45%  -83%
 4628 : +27%  -40%       |  6547 : +02%             |  8686 : -83%
 4629 : +14%             |  6548 : -24%             |  8687 : -83%
4630  : -53%             | 6550  : +05%             |  8688 : -22%  -83%
 4631 : +01%  -53%       |  6552 : -21%             | 8691  : -60%
 4632 : +42%  -12%       |  6553 : +08%  -21%  -50% |  8692 : -60%
 4634 : +29%             |  6554 : -50%  -79%       |  8693 : -37%
 4635 : -25%             |  6555 : -79%             |  8694 : -14%
 4636 : +16%  -25%  -66% |  6556 : +11%  -79%       |  8699 : -29%
 4637 : +44%  -66%       |  6557 : -18%  -79%       | 8700  : -29%
 4638 : +03%  -66%       |  6559 : +14%  -47%       |  8701 : -52%
 4639 : +31%  -38%       | 6560  : -47%             |  8702 : -52%
4640  : +59%  -38%       |  6561 : -15%             |  8704 : -21%
 4641 : -10%             |  6562 : +17%             |  8705 : -21%  -75%
 4642 : +46%  +18%       |  6564 : -12%             |  8706 : -75%
 4645 : +05%  -23%  -51% |  6565 : -44%             |  8707 : -75%
 4646 : -51%             |  6566 : -44%             |  8708 : -44%  -75%
 4647 : +48%             |  6567 : -76%             |  8709 : -13%
 4648 : +20%  -08%  -79% |  6568 : -09%  -76%       | 8713  : -36%
 4649 : +63%  -79%       |  6569 : -76%             |  8714 : -36%
```

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4650  : +35%  -79%       | 6570  : -41%  -76%       |  8716 : -67%
 4651 : -36%  -79%       |  6571 : -06%  -41%       |  8717 : -28%  -67%
 4652 : +50%  +07%  -79% |  6574 : -03%             |  8718 : -28%  -67%
 4653 : +65%             |  6575 : -38%             | 8721  : -20%
 4654 : +22%  -21%       |  6577 :    Lucky 7's     |  8722 : -59%
 4655 : +37%             |  6578 : -73%             |  8723 : -12%  -59%
 4656 : +52%  -06%  -64% |  6579 : -35%  -73%       |  8724 : -59%
 4657 :<+67%> -64%       | 6580  : +03%  -35%  -73% |  8727 : -51%
 4658 : +09%  -64%       |  6581 : -73%             |  8728 : -51%
 4659 : +24%  -49%       |  6583 : +06%  -32%       | 8730  : -43%
4660  : +39%  -49%       |  6585 : +09%             |  8731 : -43%
 4661 : +54%  -34%       |  6586 : -29%             |  8733 : -35%
 4662 : -19%  -34%       |  6587 : +12%  -29%  -70% |  8735 : -27%
 4663 : -04%             |  6588 : -70%             |  8736 : -19%
 4664 : +11%             |  6589 : +15%  -70%       |  8737 : -19%
 4665 : +56%  +41%  +26% | 6590  : -26%  -70%       |  8738 :<-11%>
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 4671 : -17%  -32%       |  6594 : -67%             |  8754 : -50%  -58%  -66%
 4672 : -32%  -47%       |  6595 : -67%             |  8755 : -66%  -74%
 4673 : -47%             |  6596 : -20%  -67%       |  8756 : -74%  -82%
 4674 : +45%  -62%       |  6598 : -17%             |  8757 : -74%  -82%
 4675 : +30%  -62%       | 6601  : -14%  -64%       |  8758 : -82%
 4676 : +15%  -62%       |  6602 : -64%             |  8759 : -82%
 4677 :    Lucky 7's     |  6603 : -11%             | 8760  : -82%
 4678 : -15%             |  6605 : -08%             |  8761 : -82%  -90%
 4679 : -77%             |  6606 : -61%             |  8762 : -90%
4680  : +32%  -77%       |  6607 : -05%  -61%       |  8763 : -90%
 4681 : -30%  -77%       |  6609 : -02%             |  8764 : -90%
 4682 : +17%  -77%       | 6610  : -58%             |  8765 : -90%
 4683 : +49%             |  6611 : +01%  -58%       |  8766 : -90%
 4684 : +02%  -45%       |  6613 : +04%             |  8767 : -17%  -90%
 4685 :<+66%> +34%  -45% |  6614 : -55%             |  8768 : -90%
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 4687 : +51%  +19%       |  6616 : +10%             | 8770  : -90%
 4689 : +36%  -28%       |  6617 : +13%  -52%       |  8771 : -33%
4690  : +04%  -28%       |  6618 : -52%             |  8773 : -41%
 4691 : +53%  -60%       | 6620  : -49%             |  8774 : -41%
 4692 : +21%  -60%       |  6621 : -49%             |  8777 : -49%
 4693 : -11%             |  6623 : -46%             |  8778 : -49%
 4694 : +38%             |  6624 : -46%             | 8781  : -16%
 4695 : +55%  -43%       |  6625 : -43%             |  8782 : -16%  -57%
 4696 : +06%  -43%       |  6626 : -43%             |  8783 : -57%
 4697 : +23%             |  6627 : -40%             |  8785 : -24%
 4698 : +40%  -26%       |  6628 : -40%             |  8789 : -32%  -65%
 4699 : +57%  -09%       |  6629 : -37%             | 8790  : -65%
4700  : -09%             | 6630  : -37%             |  8791 : -65%
 4701 : +08%  -92%       |  6631 : -34%             |  8794 : -40%
 4702 : +25%  -92%       |  6632 : -31%             |  8795 : -40%
 4703 : +59%  -92%       |  6633 : -31%             |  8796 : -15%
 4704 : -92%             |  6634 : -28%             | 8801  : -23%  -48%  -73%
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 4708 : -75%  -92%       |  6638 : -19%             |  8805 : -98%
 4709 : -92%             |  6639 : -16%             |  8806 : -31%  -98%
4710  : +63%  -92%       | 6640  : -13%             |  8807 : -31%  -98%
 4711 : +29%  -92%       |  6641 : -07%  -10%       |  8808 : -98%
 4712 : +12%  -05%  -92% |  6642 : -04%             |  8809 : -98%
 4713 : -22%             |  6643 : -01%             | 8810  : -14%  -56%  -98%
```

```
 4714 : -22%            |  6645 : +05%  +02%       |  8811 : -56%  -98%
 4715 : -39%            |  6646 : +11%  +08%       |  8812 : -98%
 4716 : +31%  -39%      |  6647 : +14%             |  8813 : -98%
 4717 : +14%            |  6676 : +15%  +12%       |  8814 : -39%  -98%
 4718 : -03%            |  6677 :    Lucky 7's     |  8815 : -98%
 4719 : -56%            |  6678 : -09%  -12%  -15% |  8816 : -22%  -98%
4720  : +33%  -56%      |  6679 : -18%  -21%  -24% |  8817 : -98%
 4721 : -20%            | 6680  : -24%  -27%       |  8818 : -98%
 4722 : +52%  +16%      |  6681 : -30%  -33%       |  8819 : -98%
 4724 : +35%  -01%  -37% |  6682 : -33%  -36%  -39% | 8820  : -98%
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 4727 : +18%  -18%  -73% |  6685 : -45%  -48%       |  8823 : -13%  -30%  -47%
 4728 : +37%  -18%  -73% |  6686 : -48%  -51%       |  8824 : -13%  -30%  -47%
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 4731 : +20%  -54%      |  6689 : -54%  -57%       |  8827 : -98%
 4732 : +39%  -54%      | 6690  : -57%             |  8828 : -98%
 4733 : -35%            |  6691 : -60%             |  8829 : -98%
 4734 : -16%            |  6692 : -60%  -63%       | 8830  : -98%
 4735 : +03%            |  6693 : -63%             |  8831 : -21%  -98%
 4736 : +60%  +41%  +22% |  6694 : -63%             |  8832 : -98%
 4739 : +62%            |  6695 : -66%             |  8833 : -38%  -98%
4740  : +24%  -14%      |  6696 : -66%             |  8834 : -98%
 4741 : -33%            |  6697 : -66%  -69%       |  8835 : -98%
 4742 : -52%            |  6698 : -69%             |  8836 : -55%  -98%
 4743 : +45%  -52%      |  6699 : -69%             |  8837 :<-12%> -55%  -98%
 4744 : +26%            | 6700  : -69%             |  8838 : -98%
 4745 : +07%  -71%      |  6701 : -72%             |  8839 : -98%
 4746 : -12%  -71%      |  6702 : -72%             | 8840  : -29%  -98%
 4747 : -71%            |  6703 : -72%             |  8841 : -98%
 4748 : +28%  -31%  -71% |  6705 :<+16%> -75%       |  8842 : -98%
 4749 : -31%            |  6706 : +13%  -75%       |  8843 : -72%  -98%
4750  : +49%  +09%      |  6707 : +10%  -75%       |  8844 : -72%  -98%
 4752 : +30%  -10%      |  6708 : +07%  -75%       |  8845 : -46%  -72%  -98%
 4753 : +51%  -50%      |  6709 : +04%             |  8846 : -20%  -46%  -72%
 4754 : -50%            | 6710  : +01%  -78%       |  8847 : -98%
 4755 : -29%            |  6711 : -02%  -78%       |  8848 : -98%
 4756 : +32%  -29%      |  6712 : -05%  -78%       |  8849 : -98%
 4757 : -08%            |  6713 : -78%             | 8850  : -98%
 4759 : +34%  +13%      |  6714 : -08%             |  8851 : -37%
4760  : +55%            |  6715 : -11%             |  8852 : -37%
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 4762 : -06%  -27%  -48% |  6717 : -14%  -81%       |  8856 : -28%  -63%
 4763 : +15%  -27%  -48% |  6718 : -81%             | 8860  : -19%
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 4767 : +17%  -04%  -90% |  6723 : -23%             |  8866 : -45%
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4770  : +40%  -90%      |  6727 : -29%  -84%       | 8870  : -36%
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 4772 : -02%  -46%      |  6729 : -84%             |  8873 : -89%
 4773 : +42%            | 6730  : -32%  -84%       |  8874 : -18%  -89%
 4775 : +21%  -23%      |  6731 : -84%             |  8875 : -89%
 4776 : +44%  -67%      |  6733 : -35%             |  8876 : -89%
 4777 :    Lucky 7's    |  6735 : +14%             |  8877 : -89%
 4778 : -67%            |  6736 : -38%             |  8878 : -89%
 4779 : +46%  -44%      |  6737 : -38%             |  8879 : -89%
```

4780 : -21% -44%	6738 : +08%	8880 : -89%
4781 : -21%	6739 : -41% -87%	8881 : -80% -89%
4782 : +48% +25% +02%	6740 : -41% -87%	8882 : -80%
4785 : +50%	6741 : -87%	8883 : -71% -80%
4786 : +04% -19%	6742 : -87%	8884 : -71% -80%
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4789 : +29% -65%	6745 : -87%	8887 : -17% -26% -35%
4790 : +06% -65%	6746 : -04% -87%	8901 : -16%
4791 : -17% -65%	6748 : -47%	8902 : -25%
4792 : +31%	6749 : -07% -47%	8904 : -34%
4793 : +56%	6752 : -10%	8906 : -43%
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4795 : +33% -40%	6754 : -50%	8909 : -52%
4796 : +58% -15%	6755 : -13%	8910 : -52%
4798 : +35% +10%	6758 : -16% -53%	8913 : -15% -61%
4801 : +62% +12% -13%	6759 : -53%	8914 : -15% -61%
4802 : -63% -88%	6761 : -19% -90%	8915 : -61%
4803 : -88%	6762 : -90%	8916 : -24%
4804 : +39% -88%	6763 :<+15%> -90%	8917 : -24%
4805 : +14% -11% -88%	6764 : -56% -90%	8920 : -33%
4806 : -88%	6765 : -22% -56% -90%	8921 : -70%
4807 : +41% -36% -88%	6766 : +12% -90%	8922 : -70%
4808 : +16% -88%	6767 : -90%	8923 : -70%
4809 : -09%	6768 : +09% -90%	8925 : -42%
4811 : -61%	6769 : -25% -90%	8926 : -14%
4812 : +45% -61%	6770 : -90%	8930 : -23%
4813 : -07% -34%	6771 : +06% -59%	8931 : -23% -51%
4815 : +20%	6772 : -59%	8932 : -51%
4817 : +49% -05%	6773 : -28% -59%	8934 : -79%
4818 : +22% -32%	6774 : +03%	8935 : -79%
4819 : -32%	6777 : Lucky 7's	8936 : -32% -79%
4820 : -59%	6778 : -31%	8937 : -79%
4821 : -03% -59%	6779 : -62%	8938 :<-13%> -79%
4822 : +53%	6780 : -03% -62%	8939 :<-13%>
4823 : -30%	6781 : -62%	8941 : -60%
4824 : +55% -30%	6782 : -34%	8942 : -60%
4825 : -01%	6783 : -06% -34%	8943 : -41%
4826 : +28%	6784 : -06%	8944 : -22% -41%
4828 : -28% -57%	6787 : -09%	8951 : -31%
4829 : +30% +01% -28%	6788 : -37%	8952 : -31%
4830 : -57% -86%	6789 : -65%	8953 : -50%
4831 :<+61%> -86%	6790 : -65%	8954 : -50%
4832 : -86%	6791 : -12% -65%	8955 : -69%
4833 : +03% -26% -86%	6792 : -12%	8956 : -69%
4834 : +34% -86%	6794 : +13% -40%	8957 : -21% -69%
4835 : -86%	6795 : -40%	8958 : -21% -69%
4836 : +05% -55%	6796 : -15%	8961 : -40%
4837 : -24% -55%	6798 : +10%	8966 : -30% -59%
4838 : -24%	6801 : +07% -18% -43%	8967 : -30% -59% -88%
4839 : +38% +07%	6802 : -68% -93%	8968 : -59% -88%
4841 : +40%	6803 : -68% -93%	8969 : -88%
4842 : +09% -22%	6804 : -93%	8970 : -88%
4843 : +42% -53%	6805 : +04% -93%	8971 : -20% -88%
4844 : -53%	6806 : -21% -93%	8972 : -88%
4845 : +11%	6807 : -93%	8973 : -49% -88%
4846 : -20%	6808 : -46% -93%	8974 : -49% -88%
4847 : +13%	6809 : +01% -46% -93%	8975 : -88%
4849 : -18% -51%	6810 : -93%	8978 : -39%
4850 : +48% -18% -51%	6811 : -24% -93%	8981 : -29%

```
 4851 : -51%  -84%       |  6812 : -93%             |  8982 : -78%
 4852 : +50%  -84%       |  6813 : -02%  -93%       |  8983 : -19%  -78%
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 4854 : -84%             |  6815 : -71%             |  8985 : -78%
 4855 : +19%  -49%  -84% |  6816 : -49%  -71%       |  8986 : -78%
 4856 : -14%  -49%  -84% |  6817 : -05%  -27%  -49% |  8988 : -68%
 4859 : +58%             | 6822  :<+14%> -08%       |  8989 : -68%
4860  : +23%  -12%       |  6823 : -30%             | 8990  : -68%
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 4863 : -10%             |  6827 : +11%  -11%  -52% |  8993 : -48%
 4864 : +27%             |  6828 : -11%             |  8994 : -38%  -48%
 4866 : +29%  -08%  -45% | 6830  : -33%             |  8995 : -28%  -38%
 4867 : -45%  -82%       |  6831 : +08%  -33%  -74% |  8996 : -18%
 4868 : +31%  -82%       |  6832 : -74%             |  9008 : -17%
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 4872 : +35%  -82%       |  6837 : -55%             |  9012 : -47%
 4874 : +37%  -02%       |  6838 : -36%             |  9013 : -47%
 4875 : -41%             |  6839 : -17%  -36%       |  9014 : -57%
 4876 : +39%  -41%       | 6841  : +02%             |  9015 : -57%
 4877 :    Lucky 7's     |  6845 : -01%             |  9016 : -57%
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 4879 : -39%             |  6847 : -39%             | 9020  : -16%  -67%
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 4882 : +04%  -80%       | 6850  : -58%             |  9026 : -36%
 4883 : -37%  -80%       |  6851 : -04%             |  9027 : -77%
 4884 : +06%  -37%  -80% |  6852 : -23%             |  9028 : -77%
 4885 : -80%             |  6853 : -23%  -77%       |  9029 : -77%
 4886 : +51%             |  6854 : -77%             | 9030  : -46%  -77%
 4887 : +53%  +08%  -35% |  6855 : +12%  -77%       |  9031 : -15%  -46%
 4889 : +55%  +10%       |  6856 : -07%  -42%  -77% |  9035 : -25%
4890  : +57%  -33%       | 6860  : +09%  -26%       |  9036 : -25%
 4891 : +12%  -33%  -78% |  6862 : -61%             |  9037 : -56%
 4892 : -78%             |  6863 : -10%  -61%       |  9038 : -56%
 4893 : -31%  -78%       |  6864 : -61%             | 9041  : -35%
 4894 : +16%  -31%  -78% |  6866 : +06%  -45%       |  9042 :<-14%>
 4895 : -78%             |  6867 : -45%             |  9043 :<-14%>
 4896 : +18%  -29%       |  6868 : -29%             |  9047 : -87%
 4897 : -29%             |  6869 : -13%  -29%       |  9048 : -24%  -45%  -66%
 4898 : +20%             | 6870  : -13%             |  9049 : -45%  -66%  -87%
 4899 : -27%             |  6871 : +03%             | 9050  : -66%  -87%
4900  : +22%  -27%       |  6877 :    Lucky 7's     |  9051 : -87%
 4901 : +24%  -76%       |  6878 : -48%  -64%       |  9052 : -87%
 4902 : -25%  -76%       |  6879 : -64%             |  9053 : -87%
 4903 : +26%  -76%       | 6880  : -64%             |  9055 : -34%
 4904 : +28%  -23%  -76% |  6881 : -80%             |  9056 : -34%
 4905 : -23%             |  6882 : -80%             |  9058 : -55%
 4906 : +30%             |  6883 :<+13%> -03%  -80% |  9059 : -55%
 4907 : +32%  -21%       |  6884 : -19%  -80%       | 9060  : -23%  -55%
 4908 : -74%             |  6885 : -19%  -80%       |  9061 : -23%
 4909 : -19%  -74%       |  6887 : -35%             |  9065 : -44%
4910  : +36%  -74%       |  6889 : +10%             |  9066 : -44%
 4911 : +38%  -17%  -74% | 6890  : -06%  -51%       |  9067 : -76%
 4912 : -17%             |  6891 : -51%             |  9068 : -76%
 4913 : -15%             |  6893 : -22%             |  9069 : -33%  -76%
 4914 : +42%  -15%       |  6895 : +07%             | 9070  : -33%  -76%
 4915 : +44%  -13%  -72% |  6897 : -09%  -38%  -67% |  9072 : -22%
```

```
 4916 : +46%  -13%  -72% |  6898 : -38%  -67%       |  9073 : -22%
 4917 : +48%  -11%  -72% |  6899 : -67%             |  9075 : -65%
 4919 : -09%             | 6900  : -67%             |  9076 : -65%
4921  : -07%  -70%       |  6901 : +04%  -96%       |  9077 : -65%
 4922 : -70%             |  6902 : -25%  -96%       |  9079 : -54%
 4923 : -05%  -70%       |  6903 : -96%             | 9080  : -54%
 4924 : -03%             |  6904 : -96%             |  9081 : -43%
 4926 : -01%  -68%       |  6905 : -12%  -54%  -96% |  9082 : -43%
 4927 : -68%             |  6906 : -54%  -96%       |  9083 : -32%
 4928 : +01%  -68%       |  6907 : -96%             |  9084 : -21%
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 4931 : +05%  -66%       |  6909 : -41%  -96%       |  9097 : -31%  -42%
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 4936 : +13%  -64%       |  6913 : -15%  -96%       |  9101 : -64%
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 4938 : +17%  -62%       |  6915 : -02%  -96%       |  9105 : -75%
 4939 : +19%  -62%       |  6916 : -96%             |  9106 : -75%
4940  : +21%             |  6917 : +11%  -96%       |  9107 : -19%  -75%
 4941 : +23%  -60%       |  6918 : -83%  -96%       |  9108 : -75%
 4942 : +25%  -60%       |  6919 : -83%  -96%       |  9109 : -30%
 4943 : +27%  -58%       | 6920  : -83%  -96%       | 9110  : -30%
 4944 : +29%  -58%       |  6921 : -57%  -70%  -83% |  9112 : -41%
 4945 : +31%  -58%       |  6922 : -18%  -31%  -44% |  9113 : -41%
 4946 : +35%  -56%       |  6923 : -05%  -18%  -31% |  9115 : -86%
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 4949 : +43%  -54%       | 6931  : +05%  -08%       |  9118 : -18%  -52%  -86%
4950  : +45%  -54%       |  6932 : -21%             |  9119 : -86%
 4951 : +47%  -52%       |  6934 : -34%             | 9120  : -86%
 4952 : +51%  -52%       |  6936 : -47%             |  9121 : -86%
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 4956 : -46%             |  6941 : -60%             |  9127 : -40%  -63%
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 4958 : -44%             |  6943 : -24%             | 9134  : -28%
 4959 : -42%             |  6944 :<+12%>            |  9135 : -51%
4960  : -42%             |  6946 : -01%             |  9136 : -51%
 4961 : -40%             |  6947 : -37%             |  9139 : -16%  -74%
 4962 : -38%             |  6949 : -14%  -73%       | 9140  : -74%
 4963 : -36%             | 6950  : -14%  -73%       |  9141 : -39%  -74%
 4964 : -34%  -36%       |  6951 : -73%             |  9142 : -39%  -74%
 4965 : -32%  -34%       |  6952 : +09%             |  9146 : -27%
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 4968 : -26%  -28%       |  6955 : -04%             | 9150  : -62%
 4969 : -24%             | 6960  : +06%  -17%       |  9153 : -50%
4970  : -22%             |  6961 : -40%             |  9154 : -50%
 4971 : -18%  -20%       |  6963 : -63%             |  9155 : -38%
 4972 : -16%             |  6964 : -07%  -63%       |  9156 : -38%
 4973 : -12%  -14%       |  6966 : -30%             |  9157 : -26%
 4974 : -08%  -10%       |  6967 : -30%             |  9158 : -26%
 4975 : -06%  -08%       |  6968 : +03%             |  9169 : -25%  -37%  -49%
 4976 : -02%  -04%       | 6971  : -20%  -53%       | 9170  : -49%  -61%
 4977 :    Lucky 7's     |  6972 : -53%  -86%       |  9171 : -61%  -73%
 4978 : +04%  +02%       |  6973 : -86%             |  9172 : -73%
 4979 : +08%  +06%       |  6974 : -10%  -86%       |  9173 : -73%
4980  : +14%  +12%  +10% |  6975 : -86%             |  9174 : -73%  -85%
```

```
 4981 : +20%  +18%  +16% |  6976 : -43%  -86%       |  9175 : -85%
 4982 : +26%  +24%       |  6977 :    Lucky 7's     |  9176 : -85%
 4983 : +34%  +32%  +30% |  6978 : -86%             |  9177 : -85%
 4984 : +42%  +40%  +38% | 6980  : +10%  -33%       |  9178 : -85%
 4985 : +52%  +50%  +48% |  6982 : -23%             |  9179 : -24%  -85%
 5018 :<+55%> +53%  +51% |  6983 : -23%             | 9180  : -24%  -85%
 5019 : +47%  +45%  +43% |  6984 : -13%  -76%       |  9182 : -36%
5020  : +39%  +37%       |  6985 : -13%  -76%       |  9185 : -48%
 5021 : +33%  +31%  +29% |  6986 : -03%  -76%       |  9186 : -48%
 5022 : +27%  +25%  +23% |  6987 : -76%             | 9190  : -23%
 5023 : +21%  +19%       |  6988 : +07%             |  9191 : -60%
 5024 : +15%  +13%       |  6989 : -66%             |  9192 : -60%
 5025 : +11%  +09%       | 6990  : -66%             |  9194 : -35%
 5026 : +07%  +05%       |  6991 : -56%  -66%       |  9195 : -35%
 5027 : +03%  -01%  -03% |  6992 : -56%             | 9201  : -22%  -47%  -72%
 5028 : -05%  -07%       |  6993 : -46%  -56%       |  9202 : -72%  -97%
 5029 : -07%  -09%       |  6994 : -36%  -46%       |  9203 : -72%  -97%
5030  : -11%  -13%       |  6995 : -26%  -36%       |  9204 : -97%
 5031 : -13%  -15%       |  6996 : -06%  -16%       |  9205 : -97%
 5032 : -17%             |  6998 : +04%             |  9206 : -97%
 5033 : -19%  -21%       |  7007 :<+11%> +01%  -09% |  9207 : -34%  -97%
 5034 : -21%  -23%       |  7008 : -19%             |  9208 : -97%
 5035 : -23%  -25%       |  7009 : -29%             |  9209 : -97%
 5036 : -25%  -27%       | 7010  : -39%             | 9210  : -59%  -97%
 5037 : -29%             |  7011 : -39%v            |  9211 : -21%  -59%  -97%
 5038 : -29%  -31%       |  7012 : -49%             |  9212 : -59%  -97%
 5039 : -31%  -33%       |  7013 : -49%             |  9213 : -97%
5040  : -33%             |  7015 : -59%             |  9214 : -97%
 5041 : -35%             |  7016 : +08%  -59%       |  9215 : -46%  -97%
 5042 : -37%             |  7017 : -02%  -59%       |  9216 : -46%  -97%
 5043 : -39%             |  7019 : -12%             |  9217 : -97%
 5044 : -39%             | 7020  : -69%             |  9218 : -33%  -97%
 5045 : -41%             |  7021 : -22%  -69%       |  9219 : -33%  -97%
 5046 : -43%             |  7022 : -69%             | 9220  : -97%
 5047 : -43%             |  7024 : -32%             |  9221 : -20%  -97%
 5048 : -45%             |  7025 : -32%             |  9222 : -97%
 5049 : -45%             |  7026 : +05%             |  9223 : -97%
5050  : -47%             |  7028 : -05%  -42%       |  9224 : -97%
 5051 : +52%  -49%       |  7029 : -42%  -79%       |  9225 : -97%
 5052 : +50%  -49%       | 7030  : -79%             |  9226 : -84%  -97%
 5053 : +46%             |  7031 : -15%  -79%       |  9227 : -84%  -97%
 5054 : +44%  -51%       |  7032 : -79%             |  9228 : -71%  -84%  -97%
 5055 : -51%             |  7033 : -79%             |  9229 : -58%  -71%  -84%
 5056 : +38%  -53%       |  7034 : -52%             | 9230  : -19%  -32%  -45%
 5057 : +36%  -53%       |  7035 : -25%  -52%       |  9231 : -71%  -84%  -97%
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5060  : +30%  -55%       | 7040  : -08%             | 9240  : -18%
 5061 : -57%             |  7041 : -35%             |  9241 : -31%
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 5064 : -59%             |  7044 : +09%  -18%  -62% |  9243 : -44%
 5065 : +20%  -59%       |  7045 : -18%             |  9244 : -44%
 5066 : +18%             |  7047 : -01%             |  9247 : -57%
 5067 : +16%  -61%       |  7048 : -45%             |  9248 : -57%
 5068 : +14%  -61%       |  7049 : -45%             |  9249 : -17%
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5071  : -63%             |  7052 : -11%             |  9254 : -70%
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 5073 : +06%             |  7055 : -89%             |  9256 : -70%
 5075 : +04%  -65%       |  7056 : -89%             |  9257 : -43%
```

```
 5076 : +02%  -65%       |  7057 : -89%             |  9258 :<-16%>
 5077 :    Lucky 7's     |  7058 : -55%  -72%  -89% | 9262  : -29%
 5078 : -02%             |  7059 : -04%  -21%  -38% |  9263 : -29%
 5079 : -67%             | 7060  : -55%  -72%  -89% |  9264 : -56%
5080  : -04%  -67%       |  7061 : -89%             |  9265 : -56%
 5081 : -06%  -67%       |  7062 : -89%             |  9269 : -42%
 5083 : -08%             |  7063 : -89%             | 9270  : -42%
 5084 : -69%             |  7066 : +03%  -14%       |  9271 : -83%
 5085 : -10%  -69%       |  7067 : -31%             |  9272 : -83%
 5086 : -69%             |  7068 : -31%             |  9273 : -28%  -83%
 5087 : +47%  -12%  -69% | 7070  : -48%             |  9274 : -83%
 5088 : +45%             |  7071 : -07%  -48%       |  9275 : -83%
 5089 : +43%  -14%       |  7072 : -07%             |  9276 : -83%
5090  : -71%             |  7074 : -24%             |  9278 : -69%
 5091 : -16%  -71%       |  7075 : -24%  -65%       |  9279 : -69%
 5092 : +39%  -71%       |  7076 : -65%             | 9280  : -69%
 5093 : +37%  -18%  -71% |  7077 :    Lucky 7's     |  9281 : -55%
 5096 : +33%  -20%       |  7078 : -41%             |  9282 : -41%  -55%
 5097 : +31%  -73%       |  7079 : -41%             |  9283 : -27%  -41%
 5098 : -22%  -73%       | 7080  : -17%             | 9292  : -26%
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5100  : -73%             |  7085 : -10%  -34%       |  9294 : -40%
 5101 : -24%             |  7086 : -34%  -58%       |  9295 : -40%
 5102 : +25%             |  7087 : -58%             |  9296 : -54%
 5103 : -26%             |  7088 : -58%             |  9297 : -54%
 5104 : +23%  -26%       |  7089 : -03%  -82%       | 9301  : -68%
 5105 : +21%  -75%       | 7090  : -82%             |  9302 : -25%  -68%
 5106 : -28%  -75%       |  7091 : -27%  -82%       |  9303 : -68%
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5110  : -30%             |  7095 : -51%             |  9312 : -53%  -82%
 5111 : +15%             |  7096 : -20%             |  9313 : -82%
 5112 : -32%             |  7099 : -13%             |  9314 : -82%
 5113 : +13%  -32%       | 7100  : -13%             |  9315 : -82%
 5114 : -77%             |  7101 : -44%             |  9316 : -82%
 5115 : +11%  -77%       |  7103 : -06%             |  9317 : -38%
 5116 : -34%  -77%       |  7105 : -37%  -75%       | 9320  : -23%
 5117 :<+52%> +09%  -77% |  7106 : +01%  -37%  -75% |  9322 : -67%
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5120  : +48%  -36%       |  7108 : -75%             |  9324 : -67%
 5121 : +05%             |  7109 : +08%  -30%       |  9326 : -52%
 5123 : +44%  -38%       | 7110  : -30%             |  9327 : -37%  -52%
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 5125 : +42%  -79%       |  7113 : -68%             |  9329 : -22%
 5126 : +01%  -79%       |  7114 : -68%             |  9337 : -21%
 5127 : +40%  -40%  -79% |  7115 : -16%  -68%       |  9338 : -36%
 5128 : -01%  -40%  -79% |  7117 : -09%             |  9339 : -36%  -51%
5130  : -03%             |  7118 : -61%             | 9340  : -51%
 5132 : -42%             |  7119 : -02%  -61%       |  9342 : -66%
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 5142 : -11%  -46%  -81% |  7128 : -40%             |  9352 : -81%
 5143 : +24%             |  7129 : -33%             |  9353 : -50%
 5145 : -13%             | 7130  : -26%             |  9354 : -19%  -50%
```

```
 5147 : -48%            |  7131 : -19%  -26%       |  9358 : -34%
 5148 : +20%  -48%      |  7132 : -12%  -19%       |  9359 : -34%
 5149 : -15%            |  7133 : -05%             | 9361  : -18%  -65%
5152  : -17%            |  7135 :<+09%> +02%       |  9362 : -18%  -65%
 5153 : +16%  -17%  -50% |  7148 : -01%  -08%       |  9365 : -49%
 5154 : -50%  -83%      |  7149 : +06%  -15%  -22% |  9366 : -49%
 5155 : +47%  -83%      | 7150  : -22%  -29%       |  9368 : -33%
 5156 : +14%  -19%  -83% |  7151 : -36%  -43%       |  9369 :<-17%>
 5157 : +45%  -83%      |  7152 : -43%             |  9377 : -32%  -48%
 5158 : -83%            |  7153 : -50%             |  9378 : -48%  -64%
 5159 : +43%  -52%      |  7154 : -50%  -57%       |  9379 : -64%
5160  : -21%  -52%      |  7155 : -57%             | 9380  : -64%
 5161 : +41%  +10%      |  7156 : -64%             |  9381 : -80%
 5164 : +39%  +08%  -23% |  7157 : -64%             |  9382 : -80%
 5166 : +37%  -54%      |  7158 : -64%             |  9383 : -80%
 5167 : +06%  -54%      |  7159 : -71%             |  9384 : -80%
 5169 : -25%            | 7160  : -71%             |  9385 : -80%
5171  : +33%  +04%      |  7161 : -71%             |  9386 : -31%
 5173 : -27%  -56%      |  7162 : -71%             |  9389 : -47%
 5174 : +02%  -56%  -85% |  7163 : +03%  -04%       | 9390  : -47%
 5175 : -56%  -85%      |  7164 : -78%             |  9395 : -30%  -63%
 5176 : +29%  -85%      |  7165 : -11%  -78%       |  9396 : -63%
 5177 :    Lucky 7's    |  7166 : -18%  -78%       |  9397 : -63%
 5178 : -29%  -85%      |  7167 : -18%  -78%       | 9401  : -46%  -96%
 5179 : +27%  -85%      |  7168 : -78%             |  9402 : -96%
5180  : -02%  -85%      |  7169 : -25%             |  9403 : -29%  -96%
 5181 : -58%            | 7171  : -32%             |  9404 : -29%  -96%
 5182 : +25%  -58%      |  7172 : -32%             |  9405 : -96%
 5183 : -31%  -58%      |  7174 : -39%  -85%       |  9406 : -96%
 5184 : -04%  -31%      |  7175 : +07%  -39%  -85% |  9407 : -96%
 5185 :<+50%> +23%      |  7176 : -85%             |  9408 : -96%
 5188 : +21%  -06%      |  7177 :    Lucky 7's     |  9409 : -96%
 5189 : -33%            |  7178 : -46%  -85%       | 9410  : -79%  -96%
5190  : +46%            |  7179 : -07%  -46%  -85% |  9411 : -45%  -62%  -79%
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 5194 : -35%            |  7184 : -53%             |  9415 : -96%
 5195 : -35%            |  7185 : -21%  -53%       |  9416 : -96%
 5196 : -10%            |  7186 : -21%             |  9417 : -96%
 5198 : +40%  +15%      |  7189 : -28%             |  9418 : -96%
5201  : +13%  -12%  -37% | 7190  : +04%  -28%       |  9419 : -96%
 5202 : -62%  -87%      |  7191 : -60%             | 9420  : -27%  -96%
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 5204 : +36%  -87%      |  7194 : -35%             |  9422 : -44%  -96%
 5205 : +11%  -14%  -87% |  7195 : -35%             |  9423 : -44%  -96%
 5206 : -87%            |  7196 : -10%             |  9424 : -96%
 5207 : +34%  -39%  -87% | 7201  :<+08%> -17%  -42% |  9425 : -96%
 5208 : -39%            |  7202 : -67%  -92%       |  9426 : -61%
 5209 : +09%            |  7203 : -67%  -92%       |  9427 : -61%
5210  : +32%  -16%      |  7204 : -92%             |  9428 : -26%  -61%
 5212 : -64%            |  7205 : +01%  -92%       | 9432  : -43%
 5213 : +07%  -64%      |  7206 : -24%  -92%       |  9433 : -43%
 5214 : -41%            |  7207 : -92%             |  9435 : -25%
 5215 : -18%  -41%      |  7208 : -49%  -92%       |  9436 : -25%
 5217 : +28%  +05%      |  7209 : -06%  -49%  -92% |  9437 : -78%
5220  :<+49%> +26%      | 7210  : -92%             |  9438 : -78%
 5221 : +03%  -20%      |  7211 : -92%             |  9439 : -78%
 5222 : -43%            |  7212 : -31%  -92%       | 9440  : -78%
 5223 : +47%            |  7213 : -31%             |  9441 : -60%
```

```
 5224 : +24%  -66%       |  7214 : -13%            |  9442 : -42%  -60%
 5225 : +01%  -66%       |  7216 : -74%            |  9443 : -24%  -42%
 5226 : +45%  -22%  -66% |  7217 : +05%  -74%      | 9450  : -23%
 5229 : +43%  -01%       |  7218 : -74%            |  9451 : -41%
5230  : -45%             |  7219 : -56%  -74%      |  9452 : -41%
 5231 : +20%             | 7220  : -38%  -56%      |  9454 : -59%
 5232 : +41%  -24%       |  7221 : -02%  -20%      |  9455 : -59%
 5233 : -03%             |  7227 : -09%            |  9456 : -59%
 5234 : -03%             |  7228 : -27%            |  9457 : -22%
 5235 : +18%             | 7230  : -45%            | 9461  : -40%  -77%
 5237 : -89%             |  7233 : +02%  -63%      |  9462 : -77%
 5238 : -05%  -26%  -47% |  7234 : -16%  -63%      |  9463 : -77%
 5239 : +16%  -26%  -47% |  7235 : -63%            |  9464 : -21%  -77%
5240  : -68%  -89%       |  7237 : -34%            |  9465 : -77%
 5241 : -89%             |  7238 : -05%            |  9467 : -58%
 5242 : -89%             | 7242  : -23%  -52%      |  9468 : -58%
 5243 : +14%  -89%       |  7243 : +06%  -52%  -81% |  9469 : -39%  -58%
 5244 : -07%  -89%       |  7244 : -81%            | 9470  : -39%
 5245 : -28%  -89%       |  7245 : -81%            |  9471 : -20%
 5246 : +33%             |  7246 : -12%  -81%      |  9477 : -19%
 5248 : +12%  -49%       |  7247 : -81%            |  9478 : -38%
 5249 : -09%  -49%       |  7248 : -41%            |  9479 : -38%
5250  : +31%             |  7249 : -01%  -41%      | 9480  : -57%
 5252 : +10%  -30%       | 7252  : -30%            |  9481 : -57%
 5254 : +29%  -11%  -70% |  7254 : -70%            |  9483 :<-18%>
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 5256 : -70%             |  7256 : -70%            |  9485 : -76%
 5257 : +08%             |  7257 : -08%            |  9486 : -37%  -76%
 5258 : +27%  -51%       |  7259 : -59%            |  9487 : -37%  -76%
 5259 : -32%  -51%       | 7260  : +03%  -59%      | 9491  : -56%
5260  : -13%  -32%       |  7262 : -48%            |  9492 : -56%
 5262 : +44%  +25%  +06% |  7263 : -48%            |  9493 : -56%
 5266 : +42%  +23%  -15% |  7264 : -37%            |  9494 : -36%
 5267 : +04%  -15%  -34% |  7265 : -26%  -37%      |  9495 : -36%
 5268 : -34%             |  7266 : -15%  -26%      | 9502  : -35%
 5269 : -53%             |  7267 : -04%  -15%      |  9503 : -35%  -55%
5270  : +40%  -53%       |  7269 :<+07%>           |  9504 : -55%
 5271 : +21%             |  7277 :    Lucky 7's    |  9505 : -75%
 5272 : +02%  -72%       |  7278 : -22%  -33%      |  9506 : -75%
 5273 : -17%  -72%       |  7279 : -33%  -44%      |  9507 : -75%
 5274 : -72%             | 7280  : -44%            |  9508 : -75%
 5275 : +19%  -72%       |  7281 : -55%            | 9510  : -34%
 5276 : -36%             |  7282 : -55%            |  9514 : -54%
 5277 :    Lucky 7's     |  7283 : -66%            |  9515 : -54%
5280  : +17%  -19%       |  7284 : -66%            |  9517 : -33%
 5281 : -55%             |  7285 : -66%            | 9521  : -95%
 5282 : +34%  -02%  -55% |  7286 : +04%            |  9522 : -95%
 5284 : -38%             |  7287 : -07%  -77%      |  9523 : -95%
 5285 : +15%  -38%       |  7288 : -18%  -77%      |  9524 : -32%  -53%  -74%
 5286 : +32%             |  7289 : -18%  -77%      |  9525 : -32%  -53%  -74%
 5287 : -21%             | 7290  : -77%            |  9526 : -74%  -95%
 5288 : -04%             |  7291 : -29%  -77%      |  9527 : -95%
 5289 : -91%             |  7294 : -40%            |  9528 : -95%
5290  : +13%  -91%       |  7295 : -03%  -40%      |  9529 : -95%
 5291 :<+47%> -91%       |  7298 : -14%  -51%      | 9530  : -95%
 5292 : -91%             |  7299 : -51%            |  9531 : -31%  -95%
 5293 : -74%  -91%       | 7300  : -51%            |  9532 : -95%
 5294 : -06%  -23%  -40% |  7301 : -88%            |  9533 : -95%
 5295 : +28%  -40%  -57% |  7302 : -25%  -88%      |  9534 : -52%  -95%
 5296 : -74%  -91%       |  7303 : -88%            |  9535 : -52%  -95%
```

```
 5297 : -91%            |  7304 : +01%  -88%       |  9536 : -95%
 5298 : -91%            |  7305 : -88%             |  9537 : -95%
 5299 : +43%  -91%      |  7306 : -62%  -88%       |  9538 : -30%  -95%
5300  : +26%  -91%      |  7307 : -10%  -36%  -62% |  9539 : -95%
 5301 : -08%            |  7308 : -88%             | 9540  : -95%
 5302 : -25%            | 7312  : +05%  -21%       |  9541 : -73%
 5303 : +41%            |  7314 : -47%             |  9542 : -73%
 5304 : -42%            |  7315 : -06%  -47%       |  9543 : -51%  -73%
 5305 : -42%            |  7318 : -32%             |  9544 : -29%  -51%  -73%
 5306 : +07%            |  7319 : -32%  -73%       |  9545 : -29%
 5307 : -10%            | 7320  : -73%             | 9551  : -28%
 5308 : -59%            |  7321 : -17%  -73%       |  9553 : -50%
 5309 : -59%            |  7322 : -73%             |  9554 : -50%
5310  : -27%            |  7323 : -02%             |  9557 : -27%
 5312 : +37%  +05%      |  7324 : -58%             |  9558 : -72%
 5314 : -12%            |  7325 : -58%             |  9559 : -72%
 5315 : +20%  -44%      |  7326 : -58%             | 9560  : -72%
 5316 : -44%            |  7327 : -43%             |  9561 : -49%
 5317 : +35%  -76%      |  7328 : -28%  -43%       |  9562 : -49%
 5318 : +03%  -76%      |  7329 : -13%  -28%       |  9563 : -26%
 5319 : -29%  -76%      | 7331  : +02%             |  9569 : -25%
5320  : +18%  -76%      |  7337 :<+06%> -09%  -24% | 9570  : -48%
 5321 : -14%            |  7338 : -24%  -39%       |  9571 : -48%
 5322 : -14%            |  7339 : -39%             |  9573 : -71%
 5324 : +01%  -61%      | 7340  : -54%             |  9574 : -24%  -71%
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 5326 : +31%  -46%      |  7342 : -69%             |  9578 : -47%
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 5328 : -31%            |  7344 : -05%  -69%       | 9580  : -23%
 5329 : -16%            |  7345 : -69%             |  9585 : -22%
5330  : -01%            |  7346 : -20%             |  9586 : -46%
 5331 : +14%            |  7348 : -35%             |  9587 : -46%  -70%
 5336 : +42%            |  7349 : -35%             |  9588 : -70%
 5337 : +12%  -03%  -18% | 7350  : -01%             |  9589 : -70%
 5338 : -33%            |  7351 : -84%             | 9590  : -21%  -70%
 5339 : -48%            |  7352 : -84%             |  9591 : -21%
5340  : -48%            |  7353 : -16%  -50%  -84% |  9593 : -45%
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 5342 : +25%  -63%      |  7355 : -84%             |  9596 : -20%
 5343 : +10%  -63%      |  7356 : -84%             | 9601  :<-19%> -44%  -69%
 5344 : -05%            |  7357 : +03%  -31%       |  9602 : -69%  -94%
 5346 : +38%  -20%  -78% | 7360  : -12%             |  9603 : -69%  -94%
 5347 : -78%            |  7361 : -65%             |  9604 : -94%
 5348 : -35%  -78%      |  7362 : -65%             |  9605 : -94%
 5349 : -35%  -78%      |  7363 : -46%             |  9606 : -94%
5350  : +08%  -78%      |  7364 : -46%             |  9607 : -94%
 5351 : +36%  -07%      |  7365 : -27%             |  9608 : -43%  -94%
 5353 : +21%  -50%      |  7366 : -08%             |  9609 : -94%
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5360  : -37%            |  7375 : -61%             |  9614 : -42%  -68%  -94%
 5361 : -65%            |  7376 : -61%             |  9615 : -42%  -68%  -94%
 5362 : +32%  -65%      |  7377 :    Lucky 7's     |  9616 : -94%
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 5364 :<+45%> -24%      |  7379 : -19%             |  9622 : -41%
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```

```
 5369 : +43%             |  7384 : -15%  -80%       |  9628 : -40%
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 5371 : -39%             |  7387 : -57%             | 9634  : -39%
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 5373 : +28%  -26%  -93% |  7389 : -11%  -34%       |  9637 : -66%
 5374 : +41%  -26%  -93% | 7394  : -07%             |  9638 : -66%
 5375 : -13%  -93%       |  7395 : -30%             |  9639 : -38%
 5376 : -93%             |  7396 : -53%             | 9640  : -38%
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 5378 : +13%  -93%       |  7398 : -03%             |  9646 : -37%  -65%
 5379 : +26%  -93%       | 7401  : -26%  -76%       |  9647 : -65%
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 5383 : -54%  -67%  -80% |  7405 : -49%             |  9657 : -64%
 5384 : -02%  -15%  -28% |  7406 : -22%             |  9658 : -64%  -93%
 5385 : +24%  +11%  -80% |  7407 :<+05%>            |  9659 : -93%
 5391 : +35%  +22%       | 7410  : -18%             | 9660  : -93%
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 5397 : -43%             |  7415 : -14%  -72%       |  9664 : -93%
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5400  : +07%             |  7417 : -41%  -72%       |  9666 : -33%  -63%  -93%
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 5403 : +31%  -19%       |  7423 : -37%             |  9669 : -93%
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 5407 : +42%  +05%  -32% |  7427 : -33%  -68%       |  9672 : -32%
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 5413 : -21%             |  7434 : -64%             |  9683 : -61%
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5420  : -58%             |  7439 : -21%             | 9690  : -28%
 5421 : -58%             | 7441  : -17%  -60%       |  9691 : -60%
 5422 : +25%             |  7442 : -17%  -60%       |  9692 : -60%
 5423 : +01%  -82%       |  7444 : -13%             |  9694 : -27%
 5424 : -23%  -82%       |  7446 : -56%             |  9698 : -26%  -59%
 5425 : +36%  -82%       |  7447 : -09%  -56%       |  9699 : -59%
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 5427 : -47%  -82%       | 7451  : -01%  -52%       |  9701 : -92%
 5428 : -12%  -47%       |  7452 : -52%             |  9702 : -25%  -92%
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5431  : +34%  -01%       |  7455 : -48%             |  9704 : -92%
 5432 : -36%             |  7458 : -44%             |  9705 : -58%  -92%
 5434 : +10%             | 7461  : -40%             |  9706 : -24%  -58%  -92%
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 5439 :<+43%>            |  7467 : -28%             |  9711 : -92%
5440  : -03%             |  7468 : -28%             |  9712 : -57%  -92%
 5441 : -60%             |  7469 : -24%             |  9713 : -22%  -57%
 5442 : +08%  -60%       | 7471  : -20%             |  9714 : -22%
 5443 : +19%             |  7472 : -16%             |  9717 : -21%
```

```
 5444 : +30%  -49%       |  7473 : -12%            |  9719 : -56%
 5445 : +41%  -49%       |  7474 : -08%            | 9720  : -56%
 5446 : -38%             |  7475 : -08%            |  9721 :<-20%>
 5447 : -27%             |  7476 : -04%            |  9725 : -55%
 5448 : -16%             |  7477 :    Lucky 7's    |  9726 : -55%
 5449 : -05%             |  7478 :<+04%>           | 9731  : -54%
5451  : +28%  +17%       | 7502  : +01%  -07%  -15% |  9732 : -54%
 5458 : +37%  +26%       |  7503 : -35%  -39%  -43% |  9734 : -91%
 5459 : +15%  +04%  -07% |  7504 : -51%  -55%  -59% |  9735 : -91%
5460  : -29%             |  7505 : -63%  -67%  -75% |  9736 : -91%
 5461 : -40%             |  7506 : -67%  -71%  -75% |  9737 : -53%  -91%
 5462 : -51%             |  7507 : -75%  -79%  -83% |  9738 : -53%  -91%
 5463 : -51%             |  7508 : -75%  -79%  -83% |  9739 : -91%
 5464 : -62%             |  7509 : -79%  -83%  -87% | 9740  : -91%
 5465 : +35%  -62%       | 7510  : -83%  -87%       |  9741 : -91%
 5466 : +24%             |  7511 : -83%  -87%       |  9742 : -52%  -91%
 5467 : +13%  -73%       |  7512 : -87%  -91%       |  9743 : -52%  -91%
 5468 : +02%  -73%       |  7513 : -87%  -91%       |  9744 : -91%
 5469 : -09%  -73%       |  7514 : -87%  -91%       |  9747 : -51%
5470  : -73%             |  7515 : -87%  -91%       |  9748 : -51%
 5471 : -20%             |  7516 : -91%             | 9753  : -50%
 5472 : +33%             |  7517 : -91%             |  9754 : -50%
 5473 : +22%  -31%       |  7518 : -91%             |  9757 : -49%
 5475 : +11%             |  7519 : -91%             |  9758 : -49%
 5476 : -42%  -84%       | 7520  : -91%             | 9761  : -90%
 5477 :<+42%> Lucky 7's  |  7521 : -91%  -95%       |  9762 : -48%  -90%
 5478 : -84%             |  7522 : -91%  -95%       |  9763 : -48%  -90%
 5479 : +31%  -11%  -84% |  7523 : -95%             |  9764 : -90%
5480  : -84%             |  7524 : -95%             |  9765 : -90%
 5481 : +20%  -53%  -84% |  7525 : -95%             |  9766 : -90%
 5482 : -53%             |  7526 : -95%             |  9767 : -47%  -90%
 5483 : -22%             |  7527 : +02%  -02%  -95% |  9768 : -90%
 5484 : +40%  +09%       |  7528 : -06%  -95%       |  9769 : -90%
 5486 : -02%             |  7529 : -10%  -95%       | 9770  : -90%
 5487 : -33%             | 7530  : -10%  -95%       |  9771 : -46%
 5488 : -33%             |  7531 : -14%  -95%       |  9772 : -46%
 5489 : +18%  -64%       |  7532 : -18%  -95%       |  9775 : -45%
5490  : -13%  -64%       |  7533 : -95%             |  9776 : -45%
 5491 : +38%  -64%       |  7534 : -22%  -95%       |  9779 : -44%
 5493 : +07%  -44%       |  7535 : -95%             | 9780  : -44%
 5494 : +27%  -44%       |  7536 : -26%  -95%       |  9782 : -89%
 5495 : -24%             |  7537 : -95%             |  9783 : -43%  -89%
 5496 : -04%  -24%       |  7538 : -30%  -95%       |  9784 : -43%  -89%
 5498 : +36%  +16%       |  7539 : -95%             |  9785 : -89%
5502  : +05%  -15%  -35% | 7540  : -34%  -95%       |  9786 : -89%
 5503 : -35%  -55%       |  7542 : -38%             |  9787 : -42%  -89%
 5504 : -55%             |  7543 : -38%             |  9788 : -89%
 5505 : -75%             |  7545 : -42%             |  9789 : -89%
 5506 : -75%             |  7546 : -42%             | 9790  : -41%  -89%
 5507 : +14%  -06%  -75% |  7549 : -46%             |  9791 : -41%
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 5509 : -26%             |  7551 :<+03%>            |  9795 : -40%
5510  : +23%             |  7552 : -01%             |  9797 : -39%
 5512 : +03%  -46%       |  7553 : -50%             |  9798 : -39%
 5513 : +32%             |  7554 : -05%  -50%       | 9801  : -38%  -88%
 5514 : -17%             |  7557 : -09%  -54%       |  9802 : -88%
 5516 :<+41%> +12%       |  7558 : -54%             |  9803 : -88%
 5518 : -08%  -37%  -66% |  7559 : -13%             |  9804 : -37%  -88%
 5519 : +21%  -37%  -66% | 7562  : -17%  -58%       |  9805 : -88%
5520  : -66%             |  7563 : -58%             |  9806 : -88%
```

```
 5521 : +30%  -95%       |  7564 : -58%            |  9807 : -36%  -88%
 5522 : +01%  -95%       |  7565 : -21%            |  9808 : -88%
 5523 : -28%  -95%       |  7569 : -25%  -62%      | 9810  : -35%
 5524 : -95%             | 7570  : -62%            |  9813 : -34%
 5525 : +10%  -95%       |  7571 : -62%            |  9815 : -33%
 5526 : -19%  -57%  -95% |  7572 : -29%            |  9816 : -33%  -87%
 5527 : +19%  -19%  -57% |  7573 : -29%            |  9817 : -87%
 5528 : -95%             |  7577 :    Lucky 7's    |  9818 : -32%  -87%
 5529 : +28%  -10%  -95% |  7578 : -66%            |  9819 : -32%  -87%
5530  : -10%  -95%       |  7579 : -66%            | 9820  : -87%
 5531 : +37%  -48%  -95% | 7580  : -04%            |  9821 : -31%  -87%
 5532 : -01%  -48%  -95% |  7581 : -37%            |  9822 : -87%
 5533 : -95%             |  7582 : -37%            |  9823 : -30%  -87%
 5534 : -95%             |  7583 : -08%            |  9824 : -30%
 5535 : +08%  -39%  -95% |  7587 : -12%  -41%  -70% |  9826 : -29%
 5536 : +17%  -39%  -95% |  7588 : -41%  -70%      |  9828 : -28%
 5537 : -95%             |  7589 : -70%            |  9829 : -28%  -86%
 5538 : +26%  -30%  -95% | 7590  : -70%            | 9830  : -86%
 5539 : +35%  -95%       |  7591 : -16%            |  9831 : -27%  -86%
5540  : -21%  -95%       |  7593 : -45%            |  9832 : -86%
 5541 : -12%             |  7594 : -45%            |  9833 : -26%  -86%
 5542 : -12%             |  7596 : -20%            |  9834 : -86%
 5543 : -03%  -86%       | 7601  : +01%  -24%  -49% |  9835 : -25%  -86%
 5544 : -86%             |  7602 : -74%  -99%      |  9836 : -25%
 5545 : +06%  -86%       |  7603 : -74%  -99%      |  9837 : -24%
 5546 : +24%  +15%  -86% |  7604 : -99%            |  9838 : -24%
 5547 : +33%  -86%       |  7605 : -03%  -99%      |  9839 : -23%
 5548 : -77%  -86%       |  7606 : -28%  -99%      | 9840  : -23%
 5549 : -77%  -86%       |  7607 : -99%            |  9841 : -85%
5550  : -77%  -86%       |  7608 : -99%            |  9842 : -22%  -85%
 5551 : -68%  -77%       |  7609 : -07%  -53%  -99% |  9843 : -85%
 5552 : -59%  -68%  -77% | 7610  : -53%  -99%      |  9844 :<-21%> -85%
 5553 : -32%  -41%  -50% |  7611 : -99%            |  9845 : -85%
 5554 : -05%  -14%  -23% |  7612 : -32%  -99%      |  9846 : -85%
 5555 : +22%  +13%  +04% |  7613 : -32%  -99%      | 9851  : -84%
5564  : +29%             |  7614 : -11%  -99%      |  9852 : -84%
 5565 : +20%  +11%       |  7615 : -99%            |  9853 : -84%
 5566 : +02%  -07%       |  7616 : -99%            |  9854 : -84%
 5567 : -16%             |  7617 : -99%            |  9855 : -84%
 5569 : -25%             |  7618 : -99%            |  9856 : -84%
5570  : -34%             |  7619 : -15%  -36%  -57% |  9859 : -83%
 5571 : -34%             | 7620  : -15%  -36%  -57% | 9860  : -83%
 5572 : +36%  -43%       |  7621 : -78%  -99%      |  9861 : -83%
 5573 : +27%  -43%       |  7622 : -78%  -99%      |  9862 : -83%
 5574 : +18%             |  7623 : -99%            |  9863 : -83%
 5576 : +09%  -52%       |  7624 : -99%            |  9864 : -83%
 5577 :    Lucky 7's     |  7625 :<+02%> -19%  -99% |  9867 : -82%
 5579 : -09%             |  7626 : -99%            |  9868 : -82%
5580  : +34%  -61%       |  7627 : -40%  -99%      |  9869 : -82%
 5581 : -18%  -61%       |  7628 : -40%  -99%      | 9870  : -82%
 5582 : +25%  -61%       |  7629 : -02%  -99%      |  9871 : -82%
 5584 : +16%  -27%       | 7630  : -99%            |  9872 : -82%
 5586 : +07%             |  7631 : -61%  -99%      |  9874 : -81%
 5587 : -70%             |  7632 : -23%  -61%  -99% |  9875 : -81%
 5588 : -02%  -36%  -70% |  7633 : -61%  -99%      |  9876 : -81%
 5589 : +32%  -36%  -70% |  7634 : -99%            |  9877 : -81%
5590  : -70%             |  7635 : -06%  -99%      |  9878 : -81%
 5592 : -11%             |  7636 : -44%  -99%      | 9881  : -80%
 5593 : -45%             |  7637 : -44%  -99%      |  9882 : -80%
 5594 : +14%  -45%       |  7638 : -99%            |  9883 : -80%
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 5595 :<+39%>            |  7639 : -27%  -99%       |  9884 : -80%
 5596 : -20%             | 7640  : -99%             |  9885 : -80%
 5598 : +30%  +05%       |  7641 : -10%  -99%       |  9886 : -79%
5601  : +21%  -04%  -29% |  7642 : -99%             |  9887 : -79%
 5602 : -54%  -79%       |  7643 : -99%             |  9888 : -79%
 5603 : -79%             |  7644 : -99%             |  9889 : -79%
 5604 : +37%  -79%       |  7645 : -82%  -99%       | 9890  : -79%
 5605 : +12%  -13%       |  7646 : -65%  -82%  -99% |  9891 : -78%
 5607 : -38%             |  7647 : -14%  -31%  -48% |  9892 : -78%
 5608 : -38%             |  7648 : -48%  -65%  -82% |  9893 : -78%
 5609 : +03%             |  7649 : -82%  -99%       |  9894 : -78%
5611  : +19%  -22%  -63% | 7650  : -82%  -99%       |  9895 : -78%
 5612 : -63%             |  7651 : -99%             |  9896 : -77%
 5613 : +35%  -06%  -63% |  7652 : -99%             |  9897 : -77%
 5616 : +10%  -47%       |  7653 : -01%  -99%       |  9898 : -77%
 5617 : +26%             |  7654 : -18%  -99%       |  9899 : -77%
 5618 : -31%             |  7655 : -99%             | 9900  : -77%
 5619 : -15%             |  7656 : -35%  -99%       |  9901 : -76%
5620  : -15%             |  7657 : -99%             |  9902 : -76%
 5621 : +01%             |  7658 : -99%             |  9903 : -76%
 5622 : +33%  +17%       |  7659 : -05%  -52%  -99% |  9904 : -76%
 5627 : +08%  -08%  -24% | 7660  : -05%  -52%  -99% |  9905 : -75%
 5628 : -40%  -56%       |  7661 : -99%             |  9906 : -75%
 5629 : -56%  -72%       |  7662 : -22%  -99%       |  9907 : -75%
5630  : -72%             |  7663 : -99%             |  9908 : -74%  -75%
 5631 : -72%             |  7664 : -99%             |  9909 : -74%
 5632 : +31%  -72%       |  7665 : -69%  -99%       | 9910  : -74%
 5633 : +15%  -01%       |  7666 : -09%  -39%  -69% |  9911 : -74%
 5634 : -17%  -88%       |  7667 : -09%  -39%  -69% |  9912 : -73%
 5635 : -88%             |  7668 : -99%             |  9913 : -73%
 5636 :<+38%> -33%  -88% |  7669 : -99%             |  9914 : -73%
 5637 : +22%  -33%  -88% | 7670  : -99%             |  9915 : -72%
 5638 : -88%             |  7671 : -26%  -99%       |  9916 : -72%
 5639 : +06%  -88%       |  7672 : -99%             |  9917 : -72%
5640  : -49%  -88%       |  7673 : -56%  -99%       |  9918 : -71%
 5641 : -10%  -49%  -88% |  7674 : -13%  -56%  -99% |  9919 : -71%
 5644 : +13%  -26%       |  7675 : -56%  -99%       | 9920  : -71%
 5645 : +36%             |  7676 : -99%             |  9921 : -70%
 5646 : -03%  -65%       |  7677 :    Lucky 7's     |  9922 : -70%
 5647 : -65%             |  7678 : -43%  -99%       |  9923 : -69%  -70%
 5648 : +20%  -65%       |  7679 : -99%             |  9924 : -69%
 5649 : -42%             | 7680  : -99%             |  9925 : -69%
5650  : -19%  -42%       |  7681 : -30%  -99%       |  9926 : -68%
 5651 : +04%             |  7682 : -17%  -99%       |  9927 : -68%
 5655 : +34%  +11%  -12% |  7683 : -17%  -99%       |  9928 : -67%  -68%
 5656 : -35%             |  7684 : -04%  -99%       |  9929 : -67%
 5658 : -58%             |  7685 : -99%             | 9930  : -66%  -67%
 5659 : +18%  -05%  -58% |  7686 : -86%  -99%       |  9931 : -66%
5660  : -05%             |  7687 : -86%  -99%       |  9932 : -65%  -66%
 5662 : +25%  -28%       |  7688 : -86%  -99%       |  9933 : -65%
 5664 : +02%  -81%       |  7689 : -73%  -86%  -99% |  9934 : -64%  -65%
 5665 : +32%  -81%       | 7690  : -73%  -86%  -99% |  9935 : -64%
 5666 : -21%  -51%  -81% |  7691 : -34%  -47%  -60% |  9936 : -63%  -64%
 5667 : +09%  -21%  -51% |  7692 : -08%  -21%  -34% |  9937 : -62%  -63%
 5668 : -81%             |  7693 : -99%             |  9938 : -62%
5670  : +16%  -14%       |  7694 : -99%             |  9939 : -61%  -62%
 5672 : -44%             |  7695 : -99%             | 9940  : -61%
 5673 : +23%  -44%       |  7696 : -99%             |  9941 : -60%  -61%
 5674 : -07%             |  7697 : -99%             |  9942 : -59%  -60%
 5675 : +30%             |  7698 : -99%             |  9943 : -58%  -59%
```

5677 :<+37%> Lucky 7's	7699 : -99%	9944 : -58%
5678 : -74%	7700 : -99%	9945 : -57% -58%
5679 : -74%	7701 : -12%	9946 : -56% -57%
5680 : +07% -74%	7702 : -25%	9947 : -55% -56%
5681 : -30%	7704 : -38%	9948 : -54% -55%
5682 : +14%	7707 : -51%	9949 : -53% -54%
5684 : +21% -23%	7708 : -03% -51%	9950 : -53% -54%
5685 : -67%	7710 : -16%	9951 : -52% -53%
5686 : -16% -67%	7712 : -64%	9952 : -51% -52%
5687 : +35% -67%	7713 : -29% -64%	9953 : -49% -50% -51%
5688 : -09%	7714 : -29%	9954 : -48% -49% -50%
5689 : -09%	7717 : -07%	9955 : -47% -48%
5690 : -02%	7718 : -42%	9956 : -46% -47%
5691 : -60%	7721 : -20%	9957 : -45% -46%
5692 : -60%	7722 : -77%	9958 : -43% -44% -45%
5693 : +05%	7723 : -77%	9959 : -42% -43%
5694 : +12% -53%	7724 : -77%	9960 : -41% -42%
5695 : +19% -53%	7725 : -55% -77%	9961 : -39% -40% -41%
5697 : +33% -46%	7726 : -11% -33% -55%	9962 : -37% -38% -39%
5698 : -46%	7731 : -02%	9963 : -36% -37%
5699 : -39%	7732 : -24%	9964 : -34% -35% -36%
5700 : -39%	7734 : -46%	9965 : -32% -33% -34%
5701 : -32%	7735 : -46%	9966 : -30% -31% -32%
5702 : -25%	7737 : -15%	9967 : -28% -29% -30%
5703 : -18%	7738 : -68%	9968 : -26% -27% -28%
5704 : -11%	7739 : -68%	9969 : -23% -24% -25%
5705 : -04%	7740 : -37% -68%	9970 :<-22%> -23%

MP '77 DATA TABLE

300 : +26%	442 : +76% +08%	596 : +64%
301 : +92%	443 : +98% +53%	597 : +47%
302 : +58% +25%	444 : +30%	598 : +30%
304 : +90% +57%	446 : +52% +07%	600 : +63% +13%
306 : +56%	447 : +74%	601 : +46%
307 : +88% +23%	448 : +29%	603 : +29%
308 : +55%	449 : +51%	605 : +45% +12%
309 : +87%	450 : +95%	607 : +61%
310 : +54%	451 : +28%	610 : +11%
312 : +85% +53% +21%	452 : +72% +50%	611 : +60%
314 : +84% +52%	455 : +49% +27% +05%	612 : +27%
315 : +20%	457 : +92%	615 : +59%
316 : +51%	458 : +48% +26%	616 : +10%
317 : +19%	459 : +04%	617 : +26%
319 : +81%	460 : +69%	618 : +42%
320 : +18%	461 : +47%	622 : +41% +25% +09%
321 : +80%	462 : +90% +25%	627 : +40% +24% +08%
323 : +17%	463 : +68%	631 : +39%
325 : +47%	464 : +46%	632 : +23%
326 : +77%	466 : +24%	633 : +07%
327 : +46%	467 : +88% +45%	635 : +54%
328 : +76% +15%	468 : +02%	636 : +38%
329 : +45%	469 : +87%	637 : +22%
330 : +75%	471 : +65%	639 : +53% +06%
331 : +14%	472 : +86%	643 : +52%
332 : +74%	473 : +22%	645 : +36% +05%

334 : +73% +43% +13%	474 : +64% +43%	648 : +20%
336 : +72% +42%	477 : Lucky 7's	650 : +35%
337 : +12%	480 : +62%	651 : +04%
338 : +71%	481 : +20%	652 : +50%
339 : +100% +41%	482 : +82%	653 : +19%
340 : +70% +11%	483 : +61%	655 : +34%
341 : +40%	484 : +40%	656 : +49%
342 : +98% +69%	485 : +81% +19%	659 : +18%
343 : +10%	486 : +60%	660 : +33%
344 : +97% +68%	489 : +100% +59% +18%	664 : +02%
346 : +67% +38% +09%	490 : +79%	665 : +47% +32%
348 : +66%	491 : +99% +38%	670 : +31% +16%
349 : +94%	492 : +58%	674 : +45%
350 : +65% +08%	493 : +78%	675 : +30%
351 : +93% +36%	494 : +17%	676 : +15%
352 : +64%	495 : +57%	677 : Lucky 7's
353 : +92% +07%	496 : +97% +77%	679 : +44%
354 : +63% +35%	498 : +36% +16%	680 : +29%
356 : +34% +06%	502 : +35% +15%	682 : +14%
359 : +61% +33%	504 : +94%	688 : +13%
360 : +05%	505 : +54%	691 : +27%
361 : +60%	507 : +73% +14%	693 : +41%
362 : +32%	508 : +53%	694 : +12%
363 : +59% +04%	509 : +92%	698 : +40%
364 : +86%	510 : +72%	702 : +25%
366 : +85%	511 : +13%	703 : +39%
367 : +30%	512 : +91%	707 : +10%
368 : +84% +57%	513 : +71% +32%	708 : +38% +24%
370 : +56% +29% +02%	515 : +51%	713 : +09%
372 : +82%	516 : +70% +12%	719 : +36% +22%
373 : +28%	517 : +89% +31%	720 : +08%
375 : +54%	519 : +69%	724 : +35%
376 : +27%	520 : +88% +11%	725 : +21%
377 : Lucky 7's	521 : +30%	727 : +07%
379 : +26%	522 : +49%	731 : +20%
380 : +52%	525 : +29% +10%	735 : +33%
382 : +25%	529 : +47% +28%	737 : +19%
383 : +77%	530 : +09%	744 : +18%
385 : +76% +50% +24%	531 : +84%	746 : +31%
387 : +75%	532 : +65%	748 : +04%
388 : +23%	534 : +83%	750 : +17%
389 : +100%	535 : +64% +08%	752 : +30%
390 : +48%	536 : +45%	758 : +29%
391 : +22%	537 : +82%	762 : +02%
393 : +47%	538 : +26%	763 : +15%
394 : +72%	540 : +81% +44% +07%	764 : +28%
395 : +21%	542 : +25%	770 : +27% +14%
396 : +71%	543 : +80%	776 : +26%
398 : +45% +20%	544 : +43%	777 : Lucky 7's
401 : +69% +44% +19%	545 : +61% +06%	782 : +25%
403 : +93% +68%	546 : +79% +24%	788 : +24%
404 : +43%	549 : +78%	795 : +23%
405 : +92% +18%	550 : +05%	798 : +10%
407 : +91% +42%	551 : +23%	801 : +22%
408 : +66% +17%	552 : +77% +59%	805 : +09%
409 : +90%	555 : +22% +04%	808 : +21%
412 : +16%	559 : +57% +39%	815 : +20%
413 : +64%	560 : +21%	820 : +07%
415 : +15%	562 : +74%	828 : +18% +06%
416 : +87%	565 : +73% +20%	836 : +05%

```
  418 : +86%  +62%       |  566 : +55%  +02%       |  843 : +16%
  419 : +14%             |  569 : +19%             |  844 : +04%
 421  : +61%             | 570  : +54%             |  850 : +15%
  423 : +13%             |  572 : +36%             |  860 : +02%
  425 : +83%  +36%       |  574 : +18%             |  865 : +13%
  426 : +59%  +12%       |  575 : +70%             |  873 : +12%
  427 : +82%             |  576 : +35%             |  877 :    Lucky 7's
  428 : +35%             |  577 :    Lucky 7's     |  881 : +11%
  429 : +58%             |  579 : +17%             |  889 : +10%
 430  : +11%             | 580  : +34%             |  897 : +09%
  431 : +34%             |  581 : +51%             | 905  : +08%
  432 : +80%             |  582 : +68%             |  914 : +07%
  434 : +56%  +33%  +10% |  584 : +16%             |  922 : +06%
  437 : +78%  +55%       |  585 : +50%             |  931 : +05%
  438 : +09%             |  589 : +49%  +32%  +15% |  940 : +04%
  439 : +100% +77%       | 593  : +48%             |  958 : +02%
 440  : +54%             |  594 : +14%             |  977 :    Lucky 7's
  441 : +99%  +31%       |                         |
+-----------------------------------------------------------------------------+

                                                               {W-Item Trick}
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||                                                                          ||
|| --E.18 B - W-Item                                                        ||
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| ,',',',',',',',',',',',','                        ',',',',',',',',',',',',  |
|',',',',',',',',',',',',',' 1 - Normal W-Item Trick ',',',',',',',',',',',',',|
|  ',',',',',',',',',',',','                        ',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

Perhaps the oldest trick in the book, the W-Item glitch will allow you to duplicate any item, so long as it is usable in-battle, and so long as you have the W-Item Materia, which is obtained from the raid on Midgar towards the end of Disc 2. Here's how it works:

It is recommended that you have the ATB set to 'Wait' whilst performing the W-Item trick. Whilst in-battle, have the character with W-Item equipped select the item that you wish to duplicate (say, a Megalixir). Then, select any item as your second item, but instead of confirming a target for that item, cancel the second item and you will have noticed that the initial item will have increased by one.

You can now press O, X, O, X etc. (or confirm, cancel, confirm, cancel) until you have 99 of the desired item. This is useful for things like Sylkis Greens, as not only do they sell for a lot of money but they will also help you with the Chocobo breeding process. Elixirs are useful too, as they can be fed to the Magic Pots for high amounts of AP and EXP.

Be warned - If you only have one item left then you could end up accidentally losing that item if you cancel out the W-Item command before selecting the second item.

```
                                                      {Extended W-Item Trick}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
```

2 - Extended W-Item Trick

This is slightly more tricky method than the normal W-Item trick, and it allows you to duplicate items that aren't usable in battle, such as Sources and Weapons. There are a few variation to the way the trick works.

--- STEALING/MORPHING ITEMS FROM MULTIPLE ENEMIES ---

First make sure that you have *one* expendable item at the top of the inventory list (such as a Potion), then make sure that you have 0 of the item you wish to duplicate. For my example, I'm going to be duplicating Power Sources from the Screamers in Mt. Nibel. Note that using Yuffie's Conformer is the best way to Morph an enemy.

NOTE - This trick works best when faced with multiple enemies. You can still dupe items from single enemies, however it's a lot trickier and takes much longer to set-up.

Set Yuffie up with Morph, Cloud with Manipulate and player 3 with W-Item. You can only battle the Screamer on the winding path leading towards the reactor, or at the reactor itself (you'll have a higher chance of encountering them at the reactor). When you encounter them, kill off all but the two Screamers, then Manipulate one of them.

Now have Yuffie cast Morph. Before the move is executed, have player 3 use W-Item, and use the single Potion as your first item. Now wait for the Screamer to be Morphed into a Power Source. If done correctly, the Power Source will fill the same inventory slot that was occupied by the Potion. You can now select and cancel another item, thereby duplicating the Power Sources up to 99.

For Magic Sources you can encounter 2x 8 Eye in the Battle Arena in round 3. For this battle you must set Yuffie up with Counter=Morph. It is imperative that you cast Stop, Sleep or Paralyzed on one of the 8 Eyes. When the other attacks, select the single Potion then wait for Yuffie to counter with Morph. So long as the other 8 Eye cannot attack, you will be able to dupe yourself 99 Magic Sources.

Luck Sources and Speed Sources can be duped from Bad Raps and Poodlers, respectively (Sunken Gelnika), and Guard Sources can be duped from the Spiral near Mideel. Mind Sources are the hardest to farm seeing as they can only be obtained from the Serpent (once you've obtained the W-Item Materia), and they only ever come in single formations.

--- STEALING/MORPHING ITEMS FROM SINGLE ENEMIES ---

First make sure that you have *one* expendable item at the top of the inventory list (such as a Potion), then make sure that you have 0 of the item you wish to duplicate. For this example I am going to be morphing Mind Sources from the Serpent on the Sunken Gelnika. Set Cloud up with Final Attack=Revive and Quadra Magic=Revive. Set Yuffie up with Final Attack=Morph, and lastly set player 3 up with W-Item. *MAKE SURE* that Yuffie is player 1 (at the top) so that she uses Morph before Cloud uses Life2.

Enter into battle with the Serpent. Make sure that Cloud's and Yuffie's HP

are in critical, then start bringing the Serpent's HP down using L4 Suicide; It is more likely to cast Aqualung that way. The idea is to have Cloud and Yuffie KO'd at the same time. Yuffie will then retaliate by Morphing the Serpent into a Mind Source, and Cloud will cast Life2 four times.

Prior to Yuffie using Morph, make sure that player 3 is sitting in the W-Item screen with the Potion 'used', awaiting input of the second item. If done correctly, the Potion's inventory slot will be filled with the Mind Source, you will then have time to dupe yourself 99 of them while Cloud casts Life2.

The Serpent's attacks are dependent on your party's average current HP and the Serpents Current HP. If the Serpent's HP is:
- 0% - 20% of party's current HP, Dragon Dance is used.
- 21% - 40% of party's current HP, Huge Tidal Wave is used.
- 41% - 80% of party's current HP, Aqualung is used.
- 81% - 100% of party's current HP, Viper Breath is used.

Using L4 Suicide and Cure, you should be able to regulate the Serpent's HP until it uses Aqualung.

NOTE - If you happen to be playing on a Playstation console, then you can simply open the lid, thereby not allowing the battle to finish. This way you can dupe the Source without having to go through the Final Attack method.

--- HAVING ITEMS STOLEN FROM YOU ---

This works similarly to the previous two methods, only this way could take much, much longer seeing as an element of luck is involved. The plus side is that you will be able to duplicate *almost* any piece of armour, accessory or weapon using this method.

Similar to the previous methods, you must have *one* expendable item at the top of your inventory list (such as a Potion), and only one of the item that you wish to duplicate in your inventory. For this example I am going to be duplicating myself 99 Mystiles. First I'll make sure to have equipped all but one Mystile, then I'll get into battle with an enemy that can steal from me. These locations include:

- Vice, Sector 5
- Prowler, Midgar Area (World Map)
- Magic Pot, Swamp Area North Crater.

The Bandit can also steal from you, however you cannot reenter Corel Prison.

I shall be battling the Vice in Sector 5. Be sure to encounter them in their 2x formation, they'll only be found in the first 2 screens from the church. Manipulate one and wait for the other to steal from you, if you are lucky then it will steal the item that you wish to dupe. Now kill it to have your item returned to you, but not before having the player with W-Item select the Potion. When the item is returned to you you'll be able to duplicate yourself 99 of the item. You'll be able to stock up on Potions easily in Sector 5, aswell as save your game.

If you had more than one of the desired item in your inventory, then you would not be able to duplicate it seeing as it would return to the inventory slot it came from, as opposed to filling up the inventory slot that was occupied by the Potion. The following items *cannot* be duplicated this way:

- ALL Limit Break Manuals

- Battery
- Save Crystal
- Combat Diary
- Autograph
- Gambler
- Desert Rose
- Earth Harp
- Buster Sword
- Gatling Gun
- Seraph Comb
- Silver Barrette

Basically, if a weapon/item can be sold at a shop, then it can be stolen from you. Technically speaking Sephiroth's Masamune should also be on the above list, as it cannot be sold a any shop, although there is no way to obtain the Masamune on your inventory without the use of hacks.

--- THROWING WEAPONS ---

Using the same methods as above, you can have one character kill another mid-battle. Before the character is killed, have him/her use the Throw command to throw one of your valuable weapons, then quickly have the W-Item holder use up the single Potion. When the character is K.O'd, the weapon will be returned to the first empty available slot, unless you had more than one to begin with. The best way to kill off a character is to have another character use W-Magic and Contain.

--- STEALING 198 ITEMS ---

It is possible to fill two inventory slot with the same item, thereby being able to hold up to 198 of that particular item. The main condition is that the item is steal-able or morph-able. For this example I'm going to be stealing an Elixir from the Gighee in the Swamp Area in the North Crater.

Equip one player with Steal and another with W-Item. Make sure to have the top item slot filled with a single Potion, and the second from the top being the Elixir. It is important that the Potion is above the Elixir, and that you also only have one Elixir in stock.

During battle, use up the Potion, then have your character Steal the Elixir from the Gighee. Before the item is added to your stock, have the W-Item holder use up the single Elixir that is in your inventory. When the Elixir is stolen, the top inventory slot will be filled with the new Elixir. You can the dupe yourself 99 Elixirs in the second slot, then use the normal W-Item trick to dupe another 99 Elixirs in the top slot.

```
                                                                  {Easter Eggs}
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
||                                                                          ||
|| --E.18 C - Easter Eggs                                                   ||
||                                                                          ||
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
```

What is an Easter Egg? The definition seems to have changed slightly. A long time ago, and Easter Egg would have been a small hidden feature within a

game *that does not affect gameplay whatsoever*. Remember playing Legend of Zelda Ocarina of Time? When you sneak into Zelda's castle you can see pictures of Mario and friends in the windows. A classic Easter Egg.

Now it appears as though an Easter Egg can have an impact on your gameplay (usually for the better) and still be regarded as an Easter Egg. Cod Zombies is a perfect example. Most of the following Easter Eggs do not affect gameplay, although one or two of them do. Technically speaking, an Easter Egg is always an intentional addition, unlike a glitch which is not intentional!

Lucky 7's falls into the category of an Easter Egg.

```
                                                                {Secret Cow Level}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',','                      ,',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',' 1 - Secret Cow Level ,',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',','                      ,',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

If you happen to be playing the Steam or PS4 versions of Final Fantasy VII, then you will be able to use your Save Crystal to activate an Easter egg. After you get to the main fork, send Cloud left to get to the second fork. If you were to use your Save Crystal in this screen (the one with the upper and lower fork) then the in-game area would name would change from "Inside Northern Cave" to "Secret Cow Level", which is a reference to Diablo.

This Easter Egg is only activated once, and when you leave and re-enter the screen the area name will revert back to it's default display. This won't work on any version other than the PS4 and Steam versions.

```
                                                   {Back Attack Damage Easter Egg}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',                                                 ,',',',',',',  |
|',',',',',',', 2 - Negating The Damage Taken From Back-Attacks ,',',',',',',',|
|  ',',',',',',                                                 ,',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

It is unclear whether or not this little trick has been intentionally included, or is a 'bug' of the escape feature. Throughout the game you will come across enemies that have surprise attacked you, or 'back attack' as it is referred to in-game. When this happens you will receive double damage from the first physical attack you receive. By tapping L1 and R1, you can turn to face the enemy, thereby negating the double damage taken.

Note that when you receive a back attack, your rows will be reversed. If this bothers you, press left on the D-Pad to change back to their original rows. If you decide not to, then when the battle finishes your rows will be back to normal.

If a character has the Sprint Shoes equipped then they will never have their back to the enemies when the battle begins.

UPDATE - The above is NOT true. Many people believe that by tapping L1+R1 they can negate the effects of receiving double damage, BUT, due to a bug the enemy will not hit you for double damage, and you'll receive the same amount of damage regardless of which direction you're facing. The only hindrance of a Back Attack is having your rows reversed, and starting with an empty ATB gauge.

There are still attacks that can hit you from behind causing double damage, namely when you have been attacked form both sides.

{Stamina Refill Easter Egg}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',                                          ',',',',',',',',  |
|',',',',',',',',', 3 - Refilling Stamina in The Chocobo Races ',',',',',',',',',|
|  ',',',',',',',',                                          ',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

This one is very well known about - simply hold down R1 and R2 whilst racing in the Chocobo Square to slowly refill the Stamina bar of your Chocobo. That's all there is to it!

{Slots Easter Egg}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',                             ,',',',',',',',',',',',  |
|',',',',',',',',',',',',' 4 - Slowing Down The 'Slots' ,',',',',',',',',',',',',|
|  ',',',',',',',',',',','                             ,',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

When using Tifa's Limit Breaks, Cait Sith's Slots Limit Break, or selecting a handicap in the battle Arena, you can slow down the rate at which the reel spins by tapping Square. This is most effective in the Battle Arena; pressing confirm on the handicap that is *2* prior to the desired handicap is the easiest way to manipulate the reels.

To see an in-depth explanation on manipulating Cait Sith's Slots, visit section E.02 E, or use QSI Link [Slots].

{Farming Sources}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',',',                     ',',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',',' 5 - Farming Sources ',',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',',','                     ',',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

There is one weapon in the game that ignores the damage penalty when using the Morph Command. Usually, Morph will attack for 1/8 of normal damage, but Yuffie's Conformer has a damage modifier that overrules the damage penalty when using Morph. And where can this morphing weapon be found? In the same place where the enemies can be morphed into Sources - the Sunken Gelnika!

CORRIDOR

```
Poodler - 6000 HP - 70 AP - Morph: Speed Source - Steal: Turbo Ether
Bad Rap - 9000 HP - 70 AP - Morph: Luck Source  - Steal: Ink
```

CARGO ROOM/RESEARCH ROOM:

```
Unknown   - 10,000 HP - 150 AP - Morph: Power Source - Steal: Fire Armlet
Unknown 2 - 13,000 HP - 300 AP - Morph: Guard Source - Steal: Aurora Armlet
Unknown 3 - 15,000 HP - 200 AP - Morph: Magic Source - Steal: Bolt Armlet
Serpent   - 14,000 HP -  70 AP - Morph: Mind  Source - Steal: Water Ring
```

Note that the Serpent can only be fought in the Cargo Room (where you find

Hades).

I suspect that the morphing abilities of the Conformer were unintentional, but given the fact that the developers were unable to fix it, they decided to work it into the mechanics of the games 'reward system', which is why the Conformer is found in the same place where Sources can be morphed. Just a speculation.

Other places that Sources can be morphed:

```
  Power Source: Heavy Tank    - 1600 HP   - Gongaga Reactor
                Screamer      - 800 HP    - Mt. Nibel Reactor Exterior

  Guard Source: Bagnadrana    - 450 HP    - North Corel Reactor
                Spiral        - 2800 HP   - Mideel Area Grass & Dirt
                Armored Golem - 10,000 HP - North Crater Left Lower Fork

  Magic Source: 8 eye         - 500 HP    - Battle Square (1000 HP)

   Mind Source: Dragon Rider  - 3500 HP   - Battle Square (7000 HP)
```

When Source farming, it is important to know what weapons to equip, as a lot of weapons will boost your character's raw stats making it difficult to determine what your actual stats are.

Here are the optimal weapons to equip:

```
Cloud     - Nail Bat
Barret    - Gatling Gun, Drill Arm, Rocket Punch or Pile Banger.
Tifa      - Leather Glove, Work Glove, or Master Fist.
Aeris     - Guard Stick or Mythril Rod.
Red XIII  - Magic Comb
Yuffie    - 4-Point Shuriken
Cait Sith - Battle Trumpet
Vincent   - Silver Rifle
Cid       - Mop
```

It is also worth noting that the easiest way in which to amass large quantities of Sources in a short amount of time is to utilise the Extended W-Item Glitch as listed above.

Just for reference:

```
Power Source: Raises Strength
Guard Source: Raises Vitality
Magic Source: Raises Magic
 Mind Source: Raises Spirit
Speed Source: Raises Dexterity
 Luck Source: Raises Luck
```

```
                                                                {Red Submarine}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',',',',',',',',                    ,',',',',',',',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',',',',',',', 6 - Red Submarine ,',',',',',',',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',',',',',',',',                    ,',',',',',',',',',',',',',',',',',',',' |
 \    ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

Have you ever wondered what was behind barking dog when you first travelled

through Junon's underground pathways on your way to the Reactor? Have you also ever wondered what would've happened if you had failed the underwater mini game in which you had to sink the Red Sub? Well, aside from losing the Huge Materia, you would also lose the Grey Submarine, which means you wouldn't be able to access the Sunken Gelnika, fight Emerald WEAPON, or obtain the key to the Ancients.

Wait a minute, wouldn't that prevent you from finishing the game? Well, technically no, seeing as you would be able to obtain the Red Submarine by re-visiting Junon's underground pathways. This time you'll have to defeat two weak Shinra Guards that are standing by the dog, once they're out of the way you can interact with the dog to open up the passageway. As with the grey sub, you'll have the option to take the crew on board as hostage.

The red Submarine looks cool, and in my opinion it should've been the main sub, and the Grey Sub should've been the secondary sub. Oh well. In the Red Sub you'll be able to do everything that you could've with the Grey Sub, aside from getting the Huge Materia.

{Moai Face}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',',',',',',','                ',',',',',',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',',',',',',' 7 - Moai Face ',',',',',',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',',',',',',','                ',',',',',',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

A recurring easter egg of the Final Fantasy series, the Moai Face can usually be seen in extremely remote locations on the World Map. in FFIV the Moai Face can be seen on the moon, in FFV it can be seen on the seabed, and in FFVIII it can be seen during a battle on the World Map during PuPu's sidequest.

FFVII is the first Final Fantasy to put the Moai Face in a location that isn't on a World Map, and it can be seen in 2 different locations. The first place that it can be spotted at is in the Chocobo Races during the long track, and the second Moai Face can be found camouflaged into the rock face on the north-western most screen in the Great Glacier.

{Aeris's Ghost}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',',',',',','                   ',',',',',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',',',',',' 8 - Aeris's Ghost ',',',',',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',',',',',','                   ',',',',',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

After you have completed the Mideel events on Disc 2, you be able to dig for the Key to Sector 5 in Bone Village. Once you have obtained this key item, you will be able to return to Midgar, namely Sectors 5 & 6. Should you return to the church where you first met Aeris, you'll find Aeris praying on the flower beds, at least for a short while anyway. When you approach her, she'll flicker and vanish. Should you speak to the girl there, she will ask “Hey! Where's the flower lady??”

It has been speculated that this was some sort of glitch, and that this scene wasn't supposed to occur. That is false; Aeris's Ghost is programmed to occur, although there is a slight glitch involving a glimpse of Aeris for just a few frames as you enter and the screen fades from black. Aeris won't be in her usual spot neither, she will be in the dead centre of the screen, just south of the flower bed. This is a glitch, and isn't supposed to have

been seen.

{Red Man in Corel}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',','                      ,',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',' 9 - Red Man in Corel ,',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',','                      ,',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

Have you ever wondered about the empty chest in the well in Corel? Well, even though the chest itself remains to be a mystery, there is something hidden within the background layer of this screen, and that is an odd-looking red man (referred to in the scripting as "doll"):

http://www.ff7citadel.com/secrets/sp_redman.shtml

While there is absolutely nothing to this red guy other than his existence (as in, he does nothing at all), it is very interesting to note that this screen served as a test screen for the programmers, and they accidentally forgot to remove the test enemies in the original Japanese release. Normally, you'll fight 4x 2-Faced down here, but in the Jap version you would encounter the "Test 0" subjects, all of which had incredibly high HP, but also dropped a large amount of EXP/AP/gil. Funnily enough, the skeleton that you see in this screen is that of one of the test subjects. Here is a video from GarlandTheGreat:

https://www.youtube.com/watch?v=bxYBDikspc4

{Additional Dialogue in Gongaga}

```
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',','                                   ',',',',',',',',',',  |
|',',',',',',',',',',' 10 - Additional Dialogue in Gongaga ',',',',',',',',',',|
|  ',',',',',',',',','                                   ',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

If you bring Aeris and/or Tifa along with you during your first visit to Gongaga, then you'll have some additional dialogue with them that can raise or lower their affinity towards you, depending on the choices you make and the dialogue options you choose.

What isn't widely known is the fact you will get slightly different dialogue if either Aeris and/or Tifa's affection value is higher than 120:

```
 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
'                                                              '
' Tifa:                                                        '
'                                                              '
'     Tifa: “You must really be something making it in SOLDIER out of a     '
'             group like that.                                 '
'            I really respect you…”                            '
'                                                              '
'  NORMAL DIALOGUE:                                            '
'                                                              '
' CHOICE 1: “I just got lucky”                                 '
'     Tifa: “Don't be so humble!                               '
'            Cloud, thanks for caring.”                        '
'                                                              '
' CHOICE 2: “I worked hard for it”                             '
'     Tifa: “Hard work pays off, huh.                          '
```

```
'            Cloud, thanks for caring."                                    '
'                                                                          '
'  EXTRA DIALOGUE (if Tifa's affection points are higher than 120)         '
'                                                                          '
' CHOICE 1: "I just got lucky"                                            '
'     Tifa: "Don't be so humble!                                           '
'            You know…                                                     '
'             I'm as proud of Cloud joining SOLDIER as if it were me.      '
'            Cloud, thanks for caring."                                    '
'                                                                          '
' CHOICE 2: "I worked hard for it"                                        '
'     Tifa: "Hard work pays off, huh.                                      '
'            You know…                                                     '
'             I'm as proud of Cloud joining SOLDIER as if it were me.      '
'            Cloud, thanks for caring."                                    '
'_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _'

 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
'                                                                          '
' Aeris:                                                                  '
'                                                                          '
'    Aeris: "He loved women, a real lady's man. He probably found someone  '
'             else…                                                        '
'            Hey? What's wrong?"                                           '
'                                                                          '
'  NORMAL DIALOGUE:                                                        '
'                                                                          '
' CHOICE 1: "Poor guy"                                                    '
'    Aeris: "I don't really mind that I haven't heard from him. But I feel '
'             for his parents.                                             '
'            Let's go, Cloud."                                             '
'                                                                          '
' CHOICE 2: "(…jealous…envious…)"                                         '
'    Aeris: "Are you…jealous? Hmm?  Hmmm? Are you, Cloud?                  '
'             I'm kidding. I'm sorry."                                     '
'    Cloud: "Aeris..."                                                     '
'    Aeris: "Let's go, Cloud."                                             '
'                                                                          '
'  EXTRA DIALOGUE (if Aeris's affection points are higher than 120)        '
'                                                                          '
' CHOICE 2: "(…jealous…envious…)"                                         '
'    Aeris: "Are you…jealous? Hmm?  Hmmm? Are you, Cloud?"                 '
'             I'm kidding. I'm sorry.                                      '
'             I was hoping maybe you were…"                                '
'    Cloud: "Aeris..."                                                     '
'    Aeris: "Let's go, Cloud."                                             '
'_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _|
```

It is impossible to reveal Aeris's bonus dialogue without using some sort of cheat device, however you can raise Tifa's affection to above 120 by making use of the exploit as listed below.

Additionally, if Tifa's affection rating is above 50 after the Midgar Events on Disc 2, then a very slightly different scene will play out during the time Cloud and Tifa spend together.

What isn't very well known about is the dummied out content that was supposed to have taken place just outside of Gongaga village, on the same screen as the Deathblow Materia. This would have occurred after Cloud had remarked "A ruined reactor", had Barret in your party, and you had spoken to at least one

NPC within Gongaga.

```
 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
'                                                                              '
' Barret:                                                                      '
'                                                                              '
'   BARRET: “The Shinra build reactors to make money. And this is what         '
'             happens.                                                         '
'            You saw that village. It's always the powerless that get          '
'             victimised by tyrants like Shinra.                               '
'            The one's with the power control those without it. That's just   '
'             the way of the world now.                                        '
'            I can't let 'em do that. That's why I formed AVALANCHE to fight  '
'             em.                                                              '
'                                                                              '
'   BARRET: “…yo, Cloud.                                                       '
'              You still gonna fight with us, right?                           '
'             We need you, man.”                                               '
'                                                                              '
' CHOICE 1: “You got it” (+3 Affection points)                                 '
'   BARRET: “Thanks, man.”                                                     '
'                                                                              '
' CHOICE 2: “Not interested” (-8 Affection points)                             '
'   BARRET: “…………!!                                                            '
'             ………!!                                                           '
'            I was a foo', to believe you.”                                    '
'_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _|
```

```
                                                              {Icicle Inn Vids}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',                                        ',',',',',',',',',  |
|',',',',',',',',',', 11 - Optional Videos at The Icicle Inn ',',',',',',',',',',|
|  ',',',',',',',',',                                        ',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

When you get to The Icicle Inn on Disc 2, there will be a few videos for you to watch in the western house. This house belonged to Professor Gast, and the videos that are contained here will help you understand the story plot as a whole. These videos can be accessed at any point in the game thereafter.

It's not worth creating a new sub-section for this, but it is worth pointing out that there is another optional video for you to watch in the Shinra Mansion. Revisit the underground laboratory once you have completed the Lifestream events on Disc 2, and you will learn a little bit more about Cloud's past, and why he is the way he is.

```
                                                                     {Exploits}
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
||                                                                            ||
|| --E.18 D - Exploits                                                        ||
||                                                                            ||
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Given the high volume of glitches found within FFVII, I have decided to split the glitches segment into 2 - exploitable glitches and non-exploitable glitches. By definition, a glitch is something that has been included within

the game *un-intentionally*. Some of these glitches can be used to our advantage, and some of these glitches hinder us. The following are glitches that we can exploit to our benefit.

The W-Item glitch falls into the category of an exploit.

{Underflowing HP}

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```

This glitch will only work for the PS4. If you equip enough Materia, you can send you HP past -100% to underflow it over to 65535, capped at 9999. So you would basically need 10 x Materias that drained your Max HP by 10%, and then an 11th Materia to send it past 100%. Here is a list of Materia that does exactly that:

- Contain
- Full Cure
- Shield
- Ultima
- Phoenix
- Neo Bahamut
- Hades
- Typoon
- Bahamut Zero
- Knights of Round

Jay_d_d (who found the glitch) worked out that the earliest you could make use of this exploit would be just before Carry Armor; Ultima, Contain, Full Cure, Neo Bahamut and Phoenix, along with 10x -5% materias, then any other -2% materia to go past the -100% mark.

{Boosting Affection Ratings}

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|',',',',',',',',',',',', 2 - Boosting Affection Ratings ',',',',',',',',',',',',|
|  ',',',',',',',',',',',                               ',',',',',',',',',',',' |
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```

There are four characters in the game that have affection values, of which 3 can be exploited - Barret's, Tifa's and Yuffie's. Aeris's cannot be exploited.

TIFA:

During your raid on the Shinra HQ during Disc 1, you'll be able to talk to Tifa multiple times to keep boosting her affection values indefinitely (max 255). Every time you choose option 1, “Leave it to me” to boost her affection by 1. Choosing “Kinda hard” will lower her affection by 1, and can be repeated to bring her value down to 0.

BARRET:

When you first arrive at Cosmo Canyon, male sure to have Barret in your party. Enter the back of Tiger Lily's weapon shop, and talk to Barret. Choose option 1 to boost his affection by three, then choose option 2. Run out of

the screen, and repeat the process to continually boost his rating by 3. When you do choose option 1 on the second choice, you'll increase Barret's affection by another three, and the glitch will no longer be exploitable.

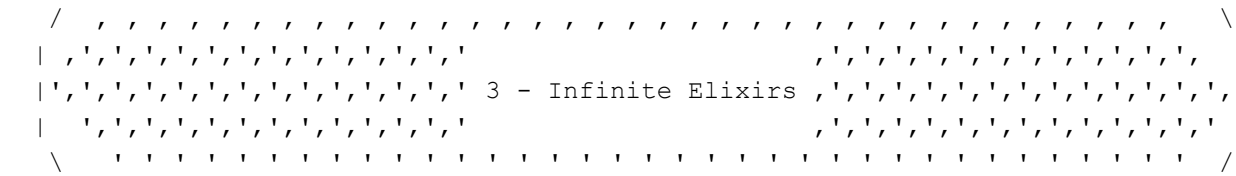
Do not spam this too heavily if you are trying to obtain the Best Bromance Trophy, as doing so will prevent the trophy from popping.

YUFFIE:

When you recruit Yuffie, you will have 5 dialogue choices, each correct answer boosting her affection towards you by two. When you correctly answer the fifth choice, she will have joined your party and you won't be able to make use of the exploit. Instead, purposely fail the fifth choice, then battle her again to repeat the process. You cannot raise her affection more than 30 by doing this, which means that you can only repeat this twice before recruiting her as normal.

See section E.07 for more info on the recruiting process.

{Infinite Elixirs}

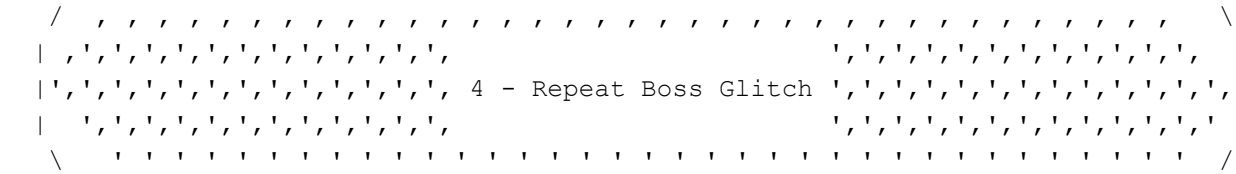


Normally, when you pick up an item the main playable character is frozen, and the menu is disabled. Then you'll hear the sound effect, followed by the item being added into your inventory. Then a flag is enabled which signifies the item has been picked up, and then the text box appears. When you close the text box, the item disappears and you regain full control.

In the case of the Elixir and the Potion in the Great Glacier, this is not the case. The first thing that takes place is the item is added to your inventory, as opposed to disabling control of the character and menu. Then you hear the sound, then you receive the text box, but because you can still move your character, you can simply leave and re-enter the screen to repeat this process as many times as you like. So long as you don't press confirm to close the dialogue box, the Elixir/Potion will not be removed from the field.

The Mind Source has a similar bug, where movement will not be disabled when you pick it up, although the item isn't programmed to add itself to your inventory until after you close the dialogue box, so if you were to exit and re-enter the screen again the item would still be there, but your Mind Source count will still be the same.

{Repeat Boss Glitch}



Confirmed to work on all version of Final Fantasy VII (including the PS4 version), you can if you wished to fight any boss in the game twice consecutively, with the exception of Emerald, Ruby, Diamond and Ultimate WEAPON (basically, only Bosses that can be fought on a *field* map can be fought twice). This is particularly useful for grabbing battle spoils more

than once, especially for obtaining duplicates of valuable items.

How is this trick performed?

Firstly, you must save your game then reset. Then enter into a field screen that contains enemies and you will eventually will engage in a 'random' encounter. Exit the battle and take not of your position on the field screen. Now reset the game. If you now follow the precise route that you took previously, you will notice that you will engage in the encounter in the *exact* location you did previously (technically speaking, you've travelled the exact amount of steps as you did previously).

You must press triangle to open the menu at the *exact* moment the battle is supposed to begin. If performed correctly, you will skip out the battle completely. If you engage in another random encounter before fighting a boss, then you'll have to start over, but if you manage to make it so that the next encounter is a 'forced' encounter, it will happen twice! Occasionally the music will play incorrectly, and occasionally the game will freeze up!

There are only two items that you can obtain this way that *cannot* be duped using the (Extended) W-Item Trick, and these are:

Cosmo Memory - Obtained from Lost number, fought in the Shinra Mansion. Only one extra copy can be obtained this way.

All Creation - Obtained from Godo, fought in the top floor of the Pagoda in Wutai. Due to the fact that you will not be met with a Game-Over screen should you lose the second battle, you can repeat this glitch as many times as you please. If you are trying to obtain 99 of All Creations, then remember to teach Yuffie the Limit Break in the process, otherwise you will be stuck with 98 copies if you teach it to her afterwards!

Once you have performed the repeat-boss glitch on Godo, you'll need to head back over to the Da-chao to 'skip' another random encounter, should you wish to rinse-and-repeat this glitch.

The following is a revised list of Bosses *and* enemies of interest:

* = recommended

ENEMY:	EXP:	AP:	GIL:	ITEM:
Guard Scorpion	100	10	100	Assault Gun
Air Buster	180	16	150	Titan Bangle
Sample: H0512	300	30	250	Talisman
Hundred/Heli Gunner	250	25	200	Mythril Armlet
*Bottomswell	550	52	1000	Power Wrist
*Jenova-BIRTH	680	64	800	White Cape
Dyne	600	55	750	Silver Armlet
Reno	660	60	1500	Fairy Tale
Rude	720	70	2000	X-Potion
*Lost Number	2000	80	2000	Cosmo Memory
*Materia Keeper	3000	200	2400	Jem Ring
*Palmer	1800	98	5000	Edincoat
Rapps	3200	33	20,000	Peace Ring
Gorki	1500	50	0	X-Potion
Shake	2200	50	0	Turbo Ether
Chekhov	1500	50	0	Ice Ring

Staniv	3600	50	0	Elixir	
*Godo	5000	60	40,000	All Creation	
*8 Eye (x2)	4000	400	2880	Magic Source (morph)	
*Red Dragon	3500	200	1000	Dragon Armlet	
Demons Gate	3800	400	4000	Gigas Armlet	
*Jenova-LIFE	4000	350	1500	Wizard Bracelet	
Schizo Left	2200	120	1500	Dragon Fang	
Schizo Right	2200	120	1500	Protect Ring	
Jenova-DEATH	5000	400	5000	Reflect Ring	
*CMD. Grand Horn	800	80	9600	Imperial Guard	
*Ultimate Weapon	0	0	0	Curse Ring (steal)	
Carry Armor	2800	240	4000	God's Hand	
Reno (Gelnika)	5000	300	4000	Tough Ring (steal)	
Rude (Gelnika)	5500	360	5000	Ziedrich (steal)	
*Diamond Weapon	35000	3500	25000	Rising Sun (steal)	
Rude (Solo)	3400	80	3000	Ziedrich (steal)	
Reno (Midgar)	4500	450	3000	Tough Ring (steal)	
Rude (Midgar)	5500	600	5000	Ziedrich (steal)	
Elena (Midgar)	6400	800	7000	Minerva Band (steal)	
Proud Clod	7000	1000	10,000	Ragnarok	
Hojo (all forms)	25,000	2500	6000	Power Source	

{Scene Skipping Glitch}

5 - Scene Skipping

There are a few times in the game that you will be able to skip a portion of the game out by simply holding down a specific direction on the D-Pad.

MIDGAR SKIP:

Towards the end of Disc 2, you will be required to fly over Midgar to trigger the point-of-no return for that Disc. Just prior to this however (after defeating Diamond WEAPON), you are required to fly over the North Crater to trigger a scene within the Shinra HQ involving Reeve, Scarlet and Heidegger. If you were to keep the "Down" and "Right" buttons compressed while this scene plays out, then you would find yourself at the top of the Mako Cannon, just before the Hojo battle. This works on all versions.

This glitch is only recommended for speed runners, as you would permanently be missing out on the weapons Missing Score, Max Ray, Ragnarok, HP Shout, Master Fist and Behemoth Horn amongst other great items.

https://www.youtube.com/watch?v=gU0LNohLg3w (uploaded by antdgar3)

JUNON FMV SKIP:

This glitch will only shave off about 70 seconds of gameplay, but for speed runners that's probably enough to want to know about it. On Disc 2, when Sapphire WEAPON attacks, the Mako Cannon will fire it's first shot into the distance. Just afterwards, whilst everyone is waiting anxiously to see the results, you'll have a short opportunity to hold "Down & Left" whilst running. If done correctly, you'll skip out the whole part where we see Sapphire for the first time, and instead you'll take control of Barret. Head down to the conference room to continue on with the story.

https://www.youtube.com/watch?v=22hR4HOL5us (uploaded by Xero)

{Yuffie Warping}

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(Credit to Neohart as the founder of this glitch)

PC ORIGINAL / STEAM VERSION ONLY! (*doesn't* work on the PS4)

Yuffie Warping is a glitch that basically enables you to warp from one save file to another. So you could if you wished take a level 99 party back to fight the Guard Scorpion, or you could bring a party containing (spoiler) to Disc 2. There are restrictions to how early in the game this can be performed, and there are a number of glitches that will occur depending on when you're warping from/to.

Here's how it works:

1) You must first choose the save game that you wish to warp *from*. You must not have recruited Yuffie, and it helps if you have reached the small forests near Rocket Town. Make sure that you have saved in the actual forests.

   This glitch will only work if you encounter Yuffie without having travelled onto a field map screen after loading. It doesn't matter how many times you have to fight to encounter her, just don't travel onto a field map.

2) Now you must load up the save file that you wish to warp *to*. What you must now do is engage in a battle. It doesn't matter whether it is a scripted battle or a random encounter, all that matters is that you encounter the enemy on a field map and not on the world map (Diamond WEAPON is the exception to this).

3) Purposely lose that battle to receive a game over screen. Now load the first save file, the file that you wish to jump *from*. Engage in a random battle in the forests. If this first battle is not Yuffie then you will have to repeat step 2. Defeat Yuffie.

4) After the battle has finished, instead of being taken to the screen in which you recruit Yuffie (with the Save point), you will be transported to the *other* save file; the battle in which you had died! Technically speaking it's only warping you to that particular location; it's still the same save file.

   If the game over screen occurred on a scripted battle, then the scripted battle would be repeated. If the game over screen occurred on a random encounter, then you would warp back to that field map, although no battle would occur.

And that's how to Yuffie warp!

There are an enormous amount of bugs that could occur as a result of using

this glitch, as technically speaking you're *not* actually warping to that part of the game; all of the "progression" flags would still be set to where they were in the initial save file (the one you warped from). For example, let's suppose you were going to warp from a save file where you are just about to defeat Diamond WEAPON, right back to the Materia Keeper fight. After you had defeated the Materia Keeper you would find that you were still at exactly the same point in the game where you warped from; at the Diamond WEAPON fight. This is because no flags are set or unset after the Materia Keeper fight, other then that of the Materia Keeper itself.

If however you were to warp to the Guard Scorpion, then the game would (at some point) change the "Game Moment" value. Every major event that occurs will advance the "Game Moment" value by a set amount, and at various points in the game a check is performed to see what scene should be playing out based on the Game Moment value. The problem is, there are also a number of "progression flags" that are ticked and un-ticked independently of the Game Moment value, and there are times where the game calls for Game Moment, and there are times when it calls for Progression flags.

After the Guard Scorpion Fight, the Game Moment is still set at the value it was prior to warping, and all of the progression flags are still up. So, when you reach the elevator, the game thinks that you are further than you actually are, and sends you to the second reactor (the same elevator is used in both reactors). You will then be able to progress to fight Air Buster, as that fight is always scripted to happen when you reach that screen. After the fight has finished, the Game Moment value is then assigned to that part of the game, so the game plays out as it would normally, until you get to Wall Market. The game then calls for the progression flags at this stage, and all of them will already be "set", so you will not be able to trigger the events at Don's Mansion to occur, nor will you be able to make the shiny rope appear.

There are a few other bugs that occur. For example, very often when warping the music will not play properly; it'll play the soundtrack after the one you're supposed to be hearing. Also, if you've warped from one disc to another, then the FMV will play a different vid to the one it's supposed to. If a character is forced into or out of your party at certain stages then the game could get confused as to who you had as your 3rd member. Lastly, the vehicle flags will not revert back; if you warped from Disc 2 to Disc 1, then you would not be able to drive the buggy or the Tiny Bronco.

If you had missed out on Pandora's Box due the Dragon Zombie's skill power being used up, then there is a way to reset the "Pandora's Box" flag. For some reason, after Jenova Synthesis has been killed the Pandora's Box flag is then reset, meaning the Dragon Zombie will use PB once more. After you have warped to the Jenova battle, you will kill Bizarro and Safer as normal (but with some weird FMVs playing), then the game will take you to the bottom of the North Crater screen. Because Game Moment will be lower than it normally should be, the game thinks that you have entered that screen for the first time, and you will be allowed to roam as you please, effectively prior to the point of no return (so you can go off and learn Pandora's box).

This doesn't come without a price however, as you would have to refrained from recruiting Yuffie until Disc 3, which means that you won't be able to obtain the MP Absorb materia.

Benefits of using this exploit:

- Being able to obtain 99 Cosmo Memories (perfect save file).
- Being able to obtain 99 Seraph Combs (perfect save file).
- Permanently missable items can be re-obtained.

- Being able to un-check the Pandora's Box flag.
- Can enter the debug room legitimately (read below).
- Can repeat the Diamond Boss battle as many times as you please for great battle spoils.

HOW TO WARP TO THE DEBUG ROOM *WITHOUT* HACKS

What is the debug room? Read the following section to learn all about it; it's basically a 'testing' ground for the developers, and is home to a lot of cool features. Until recently, it was believed that the only way to access the debug rooms (there are more than one) was through hacks. Through elaborate use of the Yuffie Warping glitch however, it is possible to access the debug rooms legitimately. Here's how:

1) SET UP A 'GLITCHED' FILE

Before doing anything, you'll need to have 2 save file. One in which you have obtained the Highwind, and another in the Shinra HQ, before fighting Motor Ball.

1 - Load up the save file with the Highwind. Fly over to Midgar, and *remember where you park it*. Now travel by foot over to Junon Forests. Save your game here into a new slot.

2 - Now load up your other save file, and get into the Motor Ball fight. Purposely loose this battle, so that you get a game over screen.

3 - Load up the first save file, and keep battling until you encounter the Mystery Ninja. Defeat her to Yuffie warp to the Motor Ball fight. Defeat Motor Ball and escape Midgar.

4 - Now head over to the *invisible* Highwind (remember where you parked it) and then fly over to the back entrance to Mt Nibel. Before entering, be sure to have Barret and Red XIII in your party (and NOT Cait Sith, Vincent, Tifa or Cid).

5 - When you enter the back entrance of Mt. Nibel, the game will appear to have frozen. Wait roughly 10 seconds to find out that it hasn't. Once you have regained control of Cloud, leave Mt. Nibel back to the World Map and save your game into a new slot.

You now have a 'glitched' save file, in which the game will not be taken to the reward screen at the end of a battle. Some really peculiar things occur when these parameters have been set up. For example, we can now trick the game into confusing the *battle ID* for the *field ID*....

2) ENTER INTO THE DEBUG ROOM

To make things quicker, you could kill off all three party members of this 'glitched' file. Do that by first killing Red and Barret in a battle, escape from said battle, then swap out Red or Barret for someone (alive). Enter into another battle, kill Cloud, escape, then swap the alive character for the dead one. Save over this file.

1 - Enter into Mt. Nibel through the back entrance. Enter into a battle on the first screen and die.

2 - Now load up the save file that you wish to warp to the debug room from. This has to be at any point during the game *after* having obtained the Tiny Bronco.

3 - Fly over to the World Map area just outside of Mt. Nibel (Rocket Town side), and enter into a battle just outside the entrance. Defeat the enemy to warp to the field map that you had died on. Note that you could have won any battle on the world map and you would've warped to this location, however you'll need a means of transport parked outside of Mt. Nibel.

DO NOT enter into a field map from this point on.

4 - Now fly over to Junon. What you want to do now is enter into a battle with 2x Nerosuferoth (front row), and 1x Formula (back row). Keep fleeing from battles until you encounter this battle (DON'T defeat any enemies). This is battle formation # 65.

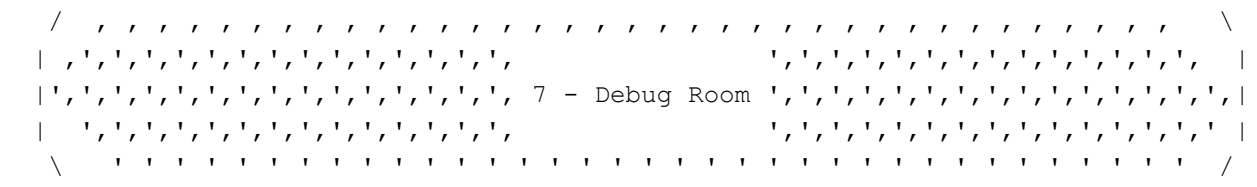
5 - Once you have fled from battle formation # 65 (2x Nerosuferoth and 1x Formula), the game weirdly assigns the battle formation ID as the field map ID to jump to on the next battle you win. So, defeat the next encounter and you will jump you to field map # 65, which is the entrance to the debug room.

Enjoy!

Battle formation 65 isn't the only ID we can utilise. In fact, as long as the battle formation is on the World Map, you can warp to any field map that shares the same ID as the battle formation that you last escaped from, and there are 264 World Map battles that can be exploited this way, which is the equivalent of Hojo's lab in terms of progression (Hojo's lab is the 264th map).

Another World Map battle ID you could use to send you into the debug room is battle # 96 - 3x Spencers and 1x Flapbeat (Gold Saucer Area). Field Map # 96 is Debug Room 5.

{Debug Room}



For information on how to enter the debug room without using hacks, refer to the above section regarding Yuffie Warping. Otherwise, you'll need to use a program such as Black Chocobo or Makou Reactor to enter the debug room.

Alternatively, the following game shark codes will warp you to the debug room:

80099F2C 0041 - EU version
8009ABF6 0041 - US version
800987F4 0041 - JAP version
8009A174 0041 - French version

Enter these codes in first, then either load a save game or start a fresh game. Make sure that you are not loading onto a world map, in fact, just stay away from the world map altogether. Now, enter into another field map and you should warp to the debug room, just remember to turn off the cheat device afterwards other wise you'll keep warping to the debug room every time you enter into a new field screen.

If the problem persists after turning off the gameshark, then try talking to Yuffie in the default room, and selecting option 2 - "MENU ON". You can now save your game. Do so, then reset to be able to explore the debug rooms without warping to the default room every time.

There is an awful lot of content contained within the debug rooms, and I don't intend to go into detail here, as it would make this section far too long. When the time comes for me to write the "Helpful Stuff" section (G.10), I will then cite every use thing there is to do within the debug rooms. For now, you should visit:

https://tcrf.net/Final_Fantasy_VII/Debug_Room

{Regen Glitch}

8 - Regen Glitch

This is perhaps the easiest exploit to perform, the downside being that it can only work on a PS1 console. During a battle, cast Regen on all party members. Then, simply open the lid of the console. The game will continue playing, however no command will be executed until the lid is closed again. Meaning, you can just sit and watch as your HP completely replenishes, whilst the enemy just sits there, doing nothing.

This glitch can also be exploited to prolong the end of a battle when using the Extended W-Item trick, specifically against the Serpent. Use QSI Link [Extended W-Item Trick] for more details (or just scroll up).

{Highwind Materia Cave Glitch}

9 - Highwind Materia Cave Glitch

This exploit is very well known about. Once you obtain the Highwind, it is possible for you to grab the Quadra Magic Materia from the Materia Cave near Mideel, prior to breeding a coloured Chocobo. It may take a few tries, but here's what you have to do:

First off, fly over to the Materia Cave near Mideel. You'll find it at the very end of the peninsula. Now make your way south-west until you get to the nearest bit of green land. Have the Highwind face directly south, and line it up with the very edge of the overhang. You must now elevate the Highwind as high as possible, then press X. As you are descending, press left and Square at the same time. If you've executed it correctly, then the Highwind will have landed on the Green verge with Cloud on the dirt area below.

As mentioned, it could take a bit of practise. Don't get excited either the very moment you land on the rocky area - very often you will get stuck, and will have to get back on board the Highwind to become unstuck.

{Master Command Glitches}

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|',',',',',',',',',',',',' 10 - Master Command Glitches ,',',',',',',',',',',',',|
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This is a really cool glitch, that is definitely worth considering trying out, although it does come with a few drawbacks.

Have you ever tried to pair Added Cut with Double Cut (4x cut) to try to attack 5 times? Well, it wouldn't work. Unless, you were to pair Added Cut with Master Command, and equipped Double Cut separately. In fact, you would now also hit with an additional attack every time you used "Attack", "Slash-All", "Flash", "2x / 4x Cut", "Item" and "W-Item".

The obvious downside to this is the fact that when you use an item on a teammate, such as an Elixir, you'll also then proceed to attack that character. All Support Materia that can be paired with Master Command this way are "Added Cut", Steal as Well" and "HP Absorb"

Interestingly enough, if you were to pair HP Absorb with Master Command whilst causing damage overflow, then that character would die. Read the next section to learn all about damage overflow

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                                                             {Damage Overflow Glitch}
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|',',',',',',',',',',',',', 11 - Damage Overflow Glitch ,',',',',',',',',',',',',|
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```

Big shout out to ** NFITC1 ** for helping me understand some of the math here.

WORD OF WARNING - THIS SECTION IS *HUGE*

CONTENTS:

- THE BASICS
- POWER
- BASE DAMAGE OVERFLOW
- RANDOM VARIATION OVERFLOW
- DAMAGE MODIFIERS
- EMERALD WEAPON
- VINCENT
- BARRET
- TIFA
- CLOUD, CAIT SITH, RED XIII & CID
- YUFFIE
- LIMIT BREAKS
- THE MECHANICS
- PREEMPTIVE STRIKES / SIDE ATTACKS (List of all enemies)
- NOTES

NOTE - ALL of the below assumes you to be using characters that are *LEVEL 99*, and have *255 ATTACK* (by farming Power Sources - see the Extended W-Item Glitch above).

THE BASICS:

A lot of people know about damage overflow, as it is possible to one-hit kill Emerald WEAPON this way. You *cannot* one-hit kill Ruby, as its defence is too high. When you cause damage overflow, you are actually reaching a value so high midway through the calculations, that the damage output rolls into the minus figures, which in turn increases the enemy's HP. This isn't the same as healing an enemy, as a "healing flag" is activated when using curative items.

If the enemy's HP is higher than it was prior to the attack, without the healing flag being activated, then the game assumes you to have cause enough damage to roll the enemy's HP into the minus figures, then back into the positive range (so HP overflow), and in turn kills the enemy for you, as it sees no other option.

When you cause overflow in this way you will either see one of two things: a random damage value appear over the enemies head (anywhere between 1 and 9999), OR you will see a weird arrangement of numbers and symbols. Here is the glitch in action against Emerald WEAPON:

https://www.youtube.com/watch?v=rJV4KB7F_xc

I will explain a lot more in detail exactly how this glitch works during the mechanics section, however I am going to have to spend a little bit more time now explaining more of the basics. Don't worry, I'm not going to get overly technical with formulas (yet...)

POWER:

By default, Power is always 16, which is the equivalent of 1x normal Damage. Only the Ultimate Weapons and Limit Breaks can modify the Power output, and if Power becomes 32, then the character will deal 2x normal power, if Power was 40 then they'll deal 2.5x normal Power and so on and so fourth.

ULTIMATE WEAPONS:

- Cloud, Red XIII, Cait Sith and Cid can all reach a maximum Power of 49 (3.0625x normal Power - Max HP or MP).
- Tifa can reach 64 Power (4x normal Power - full Limit Bar @ Lv 4).
- Yuffie can reach 99 Power (6.25x normal Power - her Power is always equal the enemy's level).
- Barret can reach 401 Power (25.0625x normal Power - 4,000,000 AP on weapon)
- Vincent who is the strongest can reach 521 power (32.5625x normal Power - 65,535 kills).

LIMIT BREAKS:

- Cloud's	2-2	Climhazzard can reach	70 Power	(CAN overflow)
- Barret's	2-1	Grenade Bomb can reach	54 Power	(CAN'T overflow)
- Tifa's	Lv 4	Final Heaven can reach	42 Power	(CAN'T Overflow)
- Red XIII's	Lv 4	Cosmo Memory can reach	125 Power	(CAN overflow)

```
 - Yuffie's    Lv 4 All Creation can reach          128 Power (CAN   overflow)
 - Cait Sith's Lv 2 Toy Box (Comets) can reach       80 Power (CAN   overflow)
 - Vincent's   Lv 2 Gigadunk (Death Gigas) can reach 42 Power (CAN'T overflow)
 - Cid's       2-1  Hyper Jump can reach             56 Power (CAN'T overflow)
```

Aeris's Princess Guard is the only Ultimate Weapon that doesn't modify Power, it only modifies Damage output (3x normal *damage* if 2 allies are dead), however the modification will occur after the formulas have had a chance to overflow, which is why she cannot (overflow). The same applies to the Yoshiyuki, Master Fist and Powersoul. None of her Limit Breaks deal damage.

THERE ARE *2* OCCASIONS WHERE DAMAGE OVERFLOW CAN OCCUR:

```
+-------------------------------------------------------------------------+
|                            BASE DAMAGE OVERFLOW:                        |
+-------------------------------------------------------------------------+
```

Basically, when you attack the damage figure is modified to be capped at 9999, however the cap is (almost) the final thing to occur. The *actual* damage output itself can be much higher than 9999, and if the initial *projected* damage output exceeds 262,144 HP AT BASE LEVEL (prior to modifiers such as Critical etc.), then the enemy will be killed in one-hit, ALTHOUGH overflow would have already occurred prior to 262,144 being calculated, and as such that figure cannot be reached.

This occurs after the character's Attack, Level, Power, the enemy's Defence, and the Hero Drink count have been taken into consideration, but prior to any further modification. This projected figure is referred to in this guide as *Base Damage*.

It is possible for Power to be too high (accompanied by enough Hero Drinks), thereby rolling the negative damage back into the positive, and cancelling out the BASE DAMAGE overflow altogether.

This is the earliest stage in which overflow can occur. Again, I will go into more depths how the maths behind how it works further down, but just know for now that BASE DAMAGE overflow requires *higher* Power to trigger negative damage than RANDOM VARIATION overflow (and only Barret and Vincent can cause BASE DAMAGE overflow).

The min Power required to cause BASE DAMAGE overflow is *138*

```
+-------------------------------------------------------------------------+
|                         RANDOM VARIATION OVERFLOW:                      |
+-------------------------------------------------------------------------+
```

If overflow fails to occur at BASE DAMAGE, then there is a second opportunity for overflow to occur at the RANDOM VARIATION stage, after modifiers such as Critical, Berserk and Back-Damage have been taken into consideration. The Power required for RANDOM VARIATION overflow to occur is much lower than it is needed for BASE DAMAGE overflow, and one can overflow at just *46* Power.

Due to the fact that random variance has entered the equation (the part that certifies that you don't hit with the same damage output twice), with 46 Power you will only have a chance of causing damage overflow; 49 Power will

guarantee overflow. When calculating RANDOM VARIATION overflow, you will always have a range of Power figures to play with; the lower figure is the Power req to stand a small chance of causing overflow, and the higher figure is the Power req to guarantee overflow every time.

AFTER Critical, Berserk and/or Back Damage has been considered, your damage output will need to be 524,888 to have a chance of causing overflow, or 559,025 to certify overflow.
BEFORE Critical, Berserk and/or Back Damage have been considered, the required damage to overflow could be as little as 87,381.

Most people are under the impression that only Vincent and Barret can cause damage overflow, as they are the only two that can one-hit Emerald, but due to the low Base Damage value required to trigger RANDOM VARIATION, all characters bar Aeris can overflow under the right conditions. Remember that the enemies defence plays a big part in the equation, as does the amount of Hero Drinks and damage modifiers used.

Ultimate Weapons:

Cloud, Cid, Red XIII, Cait Sith and Tifa can ONLY cause overflow by using all three positive modifiers - Critical, Berserk & Back Damage

Limit Breaks:

Only Cloud, Red XIII, Yuffie and Cait Sith cause overflow, and they must use Critical & Back Damage (you cannot use a Limit Break whilst in Berserk).

Also, it is possible for BASE DAMAGE overflow and RANDOM VARIATION overflow to happen simultaneously, thereby negating damage overflow altogether. More below.

+---+
| DAMAGE MODIFIERS: |
+---+

It is important to understand the way in which the damage is affected. The following is listed in the sequence in which it affects the damage formula.

BASE DAMAGE:

- HERO DRINKS:
  These will raise a players Attack, Defence, Magic and Magic Defence by 30%, and can stack for a maximum of 100% (4 Hero Drinks). These values will exceed their natural caps, so a player with 255 Attack going into battle will have 510 Attack after 4 Hero Drinks.

- ULTIMATE WEAPONS:
  The Ultimate Weapons will directly affect the Power output.

- LIMIT BREAKS
  Limit Breaks will also directly affect the Power output, but WILL NOT I repeat WILL NOT stack with the Ultimate Weapons. If you use a Limit Break, then the power boost from the weapons are ignored.

- ENEMY'S DEF:
    Naturally the enemy's Defence plays a huge part in the formula, and the absolute maximum an enemy's Defence can be before overflow becomes unreachable is 421. There is only one enemy who's Def is greater than 421, and that's Ruby (480). It is impossible for overflow damage to occur against an enemy who's Def is 422 or greater, UNLESS you could fit back-damage into the equation, which is only theoretical, but even then the maximum Def would be 466.

    The 2nd highest Defence in the game is Ying, with 420 Def. It is only just possible to overflow against Ying with Vincent who has had 65,408 kills or more (cannot exceed 65,535), Lv 99, 255 Attack, 4 Hero Drinks, Critical and Berserk, and even then you would have a random chance of overflowing.

The above modifiers, along with the player's level, are the only things that affect the initial Base Damage calculation, and if overflow occurs during BASE DAMAGE, then none of the subsequent modifiers will matter (unless Critical, Berserk and/or Back-Damage cause a second overflow to occur, thereby negating the first overflow).

If Power is too low to incur an overflow during BASE DAMAGE calculations, then the following modifiers will come into play, potentially causing overflow at the RANDOM VARIATION stage:

- CRITICAL HITS:
    These will deal 2x normal damage. Having a very high Luck will help (but not guarantee) a critical hit.

- BERSERK:
    In this Status you will deal 1.5x normal damage. You can either equip a Fury Ring, cast a War Gong mid-battle, or cast Berserk from the Mystify/ Master Magic Materia.

- BACK DAMAGE:
    If you land an attack on an enemy with its back to you, then you will perform 2x normal damage. This can occur during a "preemptive strike", or a "side attack".

```
              BERSERK & BACK DAMAGE = 3x Damage Modifier
                 BERSERK & CRITICAL = 3x Damage Modifier
             BACK DAMAGE & CRITICAL = 4x Damage Modifier
    BERSERK, BACK DAMAGE & CRITICAL = 6X Damage Modifier
```

    Random Variation overflow *CANNOT* occur with just 2x Damage; 3x damage or more is required.

There are also a number of negative modifiers that will reduce the damage output. Note that the Row Check is performed after Berserk but before Back Damage; all others occur after Back Damage (in sequence). These are:

```
 (player and/or enemy) BACK ROW     = 0.5x  Damage (does not stack)
              (enemy) DEFEND       = 0.5x  Damage
             (player) FROG         = 0.25x Damage
             (player) SADNESS      = 0.7x  Damage
         (Slash-All) SPLIT DAMAGE = 0.66x Damage
              (enemy) BARRIER      = 0.5x  Damage
             (player) MINI         = 0     Damage (+1)
```

After all these modifications take place, random variation will occur, which

will modify the damage output to anywhere between 93.77% (3841/4096) and 100% (4096/4096) of normal power. It's during this calculation that we have potential for overflow, and this is the reason why we end up with a range of Power figures in which RANDOM VARIATION overflow can occur on.

NOTES - *After* Random Variation, the Elemental checks begin. Attacking an enemy that is weak to a particular Element with that Element equipped to your weapon would *not* help to cause damage overflow.

- If you had HP Absorb equipped with Master Command, then you would also kill yourself when causing damage overflow (unless you were using Limit Breaks).

- By default, you have a 16/256 (6.25%) chance of landing a "Pre-emptive Strike". This is increased by the Pre-emptive Materia,and they can stack for a total of 85/256 (33.2%) chance:

  Lv 1 Pre-emptive: +16/256
  Lv 2 Pre-emptive: +22/256
  Lv 3 Pre-emptive: +28/256
  Lv 4 Pre-emptive: +34/256
  Lv 5 Pre-emptive: +48/256

  A Lv 5 Pre-emptive Materia will also grant you an Ambush Alert bonus, which halves the chance of receiving all Back Attacks and Pincer Attacks.

  Not all battles have a "Pre-emptive Strike" chance. A list of every enemy that can be back attacked can be found below.

OK, THAT'S ENOUGH ABOUT THE BASICS, HERE'S HOW TO DO THE GLITCH FOR YOURSELF:

EMERALD WEAPON:

For reference:

Vincent:	Barret:
Power = Kills / 128 + 10	Power = AP on Weapon / 10,000 + 1
Kills = Power - 10 * 128	AP = Power - 1 * 10,000
Max = 65,535 kills (521 Power)	Max = 4,000,000 AP (401 Power)

HD = Hero Drinks

TO CAUSE *BASE DAMAGE* OVERFLOW: (No Critical or Berserk)

	MIN ~ MAX	VINCENT:	BARRET:
4 HD	213 ~ 424 PWR	25,984 ~ 53,119 Kills	2,120,000 ~ 4,000,000 AP
3 HD	236 ~ 470 PWR	28,928 ~ 59,007 Kills	2,350,000 ~ 4,000,000 AP
2 HD	335 ~ 521 PWR	49,280 ~ 65,535 Kills	3,340,000 ~ 4,000,000 AP

| 1 HD = 475 ~ 521 PWR | 59,520 ~ 65,535 Kills | 4,740,000 AP (Impossible)|
| 0 HD = 725 PWR | 91,520 Kills (Impossible) |

NOTES - If Vincent was to exceed *424* Power with *4 HERO DRINKS* (53,120 kills), then the overflowed figure would roll back into the positive range, and overflow would then be negated.

- If Vincent was to exceed *470* Power with *3 HERO DRINKS* (59,008 kills), then the overflowed figure would roll back into the positive range, and overflow would then be negated.

After the value has rolled back into the positive, with maximum Power on Vincent it would be impossible for Random Variation to then send the figure back into negative overflow, as you would need to cause back damage to Emerald as well as Critical and Berserk, which cannot happen as Emerald is always facing you.

If a lv 99 Vincent had exactly 425 Power (between 53,120 and 53,247 kills) whilst using four Hero Drinks (510 Attack), then his final damage output would be between 545 and 582 HP worth of damage against Emerald, without Critical etc.

| TO CAUSE *RANDOM VARIATION* OVERFLOW: (With Critical and Berserk) |
| VINCENT: |
4 HD = 142 ~ 151 Power	16,896 Kills (15/256) ~ 18,048 Kills (256/256)
3 HD = 157 ~ 168 Power	18,816 Kills (4/256) ~ 20,224 Kills (256/256)
2 HD = 222 ~ 238 Power	27,264 Kills (1/256) ~ 29,184 Kills (256/256)
1 HD = 317 ~ 338 Power	39,296 Kills (12/256) ~ 41,984 Kills (256/256)
0 HD = 484 ~ 516 Power	60,672 Kills (7/256) ~ 64,768 Kills (256/256)
BARRET:
4 HD = 142 ~ 151 Power	1,410,000 AP (15/256) ~ 1,500,000 AP (256/256)
3 HD = 157 ~ 168 Power	1,560,000 AP (4/256) ~ 1,670,000 AP (256/256)
2 HD = 222 ~ 238 Power	2,210,000 AP (1/256) ~ 2,370,000 AP (256/256)
1 HD = 317 ~ 338 Power	3,160,000 AP (12/256) ~ 3,370,000 AP (256/256)

NOIES - Bear in mind that Random Variance will randomly deplete your damage output by as little as 0% and as much as 6.23% (so you're hitting for between 93.77% and 100% of normal power), which is why there is a range of Power values in which you'll have a chance of causing overflow (but not definitely).

- It is *impossible* to cause overflow at the RANDOM VARIATION stage with just a critical against Emerald, as your Power would need to be higher that 213 to do so, which means that the damage would have already overflowed at base level.

Here is where it starts to get really interesting:

There is an overlapping set of Power values, where if you were to cause overflow at BASE DAMAGE level against Emerald, *as well* as hitting for a critical hit and being in Berserk, you would also trigger an overflow at the RANDOM VARIATION stage, which would then in turn out cancel out the overflow altogether!

```
 ____________________________________________________________________________
|                                                                            |
| TO CAUSE BASE DAMAGE & RANDOM VARIATION OVERFLOW (With Critical & Berserk; |
|                                                  *negates* overflow effect)|
|                                                                            |
|   VINCENT:                                                                 |
|                                                                            |
| 4 HD = Between 213 - 273 Power, or 25,984 - 33,791 Kills  (100% Chance)    |
|        Between 274 - 283 Power, or 33,792 - 35,071 Kills  (Rndm Varitn)    |
|               100% - 1/256                                                |
|                                                                            |
| 3 HD = Between 263 - 303 Power, or 28,928 - 37,631 Kills  (100% Chance)    |
|        Between 304 - 313 Power, or 37,632 - 38,911 Kills  (Rndm Varitn)    |
|               100%   19/256                                               |
|                                                                            |
| 2 HD = Between 335 - 431 Power, or 49,280 - 54,015 Kills  (100% Chance)    |
|        Between 432 - 445 Power, or 54,016 - 55,808 Kills  (Rndm Varitn)    |
|               100%   18/256                                               |
|                                                                            |
| 1 HD = Between 475 - 521 Power, or 59,520 - 65,535 Kills  (100% Chance)    |
|                                                                            |
|                                                                            |
|   BARRET:                                                                  |
|                                                                            |
| 4 HD = Between 213 - 273 Power, or 2,120,000 - 2,729,999 AP  (100% Chance) |
|        Between 274 - 283 Power, or 2,730,000 - 2,829,999 AP  (Rndm Varitn) |
|               100% - 1/256                                                |
|                                                                            |
| 3 HD = Between 263 - 303 Power, or 2,620,000 - 3,029,999 AP  (100% Chance) |
|        Between 304 - 313 Power, or 3,030,000 - 3,129,999 AP  (Rndm Varitn) |
|               100%   19/256                                               |
|                                                                            |
| 2 HD = Between 335 - 431 Power, or 3,340,000 - 4,000,000 AP  (100% Chance) |
|____________________________________________________________________________|
```

NOTE - You would keep hitting Emerald for 9999 HP, until one of your Critical hits failed, in which case BASE DAMAGE overflow would then kill Emerald un-interrupted.

There is actually another point in the calculations in which overflow could occur at the random variation stage, possibly even two, however they are not necessary to cite, and can be quite difficult to work out, especially when base damage overflow and random variation overflow occur simultaneously.

I have to start using formulas now. Sorry!

```
+----------------------------------------------------------------------------+
|                                  VINCENT:                                  |
+----------------------------------------------------------------------------+
```

```
 ____________________________________________________________________________
|                                                                            |
| DEATH PENALTY: Power = [Power * [Vincent's Kills / 128] / 16] + 10         |
|                                                                            |
|    simplified: Power = [Kills / 128] + 10                                  |
|                Kills = [Power - 10] * 128                                  |
|                Max   = 521 Power (65,535 kills)                            |
|____________________________________________________________________________|
```

Well, technically speaking, Vincent's power level will max out at 65,408 Kills (511 * 128 = 65,408). Every 128 kills that Vincent gets increases his Power by 1.

```
  With       0  kills Vincent's Power =  10  (62.5%    of regular damage)
  With     768  kills Vincent's Power =  16  (100%     of regular damage)
  With   2,816  kills Vincent's Power =  32  (200%     of regular damage)
  With   4,992  kills Vincent's Power =  49* (306.25%  of regular damage)
  With   6,912  kills Vincent's Power =  64  (400%     of regular damage)
  With  11,392  kills Vincent's Power =  99  (601.88%  of regular damage)
```

  * The reason I've chosen 49 Power instead of 48 is because Cloud, Cid, Cait Sith and Red XIII can all reach 49 max Power. Tifa can reach 64. Yuffie can reach 99.

The creature with the lowest Defence is the Bizarre Bug, which has 0 Def whilst in its flying mode. It is also possible to land a Back Attack against them, meaning that they are the creature that require the lowest Power (46) to cause Random Variation overflow against. For Vincent, that's 4,608 kills.

The lowest Power required to cause Base Damage overflow is 138. Against the flying Bizarre Bug (0 Def) requires 16,384 kills.

Vincent cannot cause overflow using a Limit Break.

Vincent can overflow on every single enemy in the game except for Ruby. It is possible to check how many kills Vincent has. *Remember*, unless otherwise stated, all calculations assumes Lv 99 and 255 Attack:

 - Against the Master Tonberry.

    The Master Tonberry will counter attack every other time it is hit with Everyone's Grudge. The formula for this attack is quite simply:

    [Number of Enemy's Killed by Target] * 10

    So this is only good for measuring the first 1000 kills, after that you'll have to use Ruby Weapon.

 - Against Ruby Weapon.

    Given the fact that Ruby has incredibly high Def (480), we can calculate how many kills Vincent has by dealing a regular, normal attack with absolutely no modifiers such as Hero Drinks, Berserk etc (other than Critical):

     NOTE - Given the way in which Random Variation works, your kill count could be as little as 128 and as much as 2304 LESS than the figures shown below; the higher the Power, the higher the value could be out by.

Ruby Weapon Damage / Kill Ratio (No modifiers)			
No Critical:	Critical:		
424 ~ 453 HP	849 ~ 906 HP	384 ~ 511 Kills	13 Power
555 ~ 592 HP	1110 ~ 1184 HP	896 ~ 1,023 Kills	17 Power
947 ~ 1010 HP	1894 ~ 2020 HP	2,432 ~ 2,559 Kills	29 Power
1600 ~ 1707 HP	3201 ~ 3414 HP	4,992 ~ 5,119 Kills	49 Power

2222 ~ 2370 HP	4444 ~ 4740 HP	7,424 ~ 7,551 Kills	68 Power
2876 ~ 3067 HP	5752 ~ 6134 HP	9,984 ~ 10,111 Kills	88 Power
4150 ~ 4426 HP	8300 ~ 8852 HP	14,976 ~ 15,103 Kills	127 Power
5425 ~ 5786 HP	9999 HP	19,968 ~ 20,095 Kills	166 Power
6700 ~ 7145 HP	9999 HP	24,960 ~ 25,087 Kills	205 Power
7974 ~ 8504 HP	9999 HP	29,952 ~ 30,079 Kills	244 Power
9249 ~ 9864 HP	9999 HP	34,944 ~ 35,071 Kills	283 Power
37,888+ Kills = 9999 HP Always (306 Power)			

You cannot measure your kill counted once it exceeds 37,888 without using negative modifiers, so if you wanted to continue to measure your kill count past this point then you would have to start using:

Sadness = 0.7x normal damage
Frog = 0.25x normal damage

Remember that there is a greater range of variation in which you kill could be out by (LESS than the values shown).

Ruby Weapon Damage / Kill Ratio (With Modifiers)

Sadness:	Frog:		
7366 ~ 7856 HP	2630 ~ 2805 HP	39,936 ~ 40,063 Kills	322 Power
8258 ~ 8807 HP	2949 ~ 3145 HP	44,928 ~ 45,055 Kills	361 Power
9151 ~ 9759 HP	3268 ~ 3485 HP	49,920 ~ 50,047 Kills	400 Power
9999 HP	3586 ~ 3825 HP	54,912 ~ 55,039 Kills	439 Power
9999 HP	3905 ~ 4165 HP	59,904 ~ 60,031 Kills	478 Power
9999 HP	4224 ~ 4505 HP	64,896 ~ 65,023 Kills	517 Power
65,535 kills is the maximum = 4256 ~ 4539 HP (521 Power)			

Again, Random Variation may throw you off here by as much as 4351 kills! You could deal 4256 HP with as little as 61,184 (488 Power). It's very difficult to know when you've maxed out Vincent; you'll know definitively if you've reached 65535 kills when you manage to hit Ruby whilst in Frog for 4539 HP, but you'll only have a 1/256 chance of that happening. It is also possible to measure your kills against Ying.

Of course, we are talking about absurd amount of kills with Vincent to reach his maximum damage potential, and only the hardcore or the hackers will be able to see Damage Overflow with Vincent in action. With Barret however, far less grinding is required...

BARRET:

MISSING SCORE: Power = [Power * [Total AP on Weapon / 10000] / 16] + 1

simplified: Power = [AP on Weapon / 10,000] + 1
Kills = [Power - 1] * 10,000
Max = 401 Power (4,000,000 AP)

While the Underwater Materia will gain AP even though the AP count isn't displayed, the AP that it amasses will *not* contribute to the Power modification.

Here is a list of the Materia that requires the most AP to master:

```
Knights of Round - 500,000 AP
Magic Counter    - 300,000 AP
Bahamut Zero     - 250,000 AP
Typoon           - 250,000 AP
Hades            - 250,000 AP
W-Item           - 250,000 AP
W-Summon         - 250,000 AP
W-Magic          - 250,000 AP
```

Naturally 8 KOTR Materias is the max you can boost Barret's Power by, however you'll only need a minimum of 1,410,000 ~ 1,500,000 AP to cause overflow against Emerald with 4 Hero Drinks, Berserk & Critical, or 2,120,000 AP to cause overflow with just 4 Hero Drinks.

Against the Bizarre Bug (0 Def, flying form), Barret only needs 450,000 AP on his weapon with maximum damage modification (6x). Barret can overflow against all creatures apart from Ying and Ruby Weapon.

Barret cannot overflow using any Limit Breaks

TIFA:

PREMIUM HEART: [Power * [Limit Level * Limit Bar Units / 16] / 16] + 1

simplified: Power = [Limit Level * Bar Units / 16] + 1
Max = 64 Power (Full Bar, Lv 4)

With a level 4 Limit Break and a full Limit bar, Tifa will deliver 4x regular Power. Note that a full bar constitutes as 255 units, a half filled bar is 127 units, and an empty bar is 0 units. Because of this weird formula, Tifa's Premium Heart isn't used very often as an empty Limit gauge will result in HP damage in their hundreds. If you are using the Premium Heart, then commands such as Deathblow paired with Added Cut are recommended.

The Highest Def that Tifa can cause overflow on is 144 (11/256) or 120 (100%). Tifa cannot overflow without maximum modification - Lv 99, 255 Attack, 4 Hero Drinks, Critical, Berserk and Back Damage.

Tifa cannot cause overflow using a Limit Break.

CLOUD, CAIT SITH, RED XIII & CID:

```
 _____________________________________________________________________________
|                                                                             |
| ULTIMA WEAPON: Power = [(3 * Power * Current HP) / Max HP] + 1              |
|      HP SHOUT: Power = [(3 * Power * Current HP) / Max HP] + 1              |
|  LIMITED MOON: Power = [(3 * Power * Current MP) / Max MP] + 1              |
|  VENUS GOSPEL: Power = [(3 * Power * Current MP) / Max MP] + 1              |
|                                                                             |
|    simplified: Power = [48 * Current (HP or MP) / Max (HP or MP)] + 1       |
|                Max   = 49 Power (Full HP or MP)                             |
|_____________________________________________________________________________|
```

As with Tifa, the only way in which these four characters can overflow is with maximum modification (Berserk, Critical, Back Damage, 4 Hero Drinks, Lv 99 & 255 Attack).

The highest an enemies Def can be is 32 (6/256) or 2 (100%).

Cloud, Red XII and Cait Sith can cause overflow using Limit Breaks, but not Cid (more below).

```
+-----------------------------------------------------------------------------+
|                                    YUFFIE:                                  |
+-----------------------------------------------------------------------------+
```

```
 _____________________________________________________________________________
|                                                                             |
|     CONFORMER: Power = Average of targeted enemy's Level                    |
|                                                                             |
|                Max   = 99 Power (Against Emerald Weapon)                    |
|_____________________________________________________________________________|
```

Yuffie is by far the most complicated to try to work out, as her Power is equal to the enemy's Level. If multiple hits are targeted, then an average level is taken. This gives Yuffie a maximum Power level of 99, however the greater the enemies level, the greater their Defence usually is.

After a thoroughly investigating, I can say that there are no enemies that Yuffie can overflow against using her Ultimate Weapon, although she can overflow against a number of enemies using her Lv 4 limit Break, All Creation (which has the highest Power mod of all Limit Breaks).

```
+-----------------------------------------------------------------------------+
|                                LIMIT BREAKS:                                |
+-----------------------------------------------------------------------------+
```

Remember, you cannot cause Random Variation overflow with just 2x damage, which means you need to combine Critical, Berserk and/or Back Damage. Seeing as Limits cannot be used in Berserk, you can only cause Limit Break overflow via a Critical and Back-Damage (and 4 Hero Drinks).

Cloud: 2-2 Climhazzard (70 Power)

Cloud can only just about cause overflow against an enemy that has 8 Def or lower (random chance).

Cait Sith: Slots, Toy Soldier or Toy Box (Comets) (80 Power)

Cait can overflow against any enemy that has 71 Def or lower although 42 Def or lower is req to guarantee overflow every time. Trying to get the desired slots can be a real pain though...

Red XIII: Lv 4 Cosmo Memory (125 Power)

Red can overflow against any enemies that has 230 Def (random) or 211 Def (guaranteed).

Yuffie: Lv 4 All Creation (125 Power)

Yuffie has the strongest Limit Break, and can overflow against any enemies that has 236 Def (random) or 218 Def (guaranteed).

THE MECHANICS:

I've purposely withheld on getting too technical with formulas, until now that is. If strings of binary and mathematical formulas make you squirmish, then look away; I'm going to try to explain exactly how, why and when this glitch occurs. Well, to be quite honest, you won't find it to be too overly technical if you've got a good head for numbers; I myself am not a mathematician!

During this section I am going to have to re-cap on some of the points I've already made, but I will be doing so in much greater detail than previously.

ALSO:

BDO = Base Damage Overflow
RVO = Random Variation Overflow

BINARY

If you don't know a great deal about binary architecture, then the most important thing to note for now is that 32 bits of binary hold a value range of 0 ~ 4,294,967,295 (2^32). Overflow occurs at the mid-way point; when we exceed the 31 bit integer limit (2^31), and the left-most integer rolls over from 0 to 1:

(Unsigned)
0111 1111 1111 1111 1111 1111 1111 1110 = 2,147,483,646
0111 1111 1111 1111 1111 1111 1111 1111 = 2,147,483,647
1000 0000 0000 0000 0000 0000 0000 0000 = 2,147,483,648
1000 0000 0000 0000 0000 0000 0000 0001 = 2,147,483,649

|_____|

What you're looking at is *unsigned* binary. FFVII DOES NOT use *unsigned* binary when calculating the damage formula, as the overflow glitch would not occur if it did. The reason being, when the 32 bit limit of 4,294,967,295 (2^32) was reached, the figure would simply roll back over to 0, which means you will still be dealing normal positive damage, capped at 9999.

The Damage Overflow glitch ONLY occurs when negative damage is dealt.

The ONLY way to deal negative damage is to treat the string of binary as *signed*, which is exactly how FFVII treats it. This gives us a different value range from unsigned binary: -2,147,483,648 ~ 2,147,483,647. This is how the damage value is treated when signed binary exceeds 2^31:

(Signed)	
0111 1111 1111 1111 1111 1111 1111 1110	= 2,147,483,646
0111 1111 1111 1111 1111 1111 1111 1111	= 2,147,483,647
1000 0000 0000 0000 0000 0000 0000 0000	= -2,147,483,648
1000 0000 0000 0000 0000 0000 0000 0001	= -2,147,483,647
1000 0000 0000 0000 0000 0000 0000 0010	= -2,147,483,646

With *signed* binary, the very left most bit isn't treated in the same way as unsigned binary. When the left most bit rolls over to 1, the number is then flipped as a negative, and starts counting forwards to 0 again:

Unsigned:	
0000 0000 0000 0000 0000 0000 0000 0001	= 1
0111 1111 1111 1111 1111 1111 1111 1111	= 2,147,483,647
1000 0000 0000 0000 0000 0000 0000 0000	= 2,147,483,648
1111 1111 1111 1111 1111 1111 1111 1111	= 4,294,967,295
Signed:	
0000 0000 0000 0000 0000 0000 0000 0001	= 1
0111 1111 1111 1111 1111 1111 1111 1111	= 2,147,483,647
1000 0000 0000 0000 0000 0000 0000 0000	= -2,147,483,648
1111 1111 1111 1111 1111 1111 1111 1111	= -1

So basically, the way in which all this ties in with the battle formulas in FFVII is as follows: if at any point during the calculations we exceed 2^31 (2,147,483,648), we will cause overflow to occur, and in doing so we will deal negative damage to the opponent, which will kill it instantly. What happens when you try to subtract using a minus value? You turn the subtraction into addition, and the enemy's HP is then increased. This is the reason the glitch occurs.

There are two separate occasions in which overflow can occur; once as the base damage calculations are being applied, and then again a 2nd time as random variation is being worked out (the formula that basically prevents your attacks dealing the same amount of HP every hit). It is possible for the two to overlap, thereby cancelling each other out (things start to get really complicated at that point).

With high enough values thrown into the calculations, it is possible to overflow again into the positive range (2^32), and then again into the

negative (2^32 + 2^31) and then again into the positive (2^33)

EVERY CALCULATION WILL TREAT A VALUE AS BINARY INTEGER, AND AS SUCH THE VALUE WILL *ALWAYS* GET ROUNDED DOWN WHEN USING DIVISION!!!

```
  _______________
 //               \\
 || HEALING FLAG ||
 \\_______________//
```

There are many games out there that will treat negative damage as healing. If FFVII were one of those games, then the glitch would still occur, however instead of killing the enemy in one shot, you'd be curing it instead. FFVII however *DOES NOT* use negative damage to heal an enemy. Instead, when you cast a curative spell/item, such as Cure, the game still treats this as normal damage, however a "Healing Flag" is then activated that the game recognises further into the calculation, and then flips the damage into healing damage, as well as changing the colour of the digits from white to green. This check is performed during the Elemental checks (after Random Variation), and uses the same flag as the "Absorb" Elemental resistance.

When you use a Curative spell or item, the value flips from normal damage to healing damage because every single bit (including the 31st-bit 'minus flag') is flipped; all 1's become 0's, and all 0's become 1's:

```
 ____________________________________________________________________________
|                                                                            |
|   Hi- Potion:                                                              |
|                                                                            |
|   500 = 0000 0000 0000 0000 0000 0001 1111 0100                            |
|  -501 = 1111 1111 1111 1111 1111 1110 0000 1011                            |
|____________________________________________________________________________|
```

Then 1 is added, so you end up subtracting -500 HP from the Target, thereby healing that Target by 500 HP. The game considers this to be normal, as the healing flag check has been activated.

So, when we deal negative damage to the enemy thereby increasing its HP *without* the healing flag being activated, the game then THINKS that you have done so much damage that you have basically overflowed the enemy's HP all the way past the negative 2^31 integer, and back into the positive again. At this point, the game sees no other logical option than to just kill the enemy for you.

As listed in the previous section regarding the Master Command glitches, it is possible to pair HP Absorb with Master Command to heal your HP, even when you use your basic commands, such as attack. If your damage output had overflowed into the minus figures however, then the HP that was absorbed would also be flipped. In this instance, the healing flag is up, however the player's HP is less than it was previously. Again, the game by default kills the player automatically, as it sees it as the only logical thing to do.

```
  ________
 //        \\
 || POWER ||
 \\________//
```

By default, Power is always 16, which equals 1x normal Power. The only weapons that can modify Power are the Ultimate Weapons, excluding Aeris's

Princess Guard, which Modifies Damage AFTER the calculations have had their chance to overflow. The Yoshiyuki, Powersoul and Master Fist also affect Damage and not Power, and as such cannot overflow.

Cloud and Cait Sith:	Power = (48 * Current HP / Max HP) + 1	(Max 49)
Red XIII and Cid:	Power = (48 * Current MP / Max MP) + 1	(Max 49)
Tifa:	Power = (Limit Level * Bar Units / 16) + 1	(Max 64)
Yuffie:	Power = Average of targeted enemy's Level	(Max 99)
Barret:	Power = AP on Weapon / 10,000 + 1	(Max 401)
	AP = Power - 1 * 10,000	(Max 4,000,000)
Vincent:	Power = Kills / 128 + 10	(Max 521)
	Kills = Power - 10 * 128	(Max 65,535)

NOTE - Tifa's Limit Bar units are 255 when full, 128 when half, 64 when a quarter full etc.

Limit breaks can also modify Power, however the modification will not stack with the Ultimate Weapons; if you use a Limit Break then you only gain an increase in Power from the Limit break, and the weapon's Power modifier will not be considered.

Here are the best (physical) Limit Breaks for each character:

Cloud:	Lv 2-2	Climhazzard	70 Power
Barret:	Lv 2-1	Grenade Bomb	54 Power
Tifa:	Lv 4	Final Heaven	42 Power
Red XIII:	Lv 4	Cosmo Memory	125 Power
Yuffie:	Lv 4	All Creation	128 Power
Cait Sith:	Lv 2	Toy Box (Comets)	80 Power
Vincent:	Lv 2	Gigadunk (Death Gigas)	42 Power
Cid:	Lv 2-1	Hyper Jump	56 Power

Seeing as you cannot use a Limit Break whilst in Berserk, you can only use Critical and Back Damage (combined) to cause overflow via a Limit Break. The lowest Power requirement to overflow under these conditions is *69*, and as such Barret, Tifa Vincent and Cid cannot cause Limit Break damage overflow.

BASE DAMAGE

So then, it is during this calculation that we have our first opportunity to overflow. If the damage output here is too low, then you'll have a second chance to overflow at the random variation stage.

The formula looks like this:

```
|                                                                                |
|           X = Level + Attack / 32                                              |
|           Y = Level * Attack / 32                                              |
|           Z = (X * Y) + Attack                                                 |
|           D = (512 - Target's Defence) * Z * Power  (Overflow opportunity)     |
| Base Damage = D / 8192                                                         |
|________________________________________________________________________________|
```

```
|                                                                                |
| The formula could also be displayed as:                                        |
|                                                                                |
|                                                                                |
|     Att Mod = [(Level + Attack) / 32] * [(Level * Attack) / 32] + Attack       |
|     Def Mod = 512 - Target's Def                                               |
|                                                                                |
| Base Damage = (Att Mod * Def Mod * Power) / 8192                               |
|                                                                                |
|                                                                                |
| If (Att Mod * Def Mod * Power) exceeds 2^31, overflow will occur.              |
|                                                                                |
| NOTE - "Damage / 8192" is not actually a division as such, instead it is a     |
|        "right bit-shift" by 13 (2^13 = 8192), which isn't quite the same       |
|        as division. This is the root cause of the Damage Overflow glitch.      |
|________________________________________________________________________________|
```

So then, we need to break this formula down into two parts. Let's look at "Att Mod", or "Z" calculation. As mentioned, all calculations are based on the assumption that a player is level 99, and has 255 Attack. Also as mentioned, all values are integers, and will *always* get rounded down when dividing.

```
|                                                                                |
| X = (99 + 255) / 32  = 11                                                      |
| Y = (99 * 255) / 32  = 788                                                     |
| Z = (11 * 788) + 255 = 8923                                                    |
|                                                                                |
| OR                                                                             |
|                                                                                |
| Att Mod = [(99 + 255) / 32] * [(99 * 255) / 32] + 255 = 8923                   |
|________________________________________________________________________________|
```

Remember, a Hero Drink will increase your Attack by 30% with each use (non-compounding). So, 1 Hero Drink = 1.3x Attack; 2 Hero Drinks = 1.6x Attack; 3x Hero Drinks = 1.9x Attack; and finally 4 Hero Drinks caps your Attack at 200%.

```
|                                                                                |
| HERO DRINK MODIFICATION:                                                       |
|                                                                                |
| 4 Hero Drinks  =  510 Attack  =  30,473 ATT MOD                                |
| 3 Hero Drinks  =  484 Attack  =  27,430 ATT MOD                                |
| 2 Hero Drinks  =  408 Attack  =  19,338 ATT MOD                                |
| 1 Hero Drinks  =  331 Attack  =  13,643 ATT MOD                                |
| 0 Hero Drinks  =  255 Attack  =   8,923 ATT MOD                                |
|________________________________________________________________________________|
```

So, we can now move onto the next stage of Base Damage calculation, which is where overflow will occur. This happens when (Att Mod * Def Mod * Power) is equal to or greater than 2^31 (2,147,483,648).

IF overflow hadn't occurred after exceeding 2^31 (because *unsigned* integers were being used), then you would have been looking at a *projected* base damage output of 262,144. (2,147,483,648 / 8192 = 262,144)

Let's work backwards, assuming that Vincent has used 4 Hero Drinks (30,473 Att Mod), and has had 65,535 kills (521 power) to work out what the highest enemy's Def Vincent can cause BDO on:

```
 ____________________________________________________________________________
|                                                                            |
| Highest Defence Vincent can cause BDO against:                             |
|                                                                            |
| 2,147,483,648 / 30,473 / 521 = 135 + 1 = 136                               |
| 512 - 136 = 376                                                            |
|____________________________________________________________________________|
```

376 is the highest Def in which Vincent can cause BDO on. Remember that RVO requires less Power to activate than BDO. Also remember that you'll *always* need to add 1 to the figure as shown above when calculating the *minimum* value (but not the max value). This is due to the fact that integers always get rounded down.

The last thing to talk about is the range in which BDO occurs. Naturally we will overflow if (Att Mod * Def Mod * Power) is equal to or greater than 2^31 (2,147,483,648), but what happens when it exceeds 2^32 (4,294,967,296)?

Let's look at Emerald Weapon:

```
 ____________________________________________________________________________
|                                                                            |
| Overflowing against Emerald into the negative:                             |
|                                                                            |
| Emerald Weapon's Def = 180.                                                |
|            512 - 180 = 332 Def Mod                                         |
|         4 Hero Drink = 30,473 Att Mod                                      |
|                                                                            |
| 2^31 (2,147,483,648) / 332 / 30,473 = 212 + 1 = *213* (Remember to add 1)  |
|____________________________________________________________________________|
```

213 is the Power required to cause Base Damage Overflow against Emerald. BUT:

```
 ____________________________________________________________________________
|                                                                            |
| Overflowing against Emerald back into the positive:                        |
|                                                                            |
| 2^32 (4,294,967,296) / 332 / 30,473 = *424* (DO NOT add 1 here)            |
|____________________________________________________________________________|
```

The range of Power values in which overflow will occur on against Emerald (using 4 Hero Drinks) is 213 - 424. If your Power is 425 or more, you will roll over back into the positive range. Vincent with 425 Power (53,120 kills) and 4 Hero Drinks (30,463 Att Mod), will deal between 545 and 582 HP worth of normal damage to Emerald, without other modifiers such as Critical or Berserk affecting the formula.

Against very low levelled enemies such as the Bizarre Bug (0 Def in its flying form), it is possible to overflow into the negative again, past 2^32 + 2^31 (6,442,450,944). In fact, the figure (8,128,733,696) falls just short of 2^33 (8,589,934,592); IF it had exceeded 2^33, then it would overflow AGAIN into the positive.

```
 ____________________________________________________________________________
|                                                                            |
| Let's figure out when overflow would occur a third time against the        |
```

| Bizarre Bug in its flying form (0 Def = 512 Def Mod) to send the figure |
| back into the negative, shall we: |
| |
| 2^32 + 2^31 (6,442,450,944) / 30,473 / 512 = 412 + 1 = 413 |
| 2^33 (8,589,934,592) / 30,473 / 512 = 550 (don't add 1) |

Seeing as Barret maxes out at 401, only Vincent can overflow a third time at BDO level back into the negative value range (413 Power or more). Vincents Power cannot exceed 521, therefore he cannot exceed 2^33, and cannot then overflow back into the positive once more.

Remember, as mentioned, when you throw RVO into the mix, you reach values as high as 24,290,918,400 (11 cycles of 2^31). Things start to get *really* complicated when BDO and RVO overlap each other.

So, to summarise Base Damage overflow:

| MAX Defence stat Base Damage can overflow on: |
| |
| Vincent = 376 (2^31 / 30,473 / 521 = 135 + 1 = 136) (512 - 136 = 376) |
| Barret = 336 (2^31 / 30,473 / 401 = 175 + 1 = 176) (512 - 176 = 336) |

| MAX value reached during Base Damage calculations (against 0 Def): |
| |
| Vincent = 8,128,733,696 Overflow x 3 (negative; 2^31 flag is ON) |
| Barret = 6,256,472,576 Overflow x 2 (positive; 2^31 flag is OFF) |

| MIN Power level required to overflow at Base Damage level (against 0 Def): |
| |
| 138 ~ 275 Power (Only Barret & Vincent can cause BDO) |
| 413 ~ 550 Power (Only Vincent can overflow twice) |

| POWER required to cause overflow against Emerald (332 Def Mod): |
| |
| 4 Hero Drinks = 213 - 424 |
| 3 Hero Drinks = 236 - 470 |
| 2 Hero Drinks = 335 - 521 (Max) |
| 1 Hero Drinks = 475 - 521 (Max) |
| 0 Hero Drinks = 724 (Impossible) |

NOTE - The enemy with the lowest Defence in the game is the Bizarre Bug whilst in its flying form (0 Def). Sephiroth also has 0 Def, but that is a scripted battle. The second highest Def is the Hell House (2 Def).

DAMAGE MODIFIERS

Once the Base Damage value has been calculated, (Def Mod * Att Mod * Power / 8192), the game will perform a series of checks before it gets to the Random Variation formula, which is where overflow has its second opportunity to occur. All checks that occur after Random Variation (such as Elemental) will not affect the formula in a way that could cause overflow to happen again.

Here are the checks that are performed, in the order that they are checked, after Base Damage but before Random Variation:

```
 ____________________________________________________________________________
|                                                                            |
|  Physical Attack Checks (Only):                                            |
|                                                                            |
|  1) CRITICAL hit from Attacker:                                            |
|       Damage = [Damage * 2]                                                |
|                                                                            |
|  2) BERSERK Status of Attacker:                                            |
|       Damage = [Damage * 3 / 2] (so 1.5x normal Damage)                    |
|                                                                            |
|  3) ROW Check:                                                             |
|     Target is in Back Row:                                                 |
|       Long Range Flag = ON                                                 |
|                                                                            |
|     Attacker is in Back Row:                                               |
|       Long Range Flag = ON                                                 |
|                                                                            |
|     If Long Range Flag is ON:                                              |
|       Damage = [Damage / 2]                                                |
|                                                                            |
|       (So, if both attacker and target are in the Back Row, damage is      |
|        still only divided by 2 [non-stackable])                            |
|                                                                            |
|  4) DEFENDING Target:                                                      |
|       Damage = [Damage / 2]                                                |
|                                                                            |
|* 5) BACK EXPOSED Target:                                                   |
|       Damage = [Damage * (Target's Back Damage Modifier / 8)]              |
|                                                                            |
|       (Very few enemies have a back damage multiplier that differs from    |
|        16, so 99% of the time you're looking at Damage * 2)                |
|                                                                            |
|  6) FROG Status of Attacker:                                               |
|       Damage = [Damage / 4]                                                |
|                                                                            |
|  7) SADNESS Status of Target:                                              |
|       Damage = [Damage - (Damage * 3 / 10)] (so 0.7x normal Damage)        |
|                                                                            |
|  8) SPLIT Damage:                                                          |
|       Damage = [Damage * 2 / 3] (so 0.66x normal Damage)                   |
|                                                                            |
|  9) BARRIER on Target                                                      |
|       Damage = [Damage / 2]                                                |
|                                                                            |
| 10) MINI Status on Attacker:                                               |
|      Damage = 0                                                            |
|                                                                            |
| * There are three enemies that has a Back Damage modifier that differs     |
|   from 16 (2x damage):                                                     |
|                                                                            |
|  - Air Buster = 40 (5x Damage)                                             |
|  - Aps        = 32 (4x Damage)                                             |
```

| - Acrophies = 64 (8x Damage) |
|_____|

It is impossible to hit encounter the Acrophies with a Preemptive strike, so unfortunately we can't utilise its high Damage Modifier.

Remember that most random encounters have a 16/256 (6.25%) chance of being "Pre=emptive Strike", and the Pre-Emptive Materia can stack with each other to increase that value to as much 85/256 (33.2%).

- Lv 1 Pre-emptive: +16/256
- Lv 2 Pre-emptive: +22/256
- Lv 3 Pre-emptive: +28/256
- Lv 4 Pre-emptive: +34/256
- Lv 5 Pre-emptive: +48/256

A Lv 5 Pre-emptive Materia will grant an Ambush alert bonus, which halves the chance of Back Attacks and Ambushes.

There are 5 Bosses that can be encountered via a Pre-emptive Strike, and these are: Aps, Jenova Birth, Turks (Gongaga), Snow (Great Glacier), and Turks (Midgar re-visited).

```
  ____________________
 //                    \\
 || RANDOM VARIATION ||
 \\____________________//
```

And then after all this, we finally get to **RANDOM VARIATION**

Random Variation:
Damage = [(Random number between 3841 ~ 4096) * Damage] / 4096
This formula means that you will deal anywhere between 93.77% (3841/4096) and 100% (4096/4096) of your Damage to that point.

NOTES - As with the Base Damage formula, the " / 4096 " is not actually regular division, but rather a bit shift right by 12, which is why overflow occurs here (2^12 = 4096).

- Naturally, the only modifiers that we are going to be looking at are the positive ones; Critical (2x), Berserk (1.5x) and Back Damage (2x)

So we find ourselves at another point in which overflow is possible. If [(Random number between 3841 ~ 4096) * Damage] is equal to or greater than 2^31, overflow will occur. This means, that your damage output prior to Random Variation would need to be in the range of 524,288 (Rnd) ~ 559,095 (100%).

This means, that your damage output prior to Random Variation would need to be in the range of 524,288 (Rnd) ~ 559,095 (100%).

| 2^31 (2,147,483,648) / 4096 = 524,288 |
| 2^31 (2,147,483,648) / 3841 = 559,094 (+1) |

ALWAYS bear in mind that when you cause Damage overflow via Random variation, you will have a range of values: 2^31 / 4096 = 1/256 chance (Rnd)
2^31 / 3841 = 256/256 chance

Also, notice how the damage output requirement here (after damage modifiers) (524,288) is twice that of BDO (262,144)? That's because the bit shift operation is one less that than it was previously; Base damage is a bit shift right by 13 (8192), whereas Random Variation is a bit shift right by 12 (4096).

Prior to any damage modifiers taking effect, you're looking at a minimum base damage output value range of 87,381 (Rnd) to 93,182 (100%) damage to cause RVO, with Berserk, Critical and Back Damage.

IT IS *IMPOSSIBLE* TO CAUSE RANDOM VARIATION OVERFLOW WITH JUST A CRITICAL!

This is down to the fact that if you failed to overflow at Base Damage calculation, then your Base Damage figure will be lower than 262,144. Seeing as you need a minimum of 524,288 after damage modifiers to overflow at Random Variation calculation, which is precisely twice 262,144, you will need MORE than 2x Damage modifies to then exceed 524,288.
This means there are only three variations to look at:

| Berserk and Critical or Back Attack - 3x Damage Modifier |
| Critical and Back Attack - 4x Damage Modifier |
| Berserk and Critical and Back Attack - 6x Damage Modifier |

So, let's do some maths, shall we?

4 x Hero Drinks (30,473 Att Mod), 0 Def (512 Def Mod):

REMEMBER - BASE DAMAGE OVERFLOW WILL KICK IN AT *138* POWER, AND WHEN IT DOES, RVO WILL THEN NEGATE BDO!

| Let's work out the LOWEST "range" of Power required to cause RVO for each modifier: |
| 3X DAMAGE MODIFIER: (Critical / Back Attack & Berserk) |
| 2^31 (2,147,483,648) / 4096 / 3 * 8192 / 30,473 / 512 + 1 = 92 PWR (Rnd) |
| 2^31 (2,147,483,648) / 3841 / 3 * 8192 / 30,473 / 512 + 1 = 98 PWR (100%) |
| 4X DAMAGE MODIFIER: (Critical & Back Attack) |
| 2^31 (2,147,483,648) / 4096 / 4 * 8192 / 30,473 / 512 + 1 = 69 PWR (Rnd) |
| 2^31 (2,147,483,648) / 3841 / 4 * 8192 / 30,473 / 512 + 1 = 74 PWR (100%) |
| 6X DAMAGE MODIFIER: (Critical, Back Attack & Berserk) |
| 2^31 (2,147,483,648) / 4096 / 6 * 8192 / 30,473 / 512 + 1 = 46 PWR (Rnd) |
| 2^31 (2,147,483,648) / 3841 / 6 * 8192 / 30,473 / 512 + 1 = 49 PWR (100%) |
| So, if you had 46 Power, you would have a 11/256 chance of causing Random |

Variation Overflow (with Berserk, Back Damage, Critical, 4 Hero Drinks, and 0 Def on enemy), which is the minimum requirement to cause overflow (so all characters bar Aeris). If you had 49 Power, then you would overflow 100% of the time (with said conditions).

As with BDO, there is a point in which we will overflow back into the positive range (when we exceed 2^32), however when BDO then kicks in and overlaps with RVO, things start to get rather complicated. More below.

So, we can see that the lowest Power has to be *overall* to cause overflow is 46. It is absolutely impossible to cause overflow to an enemy with a Power of 45 or lower, EXCEPT for the 3 enemies that have special back damage modifiers - Air Buster, Aps & Acrophies, the latter being the only random encounter that you can face at any point in the game (but unfortunately you cannot encounter it with its back to you).

Given that all characters except Aeris can reach a minimum Power of 49, all characters can cause damage overflow at the Random Variation stage. Aeris's Power cannot not exceed 16 when using the Princess Guard; instead, her damage is multiplied by 2 or 3 depending according to allies are dead (respectively), and this takes place *after* the random variation calculation.

Max Def before overflow stops occurring for each character: (Ultimate Weapons) 49 PWR Cloud - 32 DEF (6/256) ~ 2 DEF (4086/4096) 49 PWR Red XIII - 32 DEF (6/256) ~ 2 DEF (4086/4096) 49 PWR Cait Sith - 32 DEF (6/256) ~ 2 DEF (4086/4096) 49 PWR Cid - 32 DEF (6/256) ~ 2 DEF (4086/4096) 64 PWR Tifa - 144 DEF (11/256) ~ 120 DEF (100%)

Note that the above considers the Ultimate Weapons only (with 6x damage mod). When talking about Limit Breaks, you can only overflow using 4x damage, and as such *69* Power is the min required to overflow.

Max Def before overflow stops occurring for each character: (Limit Breaks) 70 PWR Cloud - 8 DEF (6/256) ~ 0 DEF (70/256) 80 PWR Cait Sith - 71 DEF (6/256) ~ 42 DEF (100%) 125 PWR Red XIII - 230 DEF (2/256) ~ 211 DEF (100%) 128 PWR Yuffie - 236 DEF (11/256) ~ 218 DEF (100%)

Let's work out the MAXIMUM an enemy's Def can be before we can no longer cause RVO: - 3X DAMAGE MODIFIER: (Critical / Back Attack & Berserk) BARRET: 2^31 / 4096 / 3 * 8192 / 30,473 / 401 + 1 = 118 512 - 118 = 394 DEF (Rnd) 2^31 / 3841 / 3 * 8192 / 30,473 / 401 + 1 = 125 512 - 125 = 387 DEF (100%)

VINCENT:
2^31 / 4096 / 3 * 8192 / 30,473 / 521 + 1 = 91 512 - 91 = 421 DEF (Rnd)
2^31 / 3841 / 3 * 8192 / 30,473 / 521 + 1 = 97 512 - 97 = 415 DEF (100%)
- 4X DAMAGE MODIFIER: (Critical & Back Attack)
BARRET:
2^31 / 4096 / 4 * 8192 / 30,473 / 401 + 1 = 88 512 - 88 = 424 DEF (Rnd)
2^31 / 3841 / 4 * 8192 / 30,473 / 401 + 1 = 94 512 - 94 = 418 DEF (100%)
VINCENT:
2^31 / 4096 / 4 * 8192 / 30,473 / 521 + 1 = 68 512 - 68 = 444 DEF (Rnd)
2^31 / 3841 / 4 * 8192 / 30,473 / 521 + 1 = 73 512 - 73 = 439 DEF (100%)
- 6X DAMAGE MODIFIER: (Critical, Back Attack & Berserk)
BARRET:
2^31 / 4096 / 6 * 8192 / 30,473 / 401 + 1 = 59 512 - 59 = 453 DEF (Rnd)
2^31 / 3841 / 6 * 8192 / 30,473 / 401 + 1 = 63 512 - 63 = 449 DEF (100%)
VINCENT:
2^31 / 4096 / 6 * 8192 / 30,473 / 521 + 1 = 46 512 - 46 = 466 DEF (Rnd)
2^31 / 3841 / 6 * 8192 / 30,473 / 521 + 1 = 49 512 - 49 = 463 DEF (100%)
466 is the absolute maximum an enemies Def can be using Random Variation
overflow (82/256 chance), or 463 to guarantee overflow. Back Attacks are
not always achievable, which means that 421 Def is the highest with just
Critical & Berserk (38/256 chance) or 415 to guarantee overflow.

The only enemies that have Defence over 400 is the Lost Number (Purple - 400 Def), Ying (420 Def) and Ruby Weapon (480 Def), meaning Ruby is the only enemy that cannot be subjected to the Overflow glitch.

```
  ____________________
 //                    \\
 || MULTIPLE OVERFLOWS ||
 \\____________________//
```

This last section tries to explain how complicated the maths can get when Base Damage overflow and Random Variation overflow overlap.

Once you have literally just overflowed the 31st integer the negative value, that value will be furthest away from 0. The higher the initial value, the lower the negative number then becomes *from 0*, and even though you are increasing the negative number, the resulting subsequent calculations made to that number will be smaller, in terms of its distance from 0.

What this means, is that at the very point in which both overflows occur,

they will negate each other out, until of course the initial value has risen enough to the point where the negative value after base damage is then small enough to then prevent RVO from negating BDO. ...Yeah.

To be honest, I was going to spend some time trying to find a way of working out when negative overflow will re-occur after both overflows have engaged, however it became far too difficult to work out (for someone who isn't a mathematician), so I stood down. What I did notice, is that when negative overflow occurs again, the LOWER value becomes the 100% chance value, and the HIGHER value becomes the rnd chance value..... just as an example how inverted and complicated it all becomes!

PREEMPTIVE STRIKES / SIDE ATTACKS:

This list was compiled using my "Enemy Formations Charts":
http://pastebin.com/raw/MUcyFwwi

Here is a list of ALL enemies that can fought via a Side-Attack (SA) or Pre-emptive Strike (PS) in order of appearance:

	PS	MP	(Def 4)	Sector 1 Reactor
	PS	Mono Drive	(Def 6)	Sector 1 Reactor & Train Graveyard
	PS	1st Ray	(Def 2)	Sector 1 Reactor
	PS	Grunt	(Def 10)	Sector 1 Reactor
	PS	Grashtrike	(Def 18)	Sector 4 Winding Tunnels
	PS	Chuse Tank	(Def 6)	Sector 4 Winding Tunnels
	PS	Rocket Launcher	(Def 2)	Sector 4 Platforms
	PS	Blugu	(Def 180)	Sector 4 Platforms
	PS	Special Combatant	(Def 24)	Sector 5
	PS	Proto Machinegun	(Def 2)	Sector 5
	PS	Blood Taste	(Def 22)	Sector 5
	PS	Smogger	(Def 24)	Sector 5
SA		Air Buster	(Def 80)	Sector 5 Reactor
	PS	Hedgehog Pie	(Def 18)	Sector 6 Church & Slums
	PS	Guard Hound	(Def 4)	Sector 6 Church & Train Graveyard
	PS	Whole Eater	(Def 14)	Sector 6
SA		*Hell House	(Def 2)	Sector 6
	PS	Aps	(Def 36)	Sewers
	PS	Ceasar	(Def 108)	Sewers
	PS	Sahagin	(Def 32)	Sewers
	PS	Cripshay	(Def 18)	Train Graveyard
	PS	Deenglow	(Def 32)	Train Graveyard
	PS	Grenade Combatant	(Def 24)	Shinra HQ
	PS	*Mighty Grunt	(Def 100)	Shinra HQ
	PS	Moth Slasher	(Def 28)	Shinra HQ Hojo's Lab
	PS	SOLDIER:3rd	(Def 38)	Shinra HQ Hojo's Lab
	PS	Brain Pod	(Def 26)	Shinra HQ Hojo's Lab
	PS	Vargid Police	(Def 16)	Shinra HQ Hojo's Lab
	PS	Zenene	(Def 20)	Shinra HQ Hojo's Lab
	PS	Prowler	(Def 28)	Midgar Area
SA		Custom Sweeper	(Def 30)	Midgar Area
	PS	Kalm Fang	(Def 30)	Midgar Area
	PS	Mandragora	(Def 12)	Chocobo Ranch Area
	PS	Elfadunk	(Def 40)	Chocobo Ranch Area
	PS	Levrikon	(Def 40)	Chocobo Ranch Area

	PS	Castanets	(Def	76)	Mythril Mines
	PS	Crawler	(Def	10)	Mythril Mines
	PS	Nerosuferoth	(Def	34)	Junon Area
	PS	Capparwire	(Def	38)	Junon Area
	PS	*Zemzelett	(Def	50)	Junon Area
	PS	Scrutin Eye	(Def	20)	Cargo Ship
	PS	Marine	(Def	30)	Cargo Ship
	PS	Jenova Birth	(Def	56)	Cargo Ship
SA	PS	Beachplug	(Def	36)	Corel, Gold Sauc and Gongaga Beaches
	PS	Cokatolis	(Def	36)	Corel Area & Mt. Corel
SA	PS	Needle Kiss	(Def	38)	Corel Area & Mt. Corel
SA	PS	Search Crown	(Def	26)	Mt. Corel
	PS	Bloatfloat	(Def	36)	Mt. Corel
	PS	Bomb	(Def	60)	Mt. Corel
	PS	Spencer	(Def	22)	Gold Saucer Area
	PS	Flapbeat	(Def	36)	Gold Saucer Area
	PS	Joker	(Def	32)	Gold Saucer Area
	PS	Death Claw	(Def	44)	Corel Prison
	PS	Bullmotor	(Def	40)	Corel Prison
	PS	Cactuar	(Def	40)	Corel Desert
	PS	Grand Horn	(Def	42)	Gongaga Area
	PS	Gagighandi	(Def	38)	Gongaga Area
	PS	Touch Me	(Def	20)	Gongaga Jungle (only)
	PS	Turks:Reno (Gong)	(Def	66)	Gongaga Jungle
	PS	Turks:Rude (Gong)	(Def	100)	Gongaga Jungle
SA		*Flower Prong	(Def	58)	Gongaga Jungle (Turks screen)
SA	PS	Skeeskee	(Def	40)	Cosmo Area
	PS	Bagrisk	(Def	44)	Cosmo Area
	PS	Desert Sahagin	(Def	32)	Cosmo Area
	PS	Griffin	(Def	42)	Cosmo Area
	PS	Crown Lance	(Def	30)	Cosmo, Nibelheim and Rocket Beaches
	PS	Heg	(Def	30)	Cave of The Gi
SA	PS	Sneaky Step	(Def	30)	Cave of The Gi
	PS	Bahba Velamyu	(Def	38)	Nibel Area
	PS	Battery Cap	(Def	38)	Nibel Area
	PS	Nibel Wolf	(Def	36)	Nibel Area & Rocket Pad Area
	PS	Valron	(Def	50)	Nibel Area & Rocket Pad Area
	PS	Dorky Face	(Def	36)	Shinra Mansion
	PS	Black Bat	(Def	36)	Shinra Mansion
	PS	Twin Brain	(Def	44)	Mt. Nibel
	PS	Kyuvilduns	(Def	42)	Mt. Nibel & Rocket Pad Area
	PS	Velcher Task	(Def	50)	Rocket Pad Area
	PS	Tail Vault	(Def	46)	Wutai Area
	PS	Edgehead	(Def	48)	Wutai Area
	PS	Thunderbird	(Def	40)	Wutai Area
SA	PS	*Bizarre Bug	(Def	50)	Wutai Area & Da-chao Statue
	PS	Razor Weed	(Def	50)	Wutai Area & Da-chao Statue
	PS	Jayjujayme	(Def	46)	Da-chao Statue
	PS	Foulander	(Def	46)	Da-chao Statue
	PS	Garuda	(Def	52)	Da-chao Statue
SA	PS	Kelzmelzer	(Def	56)	Temple of The Ancients
	PS	Under Lizard	(Def	50)	ToTA Area, Cactus & Goblin Island
	PS	Dual Horn	(Def	70)	ToTA Area, Cactus & Goblin Island
	PS	Slaps	(Def	42)	ToTA Area
	PS	Boundfat	(Def	60)	Corral Valley
	PS	Malldancer	(Def	58)	Corral Valley
SA	PS	Bandersnatch	(Def	46)	Icicle Area & Great Glacier
SA	PS	Jumping	(Def	40)	Icicle Area & Great Glacier
	PS	Lessaloploth	(Def	74)	Great Glacier
	PS	Ice Golem	(Def	80)	Great Glacier

SA	PS	Snow	(Def 66)	Great Glacier
	PS	Frozen Nail	(Def 52)	Great Glacier
	PS	Headbomber	(Def 60)	Gaea's Cliff
	PS	Zolokalter	(Def 58)	Gaea's Cliff
	PS	Evilhead	(Def 50)	Gaea's Cliff
	PS	Cuahl	(Def 42)	Gaea's Cliff
SA	PS	Grenade	(Def 60)	Whirlwind Maze
	PS	Gremlin	(Def 60)	Whirlwind Maze
	PS	Wind Wing	(Def 60)	Whirlwind Maze
	PS	Cactuer	(Def 90)	Cactus Island & Corel Desert
	PS	Head Hunter	(Def 60)	Mideel Area
	PS	Crysales	(Def 46)	Mideel Area
SA		Death Machine	(Def 58)	Junon (Paths to Reactor)
	PS	SOLDIER:2nd	(Def 58)	Junon (Paths to Reactor)
	PS	Slalom	(Def 74)	Junon (Paths to Reactor)
	PS	Hard Attacker	(Def 90)	Junon Reactor
	PS	Senior Grunt	(Def 70)	Junon Reactor
SA	PS	Goblin	(Def 74)	Goblin / Round Island Forests
SA	PS	Rilfsak	(Def 90)	Ancient Forest
	PS	Epiolnis	(Def 58)	Ancient Forest
	PS	Diablo	(Def 80)	Ancient Forest (Cave only)
	PS	Poodler	(Def 110)	Sunken Gelnika
	PS	Bad Rap	(Def 90)	Sunken Gelnika
	PS	Crazy Saw	(Def 100)	Sector 8
	PS	Cromwell	(Def 110)	Sector 8
	PS	Shadow Maker	(Def 90)	Sector 8
	PS	Turks:Elena (Midg)	(Def 90)	Sector 8 Winding Tunnels
	PS	Turks:Reno 4(Midg)	(Def 120)	Sector 8 Winding Tunnels
	PS	Turks:Rude 4(Midg)	(Def 130)	Sector 8 Winding Tunnels
	PS	SOLDIER:1st	(Def 94)	Mako Cannon
	PS	Parasite	(Def 150)	North Crater Right Fork
	PS	Pollensalta	(Def 60)	North Crater Right Fork
	PS	Death Dealer	(Def 140)	North Crater Right Fork
SA	PS	Magic Pot	(Def 64)	North Crater Swamp Area

* Hell House's Def remains the same in both forms
* Mighty Grunt has 4 Def in its second form
* Flower Prong's Def remains the same in all three forms
* Zemzelett has 20 Def in its second form
* Bizarre Bug has 0 Defence when flying

A quick note about the Turks battle in Midgar. Both Reno and Rude will be in the back row (1/2 damage), and Elena is scripted to turn around as soon as the fight begins, so you cannot overflow against them I'm afraid....

NOTES:

- There are 5 bosses that can receive a Pre-Emptive Strike that shouldn't have been able to. This is due to an error in coding; if an area has random encounters disabled, then the fight can *never* be a Pre-Emptive Strike. The developers knew this, and as such they have intently given many boss battles the "normal fight" flag, knowing that a Pre-Emptive Strike is impossible (normally, if an enemy is NON-preempt-able, then a special flag must be set which disables Pre-Emptive Strikes).

If random encounters ARE enabled for a screen in which a boss is fought, then the dev's must remember to set the "Pre-Emptive Strike Disabled" flag. There are 5 examples where they have forgotten to do this:

Aps
Jenova Birth
Turks (Gongaga)
Snow (Alexander Cave)
Turks (Midgar)

- 3 enemies can receive higher then normal Back Damage (nut none will receive lower-than normal Back Damage):

Air Buster (5x Damage)
Aps (4x Damage)
Acrophies

Using this info for the purpose of overflow is only hypothetical of course, seeing as two of the enemies cannot be fought late game, and one of the enemies (Acrophies) cannot be Back-Attacked, which is a shame, because if it could then overflow could occur with Power as little as 14, which means Aeris *could* overflow against it..... except Aeris will not be with us when we encounter the Acrophies!!!!!

- This is really handy to know. There HAS to be an enemy in the front row; the game cannot have an empty front row, the coding dis-allows it. Which means, if you wish to cause overflow but the enemy you are targeting is in the back row, you can quickly remove the enemies in the front row which will bring the back row to the front row.

It's like this: There is no "Front Row" and "Back Row", it is only "Normal" and "Back Row (Status)". By default, an enemy's Row value is always set to 1, which dictates the enemy is "Normal". Any value greater than *THE LOWEST VALUE* is then given the Back Row Status. Let's say you have:

Enemy W - 1 Row Value
Enemy X - 2 Row Value
Enemy Y - 2 Row Value
Enemy Z - 3 Row Value

Enemy W is in the front row and X, Y & Z are in the back row. If you kill enemy W, then X & Y become the front row enemies, while Z would remain in the back row until X & Y were destroyed.

If an enemy is given a row value of 16, then they are given the "Cannot Reach" Status.

- Enemies can cause overflow to you. Seriously! I haven't tried it, but here is a vid of it in action, although to set it up would be difficult as you would need to cast a Hero Drink on the enemy in the same manor you would a Hyper; by having a character select it that is about to become confused. Not to mention the fact that your Def/MDef stat would have to be low enough. I'm not doing the math (I've already done enough!!).

https://www.youtube.com/watch?v=J9k5OukD_HE

In all honesty, I am unsure of the legitimacy of this vid, as I know hacks have been used. If someone manages to do it for themselves, be sure to let me know!!

- In case you didn't already know by now, the best way to raise your character's Strength to 255 is to make use of the Extended W-Item glitch to gain Power Sources from the Screamer in Mt. Nibel. See the W-Item Glitch section above for more details. If you aren't a fan of using exploits (then why are you reading this section lol) you can Morph Power Sources legitimately from either the Heavy Tank (Gongaga Reactor) or the Unknown (Sunken Gelnika).

- Ruby is the only enemy that you cannot overflow against. If you happen to be using a savegame editor such as Black Chocobo (link found in Section J - Special Thanks) then here's how to hex-edit to cause overflow to Ruby.

  In the Hex Editor, scroll down to line 03F0. the second value in (0x03F1) is Vincent's Level. If Vincent is Lv 99, then the value in hex will be 63. Change this value to FF to increase Vincent's Lv to 255. Tried and tested, it works! I haven't done any maths behind it, but I have a sneaky suspicion that base damage will be so great, that random variance could exceed 2^31 a number of times; so basically you will have a completely random chance with every hit!

- First comes Base Damage, then the damage modifiers are considered. Then Random Variance plays its part, after which the Elemental checks are performed. Then the Reflect, then the "Miss" and "Death" chance, then the sanity cap (9999), then a check for immunities, followed by Peerless, then Petrify, and finally the 7777 Fever check.

- It's probably handy to know exactly how the Critical chance formulas work, seeing as Criticals play a big part in causing overflow. First, Crit % is worked out:

  Crit% = [(Attacker's Luck + Attacker's Level - Target's Lv) / 4]

  Then, any weapon that increases Crit% is considered. After this, a random value will be pulled between 1 and 100. If Crit% is GREATER than this random value, a Critical hit is landed.

- As is mentioned, equipping HP Absorb with Master Command whilst causing damage overflow will also kill the attacker. There is a way to change this set-up to our advantage! If you were to pair Elemental in your weapon with an Element that the enemy absorbs, you would instead cause healing overflow, which would completely replenish the enemy's HP. Pretty pointless, unless you have HP Absorb paired with Master Command, in which case your character's HP would also be replenished!

  You could also measure your damage output with a similar set-up. Equip HP<->MP and also equip MP Absorb=Master Command. When you use MP Absorb, your MP will fill by 1% of the damage inflicted, however because the damage has overflowed the MP will be depleted instead of filled. The value that you see is 1% of the total damage dealt, so if your MP was drained by 3360, then your damage would be 336,000 (which is greater than 262,144).

Here is a video that explains it in more depth:

https://www.youtube.com/watch?v=npU18Kc9SZ0

- Just to re-cap on something I've already highlighted, here is the rate in which the Pre-Emptive Materia will stack:

Lv 1 Pre-emptive: +16/256
Lv 2 Pre-emptive: +22/256
Lv 3 Pre-emptive: +28/256
Lv 4 Pre-emptive: +34/256
Lv 5 Pre-emptive: +48/256

The highest your Pre-emptive chance can reach is 85/256. Also, A Lv 5 Pre-emptive Materia will grant you an Ambush Alert bonus, which halves the chance of receiving all Back Attacks and Pincer Attacks.

{Battle Overflow Glitch}

There are a few other examples of overflow in FFVII, aside from Damage Overflow (above). One of which is the battle count; if this value exceeds 32,767 then the figure will wrap round to the negative, and then start counting forward to 0. During this time you will not be able to breed, nor will the Chocobo Sage give you any information.

This is because a signed 16Bit integer is being used. The above section on Damage Overflow explains more on how signed and unsigned values are treated, but to quickly explain; Vincent's kill count is an example of an un-signed 16 bit value. The max it can be 65,535. A signed 16 bit value has a maximum of 32,767 (65,535 / 2). When it rolls past the mid-way point, the figure becomes negative to -32,768. You then need 32,768 battles before this value can become positive again!

The way in which this can be exploited is to get precisely 32,767 kills. If you attempt to breed Chocobos, Get information from the Chocobo Sage or try to get Vincent's stash from Lucrecia's Cave, then the kill count will not be set properly. Normally, the game records your current kill count, then adds a random value of kills onto that value as the "kill count required". When you next enter the area, if your kill count matches or is greater than the kill count required, then you can proceed with breeding etc.

When your kill count is 32,767, the game adds a random value onto that value, which will overflow into the negative, so your kill count required could be something like -32,757. Seeing as 32,767 is much greater than -32,767, you will not need to get any kills. You can get Vincent's stash simply by leaving and entering the cave, you could get all of the Chocobo Sage's info in one go, and you could breed a Gold Chocobo without having to leave the Stables. Knowledge of RNG manipulation would be required; here is a vid of BrutalAl gaining a Gold Chocobo in 4 minutes:

https://www.youtube.com/watch?v=ZaVmzfmhaBw

OTHER EXAMPLES OF OVERFLOW:

Another way in which overflow can be exploited is to overflow the step counter in the Great Glacier. Running around outside Holzoff's Cabin will increase your step counter, however you will not pass out. If it exceeds 32,767 it will overflow, and you will gain an immunity to passing out seeing as the figure will now be minus (and therefore less than 544).

Doing so is a pointless task, as the counter will reset to 0 the next time you enter the Great Glacier, so the immunity will not last forever, although it wouldn't have lasted forever anyway; it would have lasted 33,111 steps, and that includes steps taken everywhere outside the Great Glacier (excluding World Maps). If for some reason you did want to perform this glitch, then you would need to run for up to 180 minutes outside the cabin!

If you played the game for 136 years (4,294,967,295 seconds) then the in-game timer would overflow back to 0.

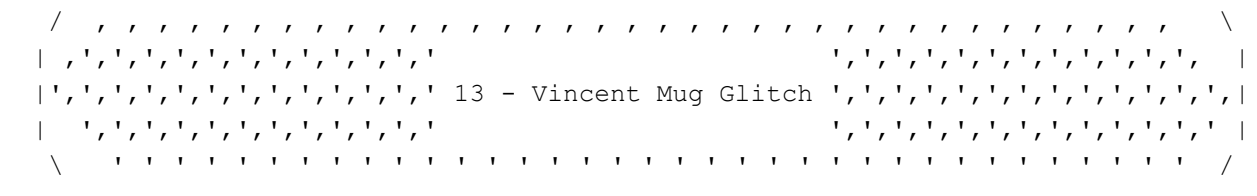
If you had more than 65,535 escapes, the counter would overflow back to 0.

A Mastered Cover Materia will grant 100% cover chance, so there is no need to equip more than 1. If the cover chance exceed 255, it would overflow to 0, so 3 mastered Cover Materias would mean 45% cover chance.

Using hacks, you can also overflow EXP, and and gil. Seeing as they are not possible to do in-game, I shan't write up on them, however I will direct you to a vid of Garland the Great messing around with what can be done:

https://www.youtube.com/watch?v=fyYIOROyGmM

{Vincent Mug Glitch}



A really, really awesome glitch which allows for animations to be skipped (but still cause damage). Equip Vincent with Mug, then have him Mug the enemy. Choose which attack you wish to have its animation skipped, but do not select the command; Wait until Vincent is performing the Mug animation, then input the command. The next animation, be it an enemy's counter-attack or the player's command, will be skipped, although the effects of the attack will still occur.

This only occurs when Vincent is equipped with either the Shortbarrel, Winchester, Long Barrel R, Sniper CR or Death Penalty.

Speed-runners can now skip out long animations, such as Ultimate End. The funny thing is, even the death animations are skipped, so the battle will end with the enemy still alive!

That really is all there is to this glitch! The reason it occurs is due to the way the animations are called upon. Vincent has three different sets of animations, one for Shotguns, one for Pistols and one for Rifles. It's the Rifle animation that is bugged, which is why only certain select weapons are affected by the glitch. When Mug is used, the animation for the next command to play will cue on the exact same frame as the Mug command ends. Normally, the animation for the next command will cue *after* the previous command has

finished, but in this case they cue and finish on the same frame. Credit to NFITC1 for explaining how the glitch works.

{Hidden}

14 - Hidden Element Against Ultimate

Hidden is also known as the 10th Element. That's 10 in hexadecimal, so in decimal that would be the 16th Element. Every single Materia must have an Element checked against it, and by default if there isn't another Element selected then it will be given Hidden. Because of this fact we can link the Elemental Materia to gain the Hidden Element to *any* piece of Materia that:

- Does not have an Element already assigned to it
- Is not a Support Materia
- Is not a Curative Materia (Restore, Life or Full Cure)

The only attack in that we can defend make defend against that uses Hidden is Ultima Weapon's "Ultima Beam". Equipping Elemental on your armor with any Materia that meets the above requirement will add Hidden to your defences, and you will half / nullify / absorb Ultima Beam respectfully.

What a lot of people don't realise is the fact that you can also protect yourselves from Statuses that carry the Hidden element. Traditionally, if you are immune to a Status then the words "miss" will not appear above your head. When you link Elemental with Hidden (MUST be Lv 2 min) you will gain immunity to all Status changing attacks that use Hidden, although the words "miss" WILL appear above your head. Here is a list of moves that use Hidden:

```
Hell Rider VR2  - Electromag
Cokatolis       - Petrify Smog
Gagighandi      - Stone Stare
Bagrisk         - Stone Strike
Dorky Face      - Curses
Dorky Face      - Funny Breath
Demons Gate's   - Petrif-Eye
Attack Squad    - Smoke Bullet
Marine          - Smoke Bullet
Ultimate Weapon - Ultima Beam
```

It's unlikely, but if you did manage to get the Elemental to Lv 2 prior to the Shinra mansion then you could have gained protection from the Dorky Face's Curses and Funny Breath, which would massively help for that part of the game!

It's interesting to know that there were 15 attacks in the J-ORG version that had the Hidden Element that could be defended against, but were given one of the 5 physical Elements (Punch/Cut/Hit/Shoot/Shout)in the subsequent releases of the game. Here are the attacks:

J-ORG ONLY: (Shout out to JBedford for the list)

```
Hell Rider VR2  - Electromag
Bloatfloat      - Vacuum
Cokatolis       - Petrify Smog
Bagnadrana      - Poison Breath
```

```
Bomb             - Bomb Blast
Bandit           - Hold-up
Bandit           - Mug
Land Worm        - Sandstorm
Joker            - Joker
Joker            - Spade
Joker            - Diamond
Gagighandi       - Stone Stare
Flower Prong     - Energy Siphon
Flower Prong     - Pollen
Griffin          - Peacock
Desert Sahagin   - Sandgun
Bagrisk          - Stone Strike
Dorky Face       - Curses
Dorky Face       - Funny Breath
Yang             - Suicide Yang
Twin Brain       - Stare Down
Twin Brain       - Absorb
Kyuvilduns       - Lay Flat
Garuda           - Dance (both of them)
Chekhov          - Stare Down
Chekhov          - Absorb
Godo             - Beast Sword
8 eye            - Eyesight (all four of them)
Demons Gate's    - Petrif-Eye
Grenade          - Bomb Blast
Dragon Rider     - Rider Breath
Killbin          - x
Sea Worm         - Sandstorm
Attack Squad     - Smoke Bullet
CMD. Grand Horn  - Poison Breath
Unknown          - Blaster
Serpent          - Dragon Dance
Carry Armor      - Lapis Laser
Ultimate Weapon  - Ultima Beam
```

```
                                                                  {Turks Exploits}
 /  , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , ,   \
| ,',',',',',',',',',',',',',','                     ',',',',',',',',',',',',',',',  |
|',',',',',',',',',',',',',',',' 15 - Turks Exploits ',',',',',',',',',',',',',',',',|
|  ',',',',',',',',',',',',',','                     ',',',',',',',',',',',',',',',' |
 \   ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '  /
```

There are 4 Turk-related exploits to make use of:

1.) There are a number of Boss Battles that can be hit with a Pre-Emptive Strike. The Turks in Gongaga are one of them, and the Turks in Midgar is another (Aps, Jenova-Life & Snow being the other 3). Obviously you'll only have a small chance of hitting the from behind, but a chance none-the-less. Regardless of them being Pre-Empted, Elena will still turn around immediately to hit your team, as it is scripted into her AI to do.

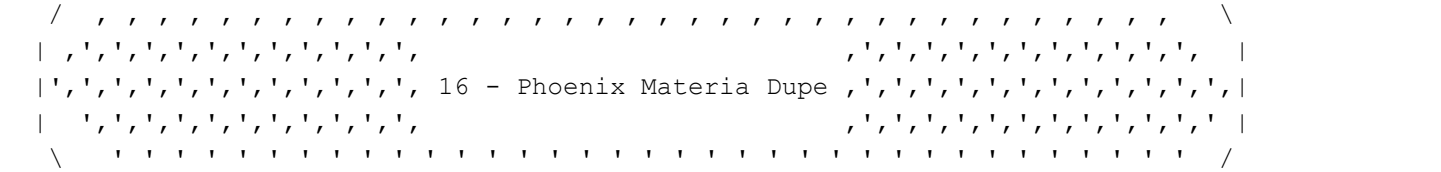
This glitch occurs due to the fact that an incorrect flag has been placed on the formation, which allows for Pre-Emptive chances. This incorrect flag is seen on many bosses, however if Random Encounters are turned OFF, then so will the Pre-Emptive chance. The dev's made the mistake in assuming that the encounters were turned off for these 5 battles, and didn't set the correct flag.

2.) It is possible to skip the Turks battle in Midgar entirely, and no, I'm not talking about simply selecting not to fight them (having completed Yuffie's Sidequest). When you drop down from the crawlspace, you would normally head north over a trigger lint to cue the appearance of the Turks. If you were to hug the middle pillar, then you would avoid this line altogether, and the Turks would never appear.

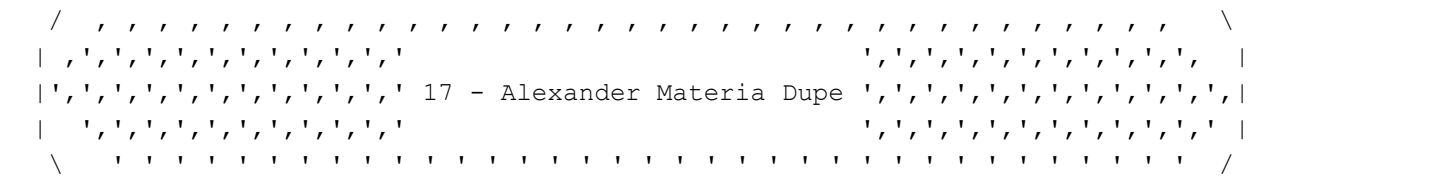
3.)

Turks battle skip, Rude AI glitch, and Reno & Tifa

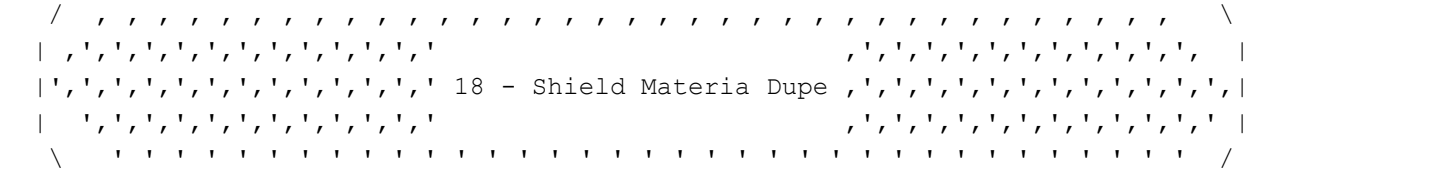
{Phoenix Materia Dupe}



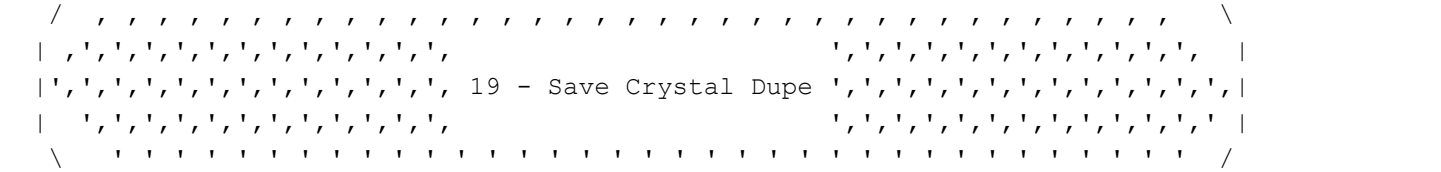
{Alexander Materia Dupe}



{Shield Materia Dupe}

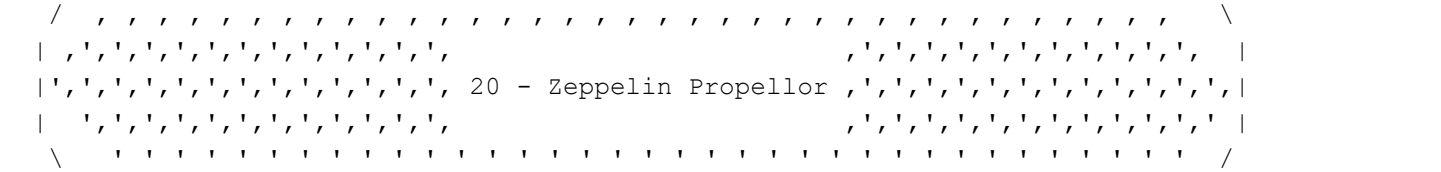


{Save Crystal Dupe}



save point trick + Save crystal duplication / never leave glitch

{Zeppelin Propellor}



98 PC, Steam and PS4.

{Glitches}

--E.18 E - Glitches

A glitch could be good OR bad, however in this guide I have split the good glitches (exploits) up from the bad glitches; the following is a list of glitches you want to try to avoid. Note that there are some glitches that can only be triggered by undergoing a lengthily process and are quite difficult to set-up. I will not be citing such examples; the following glitches are ones that you could possibly trigger by accident, and as such you want to try to avoid!

Some glitches (such as the Spirit Stat Glitch) are hard-coded into the game and are unavoidable!

{Spirit Stat Glitch}

1 - Spirit Stat Glitch

{Kjata Glitch}

2 - Kjata Glitch

+ Final Attack

{Button Configuration Glitch}

3 - Button Configuration Glitch

DEAR READERS - As you can see, Section E is still under construction.

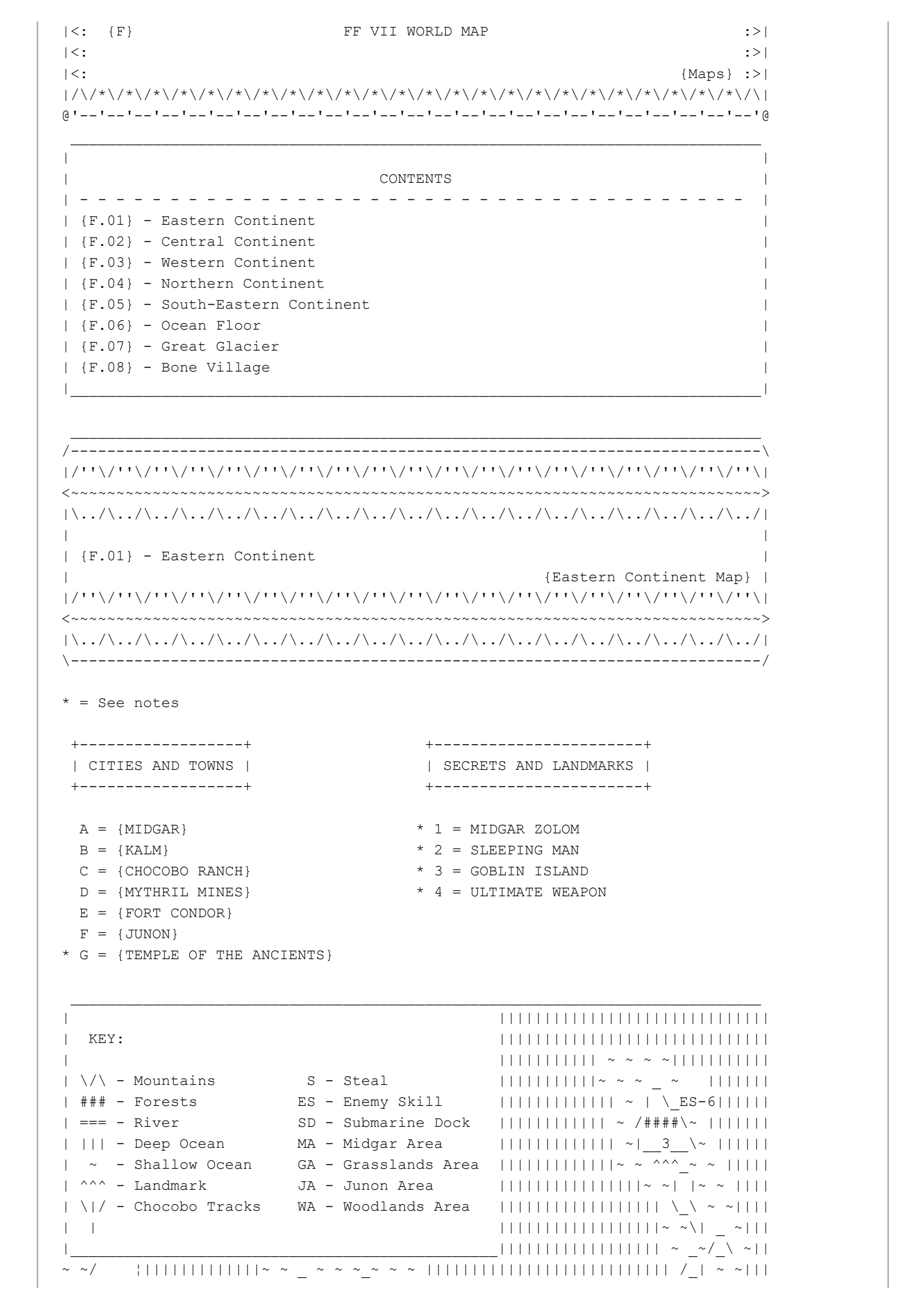
|<: {F} FF VII WORLD MAP :>|
|<: :>|
|<: {Maps} :>|

CONTENTS

- {F.01} - Eastern Continent
- {F.02} - Central Continent
- {F.03} - Western Continent
- {F.04} - Northern Continent
- {F.05} - South-Eastern Continent
- {F.06} - Ocean Floor
- {F.07} - Great Glacier
- {F.08} - Bone Village

{F.01} - Eastern Continent

{Eastern Continent Map}



* = See notes

CITIES AND TOWNS

A = {MIDGAR}
B = {KALM}
C = {CHOCOBO RANCH}
D = {MYTHRIL MINES}
E = {FORT CONDOR}
F = {JUNON}
* G = {TEMPLE OF THE ANCIENTS}

SECRETS AND LANDMARKS

* 1 = MIDGAR ZOLOM
* 2 = SLEEPING MAN
* 3 = GOBLIN ISLAND
* 4 = ULTIMATE WEAPON

KEY:

\/\ - Mountains
- Forests
=== - River
||| - Deep Ocean
~ - Shallow Ocean
^^^ - Landmark
\|/ - Chocobo Tracks
|

S - Steal
ES - Enemy Skill
SD - Submarine Dock
MA - Midgar Area
GA - Grasslands Area
JA - Junon Area
WA - Woodlands Area

+------------+
| STEALABLES |
+------------+

S-1 = Encounter the Custom Sweeper to steal the Atomic Scissors.
S-2 = Encounter the Formula to steal the Boomerang.

+-------------+
| ENEMY SKILL |
+-------------+

ES-1 = Encounter the Custom Sweeper to learn Matra Magic.
ES-2 = Encounter the Mu to learn L4 Suicide.
* ES-3 = Encounter the Lv 16 chocobo to learn Chocobuckle.
* ES-4 = Encounter the Midgar Zolom to learn Beta.

* ES-5 = Encounter the Zemzelett to learn White Wind. Must Manipulate.
  ES-6 = Encounter the Goblin to learn Goblin Punch.

 +----------------+
 | CHOCOBO TRACKS |
 +----------------+

GRASSLANDS AREA:-

   Lv 13, TERRIBLE Chocobo: Lv 16, BAD Chocobo:
    (25%) - 1x Mandragora, 1x Levrikon   (25%) - 2x Levrikon
    (25%) - 2x Mandragora   (25%) - 2x Elfadunk

JUNON AREA:-

   Lv 19, TERRIBLE Chocobo: Lv 19, SO-SO Chocobo:
    (25%) - 2x Capparwire (Front View)   (25%) - 2x Capparwire (Side View)
    (25%) - 2x Nerosuferoth   (25%) - 3x Capparwire

 +------------------+
 | ENEMY ENCOUNTERS |
 +------------------+

MIDGAR AREA:

  Dirt - Prowler, Kalm Fang, Devil Ride, Custom Sweeper
  Grass - Prowler, Kalm Fang, Devil Ride
  Beach - Prowler, Kalm Fang

GRASSLANDS AREA:

  Grass - Levrikon, Elfadunk, Mandragora, Mu
  Beach - Levrikon, Elfadunk

JUNON AREA:

  Grass - Formula, Zemzelett, Nerosuferoth
  Dirt   - Formula, Zemzelett, Hell Rider VR2
  Forest - Formula, Capparwire, Mystery Ninja (12.5%)
  Beach - Nerosuferoth, Capparwire

WOODLANDS AREA:

  Grass - Under Lizard, Dual Horn
  Dirt   - Under Lizard, Tonadu
  Forest - Slap, Kelzmelzer, Mystery Ninja (50%)
  Beach - Tonadu

GOBLIN ISLAND:

  Grass - Dual Horn, Under Lizard
  Beach - Dual Horn, Under Lizard
  Forest - Goblin, Mystery Ninja (50%)

 +---------+
 | *NOTES* |
 +---------+

ES-3 - CHOCOBUCKLE - Encounter the chocobo alongside 2x Levrikon or 2x
         Elfadunk (Lv 16), then throw a Mimett or Sylkis Green at it. Use L4

Suicide and the chocobo will counter with Chocobuckle.
1 - MIDGAR ZOLOM - Catch a chocobo to evade having to battle it.
ES-4 - BETA - There is a strong chance that you won't be powerful enough to defeat the Zolom on your first encounter, so it is recommenced that you return once you have acquired the buggy.
ES-5 - WHITE WIND - Must have the Manipulate Materia which you won't have acquired until you have obtained the buggy.
2 - SLEEPING MAN - Make the last two digits of your battle count match to receive either the Bolt Ring or the Mythril. Cannot be visited until you have obtained the buggy.
G - THE TEMPLE OF THE ANCIENTS - Cannot be accessed until you have obtained the Tiny Bronco.
3 - GOBLIN ISLAND - Battle the Goblin in the forests to Steal the valuable Zeio Nut. Cannot be visited until you have obtained the Highwind.
4 - ULTIMATE WEAPON - Cannot be fought until Diamond WEAPON has been defeated. Will spawn in near the crater near Junon. Can learn the Enemy Skill Shadow Flare.

{F.02} - Central Continent

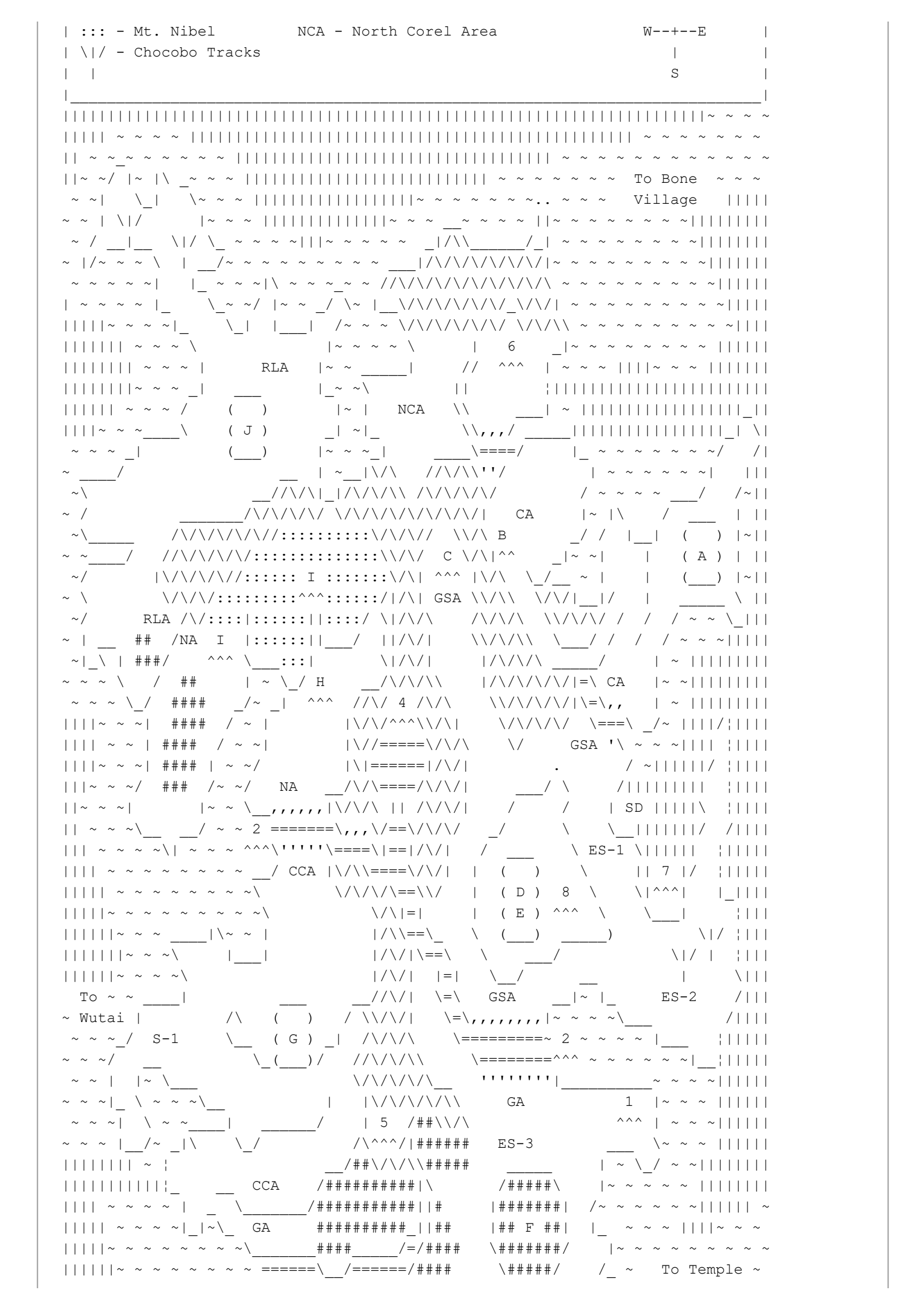
{Central Continent Map}

* = See notes

CITIES AND TOWNS	SECRETS AND LANDMARKS
A = {COSTA DEL SOL}	* 1 = BLACKSMITH
B = {MT. COREL}	* 2 = SHORTCUT
C = {NORTH COREL}	* 3 = CACTUS ISLAND
D = {GOLD SAUCER}	* 4 = LUCRECIA'S CAVE
E = {COREL PRISON}	* 5 = ANCIENT FOREST
F = {GONGAGA}	* 6 = MATERIA CAVE
G = {COSMO CANYON}	* 7 = SUNKEN GELNIKA
H = {NIBELHEIM}	* 8 = RUBY WEAPON
I = {MT. NIBEL}	
J = {ROCKET TOWN}	

KEY:

\/\ - Mountains	CA - Corel Area	S - Steal	
### - Forests	GSA - Gold Saucer Area	ES - Enemy Skill	
=== - River	GA - Gongaga Area	SD - Submarine Dock	
||| - Deep Ocean	CCA - Cosmo Area		
~ - Shallow Ocean	NA - Nibel Area	N	
^^^ - Landmark	RLA - Rocket Launch Pad Area	|	



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| \|/ - Chocobo Tracks                                              |         |
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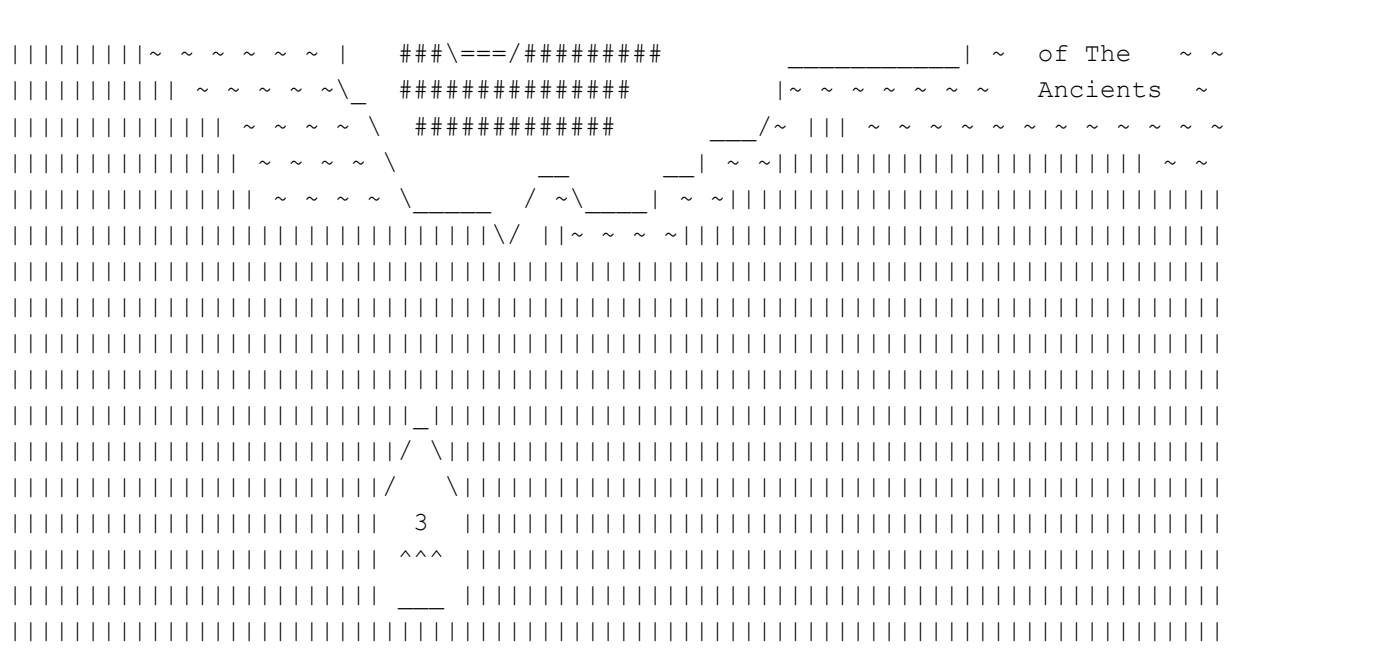


 +------------+
 | STEALABLES |
 +------------+

* S-1 = Encounter the Bagrisk to steal the Vagyrisk Claw.

 +-------------+
 | ENEMY SKILL |
 +-------------+

* ES-1 = Encounter the Beach Plug to learn Big Guard. Must be Manipulated.
* ES-2 = Encounter the Harpy to learn Aqualung.
* ES-3 = Encounter the Touch Me to learn Frog Song.

 +-----------------+
 | CHOCOBO TRACKS |
 +-----------------+

GOLD SAUCER AREA:-

   Lv 22, AVERAGE Chocobo:
    (34%) - 2x Flapbeat (Front View)
    (34%) - 1x Harpy

   Lv 29, AVERAGE Chocobo:
    (16%) - 2x Flapbeat (Side View)

   Lv 29, GOOD Chocobo:
    (16%) - 2x Spencer

ROCKET LAUNCH PAD AREA:-

   Lv 22, POOR Chocobo:
    (34%) - 2x Velcher Task
    (34%) - 1x Velcher Task, 1x Kyuvilduns

   Lv 22, GREAT Chocobo:
    (16%) - 2x Valron
    (16%) - 2x Kyuvilduns

 +------------------+
 | ENEMY ENCOUNTERS |
 +------------------+

COREL AREA:

  Grass   - Grangalan
  Beach   - Grangalan, Beach Plug

```
  Mountain Path - Grangalan, Needle Kiss, Cokatolis

GOLD SAUCER AREA:

  Grass  - Spencer, Flapbeat, Joker, Harpy (chocobo tracks only)
  Beach  - Grangalan, Beachplug
  Desert - Harpy, Flapbeat (must be driving in buggy)

GONGAGA AREA:

  Grass  - Gagighandi, Grand Horn
  Forest - Gagighandi, Touch Me, Mystery Ninja (25%)
  Beach  - Grangalan, Beachplug

COSMO AREA:

  Grass  - Gagighandi, Grand Horn
  Dirt   - Desert Sahagin, Griffin, Bagrisk
  Canyon - Desert Sahagin, Griffin, Skeeskee, Golem
  Beach  - Crown Lance

NIBEL AREA:

  Grass      - Valron, Nibel Wolf
  Big Forest - Valron, Battery Cap, Bahba Velamyu, Mystery Ninja (25%)
  Beach      - Crown Lance

ROCKET PAD LAUNCH AREA:

  Grass        - Velcher Task, Nibel Wolf
  Small Forest - Velcher Task, Valron, Kyuvilduns, Mystery Ninja (99.6%)
  Beach        - Crown Lance

CACTUS ISLAND:

  Grass  - Dual Horn, Under Lizard
  Desert - Cactuer

NORTH COREL AREA:

  Desert - Sea Worm, Tonadu, Cactuer

 +---------+
 | *NOTES* |
 +---------+

ES-1 - BIG GUARD - Can be learnt from the shores of Corel Area, Gold Saucer
         Area or Gongaga Area. Must acquire the Manipulate Materia first.
ES-2 - AQUALUNG - To encounter the Harpy you must drive around the desert in
         your buggy (World Map), or equip Chocobo Lure and battle around the
         chocobo tracks.
   1 - BLACKSMITH - The first time you visit the weapon sellers house there
         will be no-one home. You must return after having acquired the Tiny
         Bronco, you can then exchange the Mythril for either a Gold Armlet
         or the Great Gospel.
ES-3 - FROG SONG - Be sure to have protection from Frog, such as a White Cape.
 S-1 - VAGYRISK CLAW - The Bagrisk can only be fought in the area just west
         of Cosmo Canyon, as the 'sunset effect' begins to fade. Also, the
         higher the level of the person stealing, the lower the chance you
         have of stealing the Vagyrisk Claw.
```

2 - SHORTCUT - Once yo have obtained the Tiny Bronco you will be able to cut through the river near Nibelheim to emerge near Gongaga, and vice-versa.

3 - CACTUS USLAND - Once you have obtained the Highwind you will be able to visit this small island to encounter the Cactuer. You can steal the Tetra Elemental from them.

4 - LUCRECIA'S CAVE - Once you have obtained either a Green chocobo or the submarine, you can access Lucrecia's cave for some hidden story-line secrets and some goodies.

5 - ANCIENT FOREST - You will be able to access the Ancient Forest once you have a Green chocobo, alternatively you can wait until Ultimate WEAPON has been defeated.

6 - MATERIA CAVE - Once you have a Black or Gold chocobo you can access the Materia Cave near North Corel.

7 - SUNKEN GELNIKA - If you are having trouble finding it then bring your submarine to the point shown on the map and submerge to find the Gelnika. Be careful as Emerald could be sitting directly in front of it!

8 - RUBY WEAPON - Will appear as a small red fin sticking out of the desert. It'll only appear once Ultimate WEAPON has been defeated, and you have engaged in one random battle.

{F.03} - Western Continent

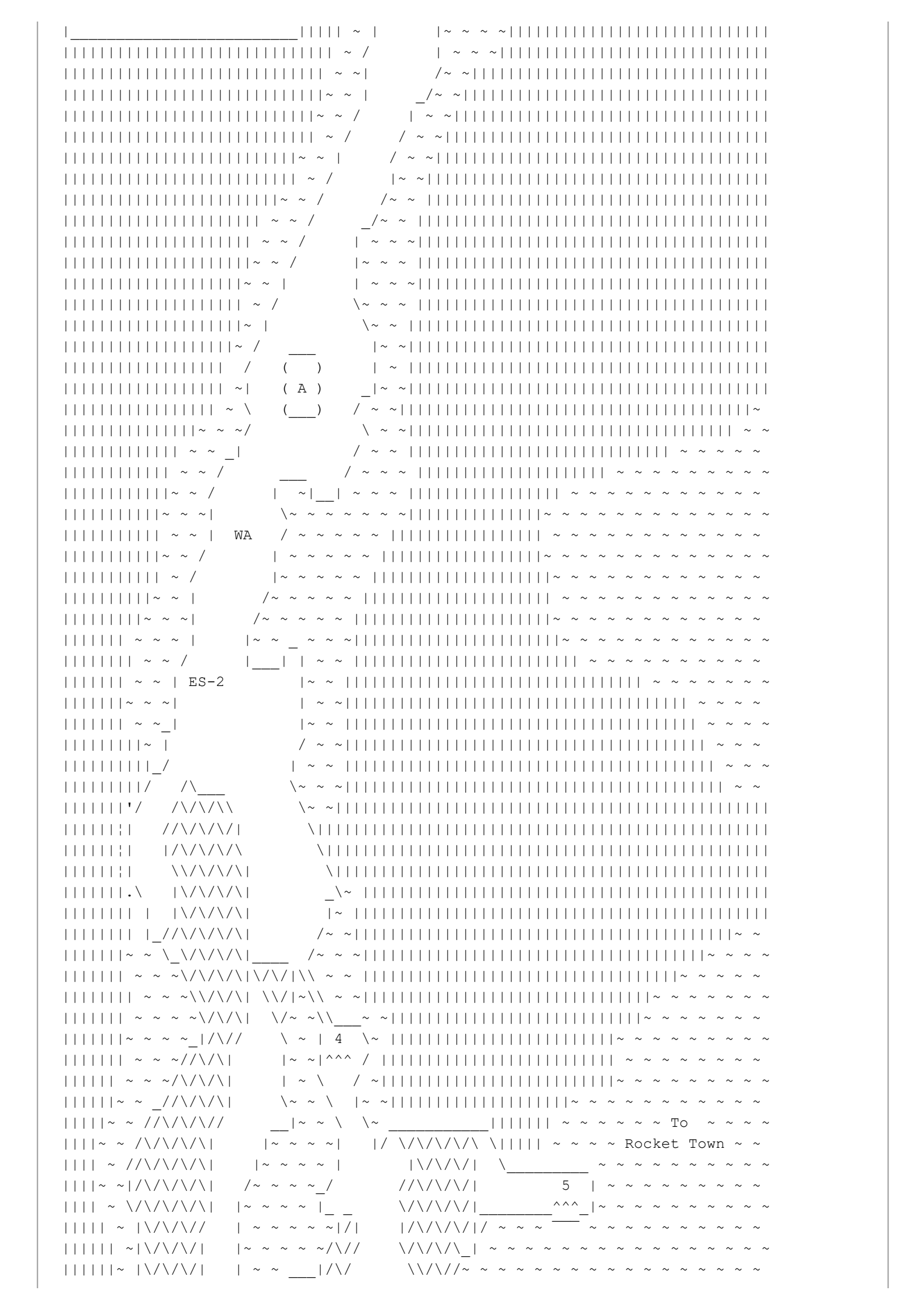
{Western Continent Map}

* = See notes

CITIES AND TOWNS	SECRETS AND LANDMARKS
A = {WUTAI}	1 = DISEMBARK FROM THE TINY BRONCO
	2 = CROSS BRIDGE NO. 1
	3 = CROSS BRIDGE NO. 2
	4 = CROSS BRIDGE NO. 3
	* 5 = MATERIA CAVE

KEY:

\/\ - Mountains
||| - Deep Ocean
~ - Shallow Ocean
^^^ - Landmark
\|/ - Chocobo Tracks
|
S - Steal
ES - Enemy Skill
WA - Wutai Area


WA
ES-2
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To
Rocket Town
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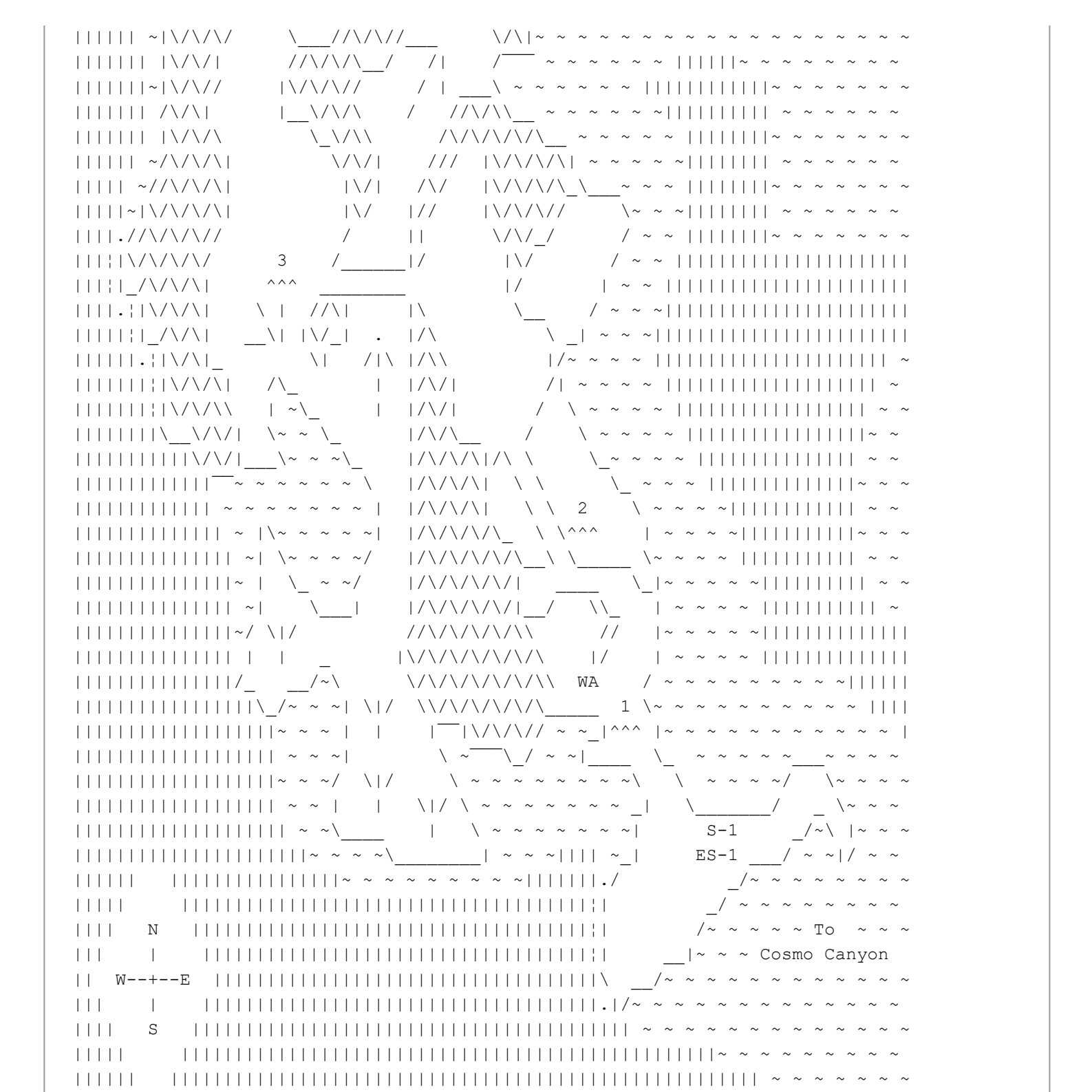


+------------+
| STEALABLES |
+------------+

S-1 = Encounter the Adamantaimai to steal the Adaman Bangle.

+-------------+
| ENEMY SKILL |
+-------------+

ES-1 = Encounter the Adamantaimai to learn Death Force. Must be Manipulated.
ES-2 = Encounter the Razor Weed to learn Magic Hammer. Must be Manipulated.

+-----------------+
| CHOCOBO TRACKS |
+-----------------+

WUTAI AREA:-

Lv 30, AVERAGE Chocobo:	Lv 30, SO-SO Chocobo:
(25%) - 2x Tail Vault (Front View)	(25%) - 2x Tail Vault (Side View)
(25%) - 3x Tail Vault	(25%) - 2x Razor Weed

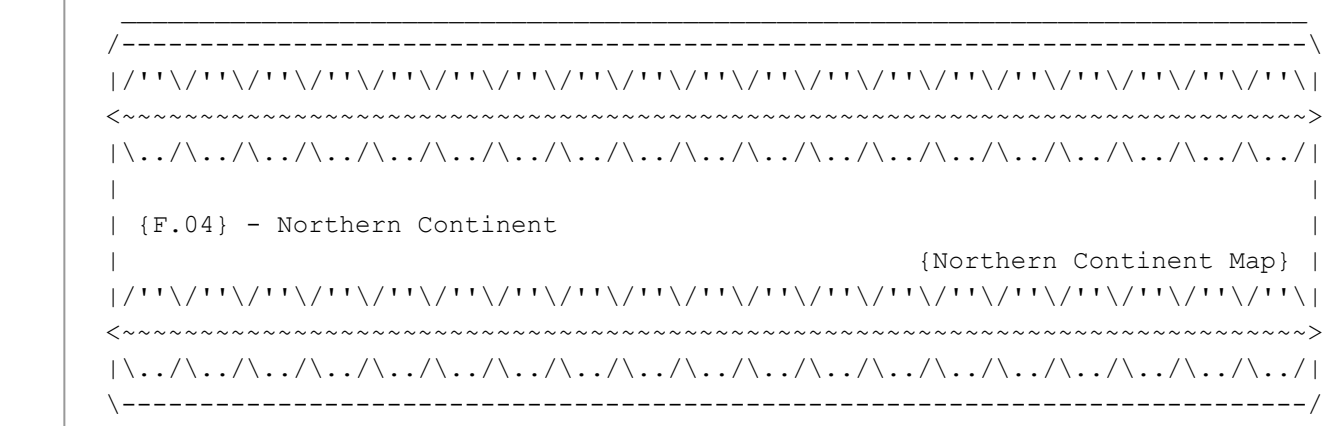
ENEMY ENCOUNTERS

WUTAI AREA:

Grass - Tail Vault, Razor Weed, Edgehead
Dirt - Tail Vault, Thunderbird, Bizarre Bug,
Beach - Adamantaimai

NOTES

1 - MATERIA CAVE - Once you have a Green, Black or Gold chocobo you can access this cave.



* = See notes

CITIES AND TOWNS	SECRETS AND LANDMARKS
A = {BONE VILLAGE}	* 1 = CHOCOBO SAGE
B = {CORRAL VALLEY}	* 2 = ROUND ISLAND
C = {FORGOTTEN CAPTIOL}	
D = {CORRAL VALLEY CAVE}	
E = {ICICLE INN}	
F = {GREAT GLACIER}	
G = {GAEA'S CLIFFS} / {WHIRLWIND MAZE}	
* H = {NORTH CRATER}	

KEY:

\/\ - Mountains	^^^ - Landmark	S - Steal	
### - Forests	|/ - Chocobo Tracks	ES - Enemy Skill	
||| - Deep Ocean	|	IA - Icicle Area	
~ - Shallow Ocean			

+------------+
| STEALABLES |
+------------+

S-1 = Encounter the Vlakorados to steal the Carob Nut.

+-------------+

```
 | ENEMY SKILL |
 +-------------+

  ES-1 = Encounter the Trickplay to learn L4 Suicide.

 +----------------+
 | CHOCOBO TRACKS |
 +----------------+

ICICLE AREA:-

   Lv 33, BAD Chocobo:                      Lv 33, WONDERFUL Chocobo:
    (40%) - 1x Bandersnatch, 1x Jumping      (10%) - 1x Jumping
    (40%) - 2x Bandersnatch                  (10%) - 2x Jumping

 +------------------+
 | ENEMY ENCOUNTERS |
 +------------------+

ICICLE AREA:

  Grass - Vlakorados, Trickplay
  Snow  - Bandersnatch, Jumping
  Beach - Tonadu

ROUND ISLAND:

  Forest - Goblin, Mystery Ninja (50%)

 +---------+
 | *NOTES* |
 +---------+

   1 - CHOCOBO SAGE - Can only be accessed once you have obtained the
         Highwind.
   2 - ROUND ISLAND - Can only be accessed once you have obtained a Gold
         chocobo. Is situated in the far north east corner of the map, un-
         marked.
   3 - NORTH CRATER - Can only be accessed once you have reached Disc 3.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|                                                                            |
| {F.05} - South-Eastern Continent                                           |
|                                              {South-Eastern Continent Map} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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* = See notes
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|  KEY:                      +-----------------------+     | ~ ~ ~|||||||  |||
|                            | SECRETS AND LANDMARKS |      \ ~ ~ |||||| /| ||
| \/\ - Mountains            +-----------------------+      |~ ~ ~||||| / | ||
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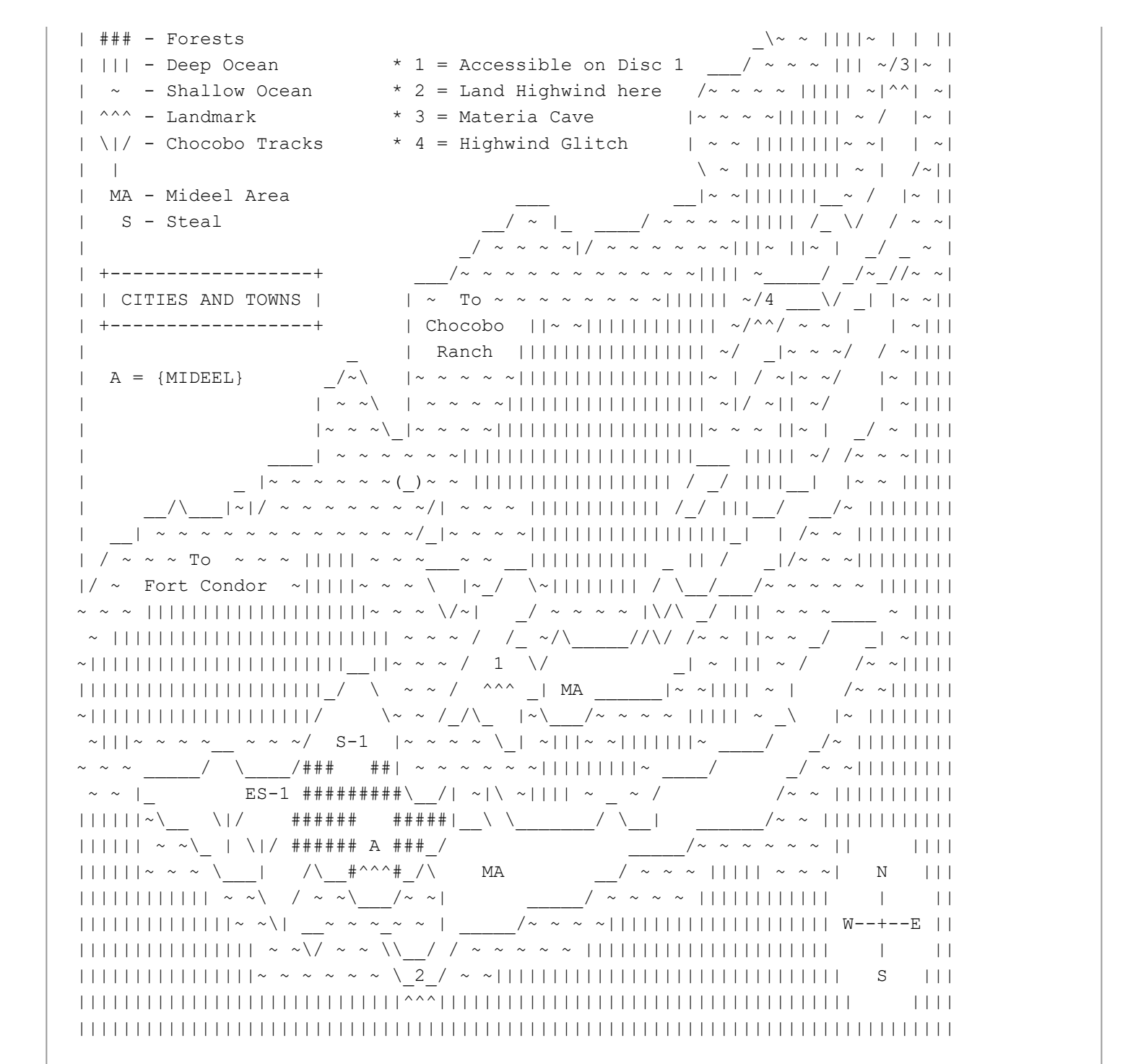


STEALABLES

S-1 = Encounter the Spiral to morph into a Guard Source.

ENEMY SKILL

* ES-1 = Encounter the Lv 36 Chocobo to learn Chocobuckle.

CHOCOBO TRACKS

MIDEEL AREA:-

Lv 36, SO-SO Chocobo:
(22%) - 2x Head Hunter

Lv 36, GREAT Chocobo:
(28%) - 1x Spiral

(22%) - 3x Headhunter (28%) - 2x Spiral

+------------------+
| ENEMY ENCOUNTERS |
+------------------+

MIDEEL AREA:

Grass - Spiral, Head Hunter, Hippogriff
Dirt - Spiral, Hippogriff
Forest - Crysales, Head Hunter
Beach - Sea Worm

+---------+
| *NOTES* |
+---------+

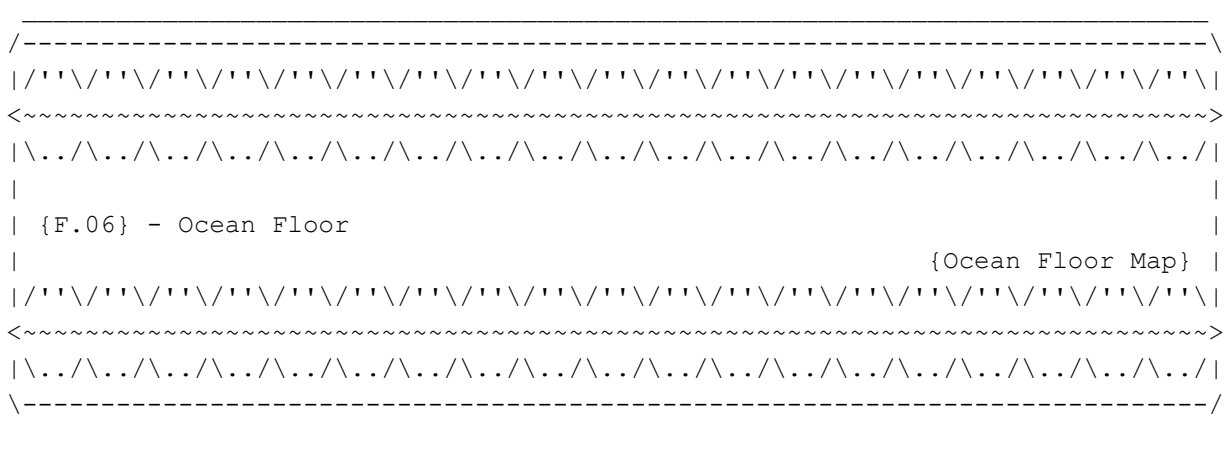
1 - SMALL ISLAND - This small island can be accessed once you have obtained the Tiny Bronco. Large amounts of Gil and EXP can be earned here.

ES-1 - CHOCOBUCKLE - Encounter the chocobo then throw a Mimett or Sylkis Green at it. Use L4 Suicide and the chocobo will counter with Chocobuckle.

2 - HIGHWIND LANDING - This is where you should land the Highwind if you are trying to access the Materia Cave with a Blue chocobo.

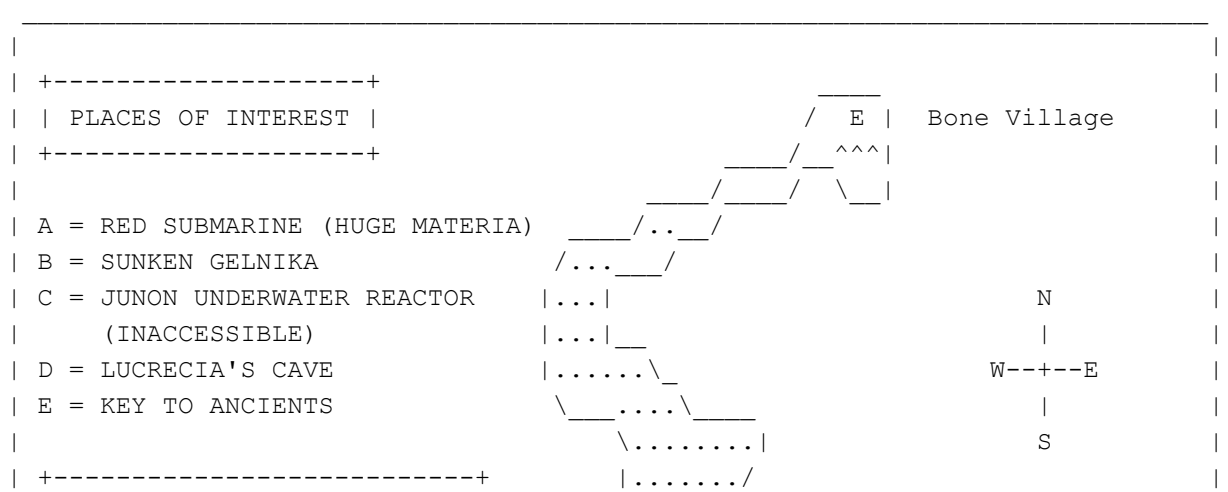
3 - MATERIA CAVE - Can only be accessed once you have a Blue or Gold chocobo.

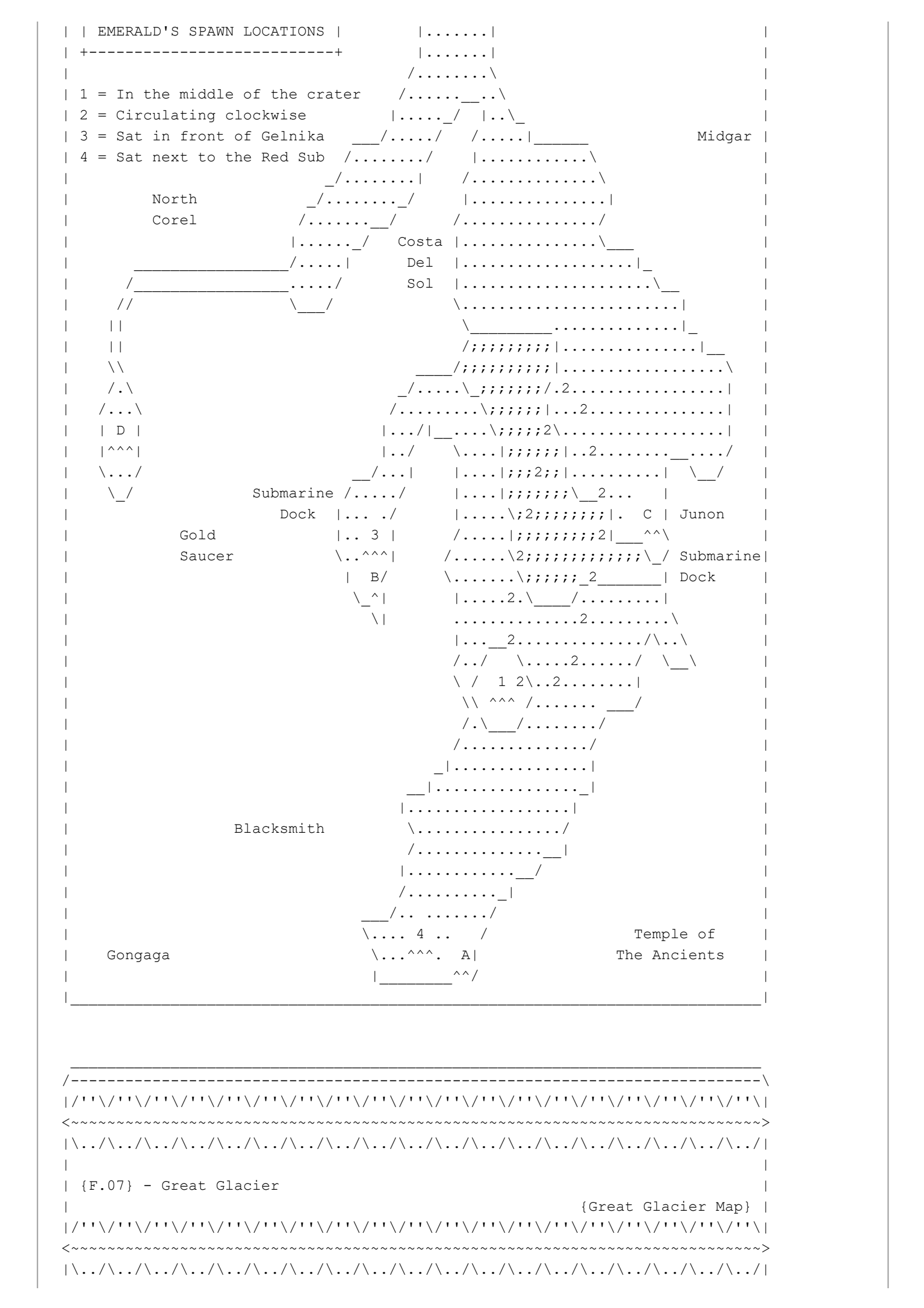
4 - HIGHWIND GLITCH - Face South in you Highwind, so the Materia Cave is to your left. Now strafe to the left pressing X at the last minute. If you time it right you'll land the Highwind on the grass whilst Cloud is on the dirt track below.



{F.06} - Ocean Floor

{Ocean Floor Map}





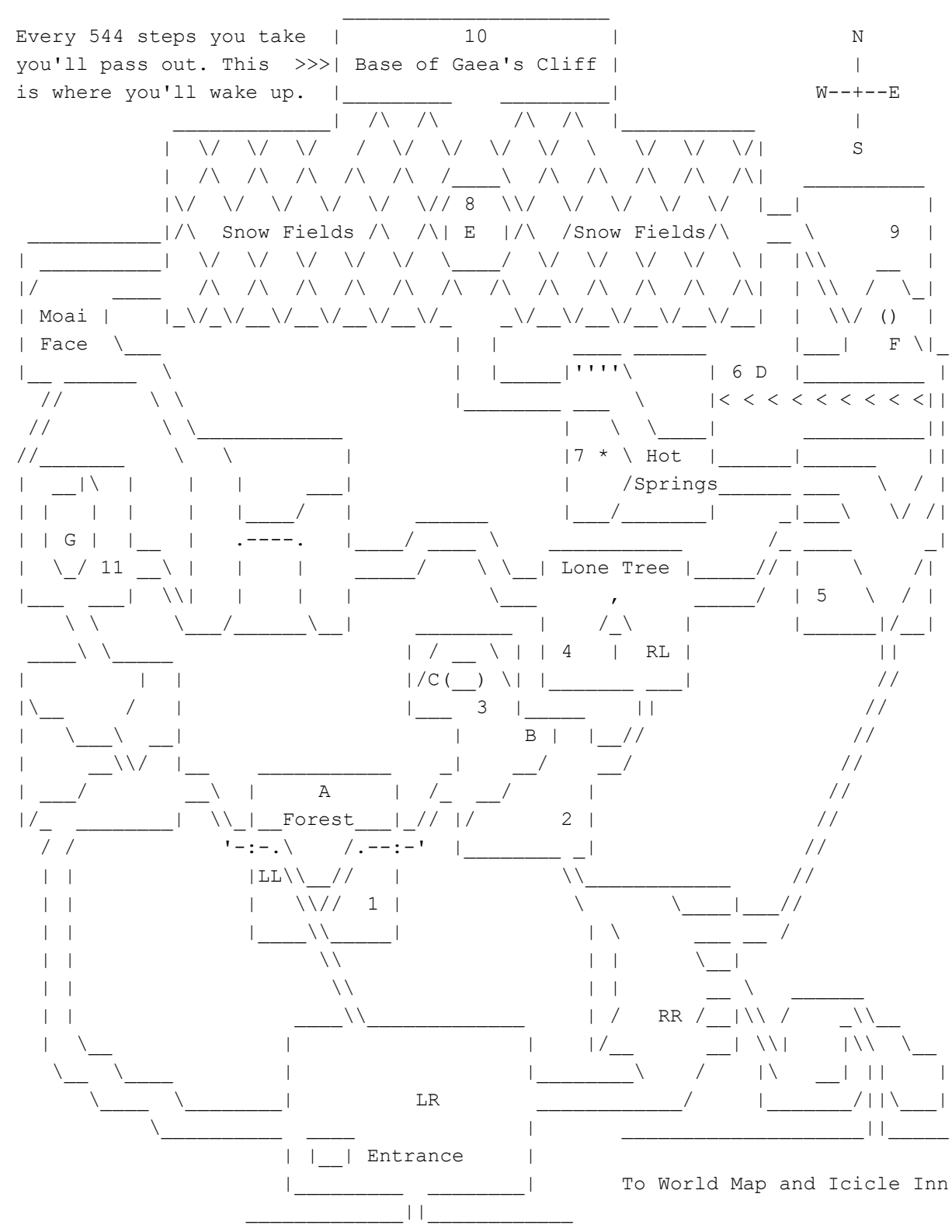
{F.07} - Great Glacier

{Great Glacier Map}

\----------/

^^

(A) Mind Source, (B) Potion, (C) Safety Bit, (D) Added Cut Materia,
(E) All Materia, (F) Alexander Materia, (G) Elixir



^^

If you'd taken the :-

Left + Right path you would have landed at the entrance. Head north to

continue on from the forest.

Right + Left path you would have landed at the Lone Tree. Head south, then west to continue on from the forests.

Left + Left path (as advised) you would have landed in the forest.

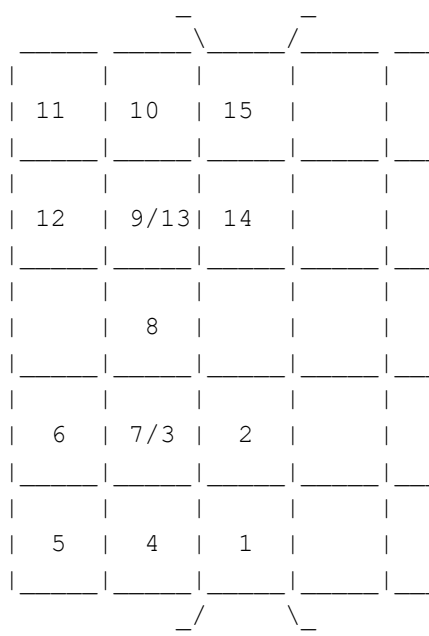
Right + Right path you would have landed east of the entrance. Make your way through the south screen to arrive at the entrance then continue north to come to the forest

1.) At the very north of the screen in the forests, you'll be able to pick up (A), the [MIND SOURCE]. Now head east two screens to 2.

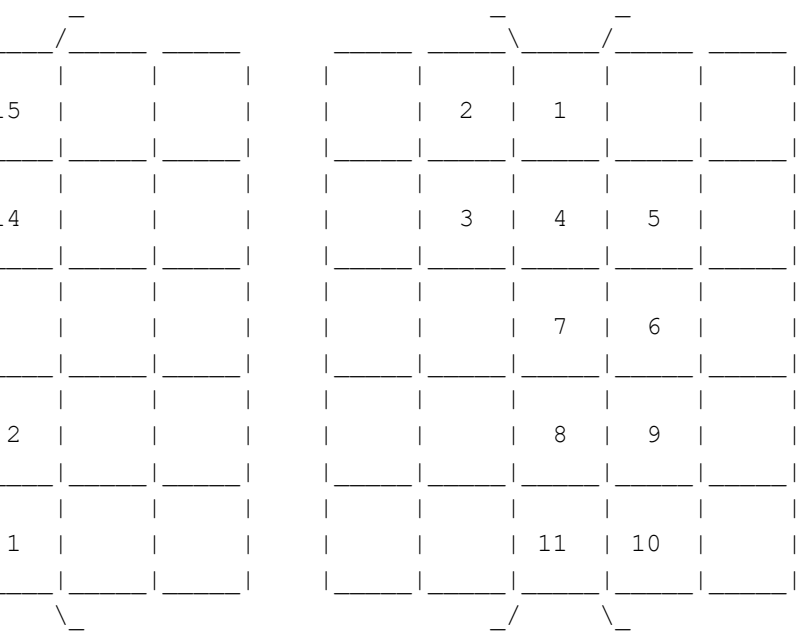
2.) To the north east of the screen you'll be able to pick up (B), the [POTION]. By not pressing O a second time, you can add one to your inventory whilst retaining the Potion's 'source'. Meaning, it'll still be there when you run back. Now head north west to 3.

3.) You'll have to step on the ice blocks in a certain sequence here to be able to get to the other side. The same goes for on the way back. In the cave ahead you'll be able to find (C), the [SAFETY BIT] (be sure to get this).

HEADING NORTH:



HEADING SOUTH:



4.) Picking a second 'infinite' potion as you return through section 3, make your way east two screens to the Lone Tree.

5.) Heading east, make your way 4 screens up to the far eastern mountainside 'split'.

6.) Now head through the far eastern exit, this is a one way path that can only be travelled on from screen 5. Along the path on the second screen to the right you'll just about to be able to make out (D), the [ADDED CUT MATERIA] in the snow.

7.) You should now emerge at the hot springs. MAKE SURE to examine the left side of it to 'touch it' as you won't be able to grab the Alexander Materia otherwise. Then make your way 3 screens to the north to come to the snow fields.

8.) Every second or so press O to lay down a marker. When the wind throws you off direction, stop moving. Use the markers that you have placed to pick up your orientation. Firstly, head north to find and igloo type cavern containing (E) the [ALL MATERIA].

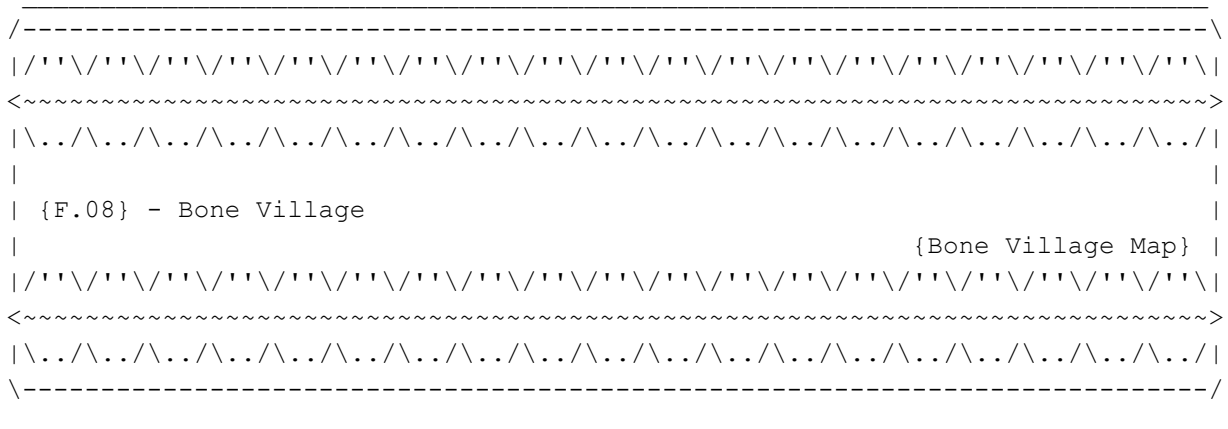
9.) Now head out of the igloo and head east. After you've travelled through 4 screens you'll find yourself on more mountain side paths. Head into the eastern cavern and remove Counter Attack. As long as you touched the hot springs earlier then you can fight the Snow here, and even though the music suggests a boss battle it's actually just the same Snow as listed above. Make sure to steal a Circlet from her. Once she has been defeated she'll leave behind (F), the [ALEXANDER MATERIA].

10.) As long as you've managed to grab the Alexander Materia without passing out then you'll have succeeded in grabbing as much as I intended for you to grab. You can attempt to make your way over to the remaining Elixir on the far west side, but it's highly doubtful that you'll make it in time (although it is possible). There is an exploit you can make use of here, however. I suggest at this point either making your way back to the Snow Fields and then north to find Holzoff's cabin, or just running around until you pass out, you'll then awaken in his cabin.

Once at the cabin, you'll have to listen to Holzoff's story to continue. After spending the night there head outside to hear Barret embarrass himself, then your teammates will join you. Head south back to the Snow Fields. When you head back out you'll have a fresh 544 steps to play with.

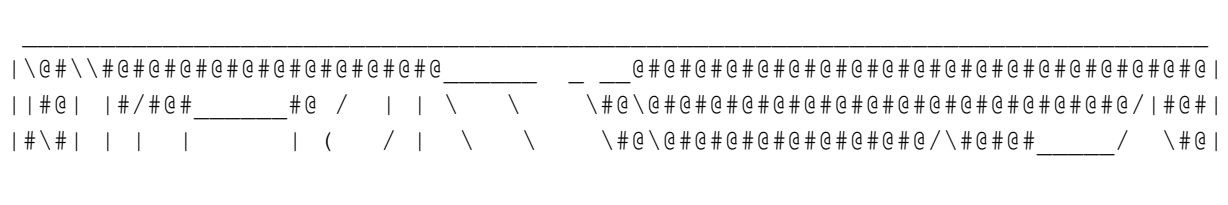
11.) From the Snow Fields head all the way to the west 3 screens to arrive at more cliff sides. Now make your way west 3 screens to arrive at a cavern that can be entered from both sides. the final item here, the [ELIXIR] (G) can be duplicated as many times as you please, as long as you don't pick up the source (exactly like the Potion we saw earlier, but unfortunately not the Mind Source).

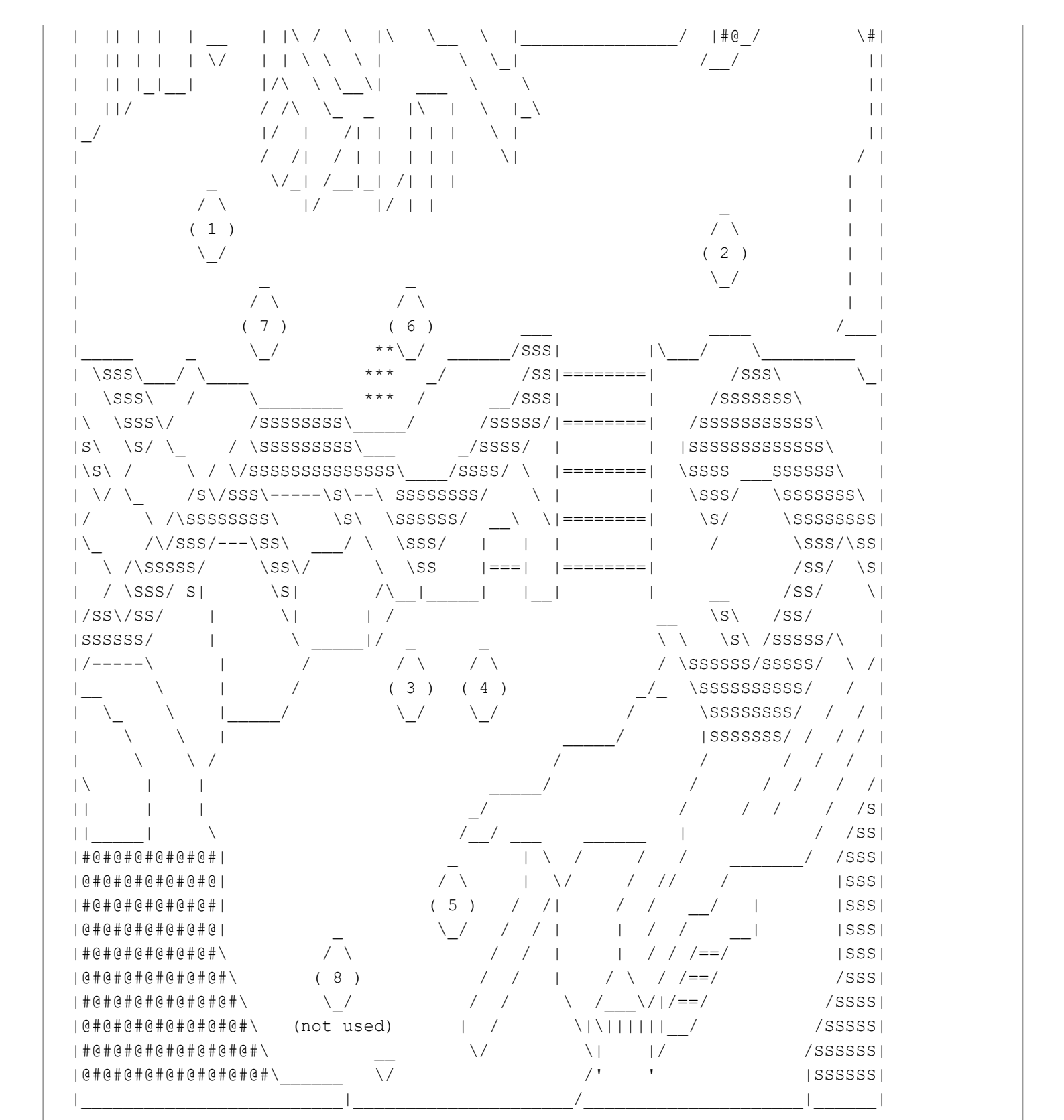
Press O once to have the message 'Received Elixir' appear, but DON'T press O a second time. Instead, run out of the cavern and back in again. The Elixir will still be there, and you'll have added one to your count. As long as you don't accidentally pick up the source of the eternal Elixir, then you'll be able to keep coming to this spot as many times as you like.



{F.08} - Bone Village

{Bone Village Map}





*Available on Disc 2, after the Lifestream events (Key to Sector 5)
**Available on Disc 3 only (Phoenix, Bahamut ZERO and W-Item)

Standing on a spot that isn't one of the 7 used dig spots will result in a
50% chance of receiving a Potion, and 50% chance of receiving nothing.

+---+
| Spot 1   LUNAR HARP |
| Just NW of spot 7. |
| |
| 1) Lunar Harp (100%, once only) |
2) Nothing   (100% afterwards)
Spot 2   GOOD TREASURE

```
|            Top of the ladders and to the right.                          |
|                                                                          |
|        1) Buntline        (100%, once only)                              |
|        2) Nothing         (100% afterwards)                              |
|      **3) Phoenix Materia (100%, once only)                              |
|             Must have already obtained the Buntline and have missed the  |
|             Phoenix Materia in Fort Condor                               |
|--------------------------------------------------------------------------|
| Spot 3     GOOD TREASURE                                                 |
|            Just to the right of where the foreman sits.                  |
|                                                                          |
|        1) Megalixir    (100%, once only)                                 |
|        2) Nothing      (100% afterwards)                                 |
|      **3) Bahamut Zero (3.91%, once only)                                |
|             Must have already obtained the Megalixir and have failed at  |
|             least on Huge Materia mission                                |
|--------------------------------------------------------------------------|
| Spot 4     GOOD TREASURE                                                 |
|            Base of the ladders and to the left of the 'X'.               |
|                                                                          |
|        1) Mop            (100%, Once only)                              |
|        2) Nothing        (100% afterwards)                              |
|      **3) W-Item Materia (100%, once only)                               |
|             Must have already obtained the Mop and have missed the W-Item|
|             Materia in Midgar Re-visited                                 |
|--------------------------------------------------------------------------|
| Spot 5     NORMAL TREASURE.                                              |
|            Just to the right of the entrance.                            |
|                                                                          |
|        1) Elixir          (14%, unlimited supply)                        |
|        2) Nothing         (85%)                                          |
|       *3) Key to Sector 5 (100%, once only)                              |
|--------------------------------------------------------------------------|
| Spot 6     NORMAL TREASURE.                                              |
|            Top of the ladders, right of the black mound.                 |
|                                                                          |
|        1) Turbo Ether (8%, unlimited supply)                             |
|        2) Ether       (92%, unlimited supply)                            |
|       *3) Key to Sector 5 (100%, once only)                              |
|--------------------------------------------------------------------------|
| Spot 7     NORMAL TREASURE.                                              |
|            Just to the left of the black mound.                          |
|                                                                          |
|        1) Ether   (30%, unlimited supply)                                |
|        2) Nothing (70%)                                                  |
|       *3) Key to Sector 5 (100%, once only)                              |
|--------------------------------------------------------------------------|
| Spot 8     Dummied out. Never used.                                      |
+--------------------------------------------------------------------------+

                                                Section F Finished 21/Oct/2015
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| {G.01} - Characters                                                        |
| {G.02} - Enemy Skill List                                                  |
| {G.03} - Materia                                                           |
| {G.04} - Items                                                             |
| {G.05} - Weapons                                                           |
| {G.06} - Armour                                                            |
| {G.07} - Accessories                                                       |
| {G.08} - Shops                                                             |
| {G.09} - Enemies and Encounters                                            |
| {G.10} - Useful Stuff                                                      |
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| {G.01} - Characters                                                        |
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| {G.02} - Enemy Skill List                                                  |
|                                                                            |
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|                                                                                |
| {G.03} - Materia                                                               |
|                                                                                |
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|                                                                                |
| {G.04} - Items                                                                 |
|                                                                        {Items} |
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Detailed below are all 105 Items, listed in order of their in-game ID value. Items 0~69 are battle-related items, and Items 70~104 are menu-only items. After which are all 51 Key Items.

DON'T FORGET TO USE THE QSI (Quick Search Index) LINKS! To skip directly to the item you are after, use CNTR+F then search for the item you're after, surrounding the criteria with braces {}, keys above [].

UPDATE - I have now added links to pics for all Items, which have been taken from the bonus disc on the Japanese International version. The Desert Rose, Earth Harp and Guide Book have been taken from the Ultimania Omega. The Mystery Panties, Letter to a Daughter & Letter to a Wife are dummied out, and no picture exists for them.

You can view the FFVII Items picture album here:
https://photos.app.goo.gl/beXeaxYUarKGNkFV2

You can view the FFVII Key Items picture album here:
https://photos.app.goo.gl/r4XkVtnmJ9ejwvdF2

Drop Rate:

The drop rate of an item is always ([x] + 1) / 64, so if you see [63] then you will have a 100% chance of getting that item. If an item has [8] drop rate then the chance of that item being dropped will be 9/64 (14.06%). Bear in mind that an enemy may have more than one drop-able item, and the previous Item drop chances must first fail before the current item can be obtained.

Steal Rate:

The steal rate mechanics work slightly more complex. You have to take into account the Player's Lv and the Target's Lv. If you are 10 levels higher than your opponent, then the steal chance works the same as the drop chance. If you are 60 levels higher than your opponent, then the steal chances are double that of the drop chances. Wearing a Sneak Glove will always set your Lv difference to 60 as a minimum. This means that wearing a Sneak Glove gives you a 100% success rate with items that have [32] steal rate.

A = 40 + Player's Lv - Target's Lv
B = (A * 512) / 100
C = (B * Item Steal Rate) / 256

Steal Chance = (C + 1) / 64

Damage Calculations:

If an Item deals non Gravity-based or healing damage, then the damage output will be calculated as follows:
(Item Strength * 16) * ((512 - Target's Def) / 512).
After this, Random Variation kicks in which will reduce the output by 0% - 6.22% for the final figure.
"Base Damage" is calculated assuming 0 Def on target.
A target's Def (or MDef) stat will not be considered if the item is Healing.

Note that items such as the Fire Veil and Ice Crystal which state they use Fire3 and Ice3 etc. do not actually use said magic, as the Character's Lv and Magic Attack are *not* considered when using such items. The only thing looked at when using an Item is the Item's Strength and the Target's Def/MDef. So, if you were playing a low level playthrough, then a Fire Veil would be much stronger than using Fire3, and conversely, if your party was end-game OP then Fire3 would do MUCH more damage than a Fire Veil.

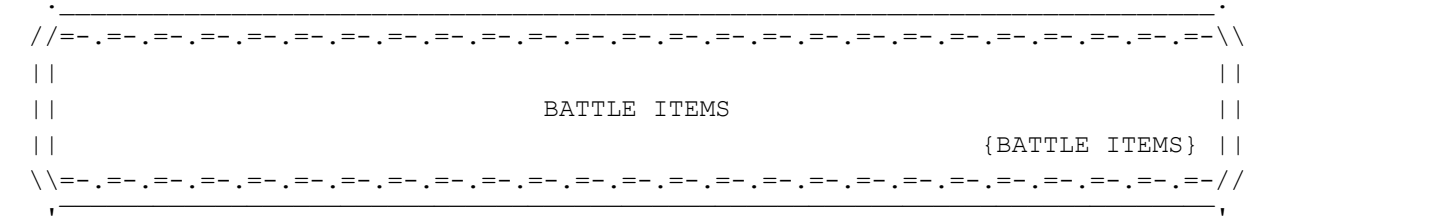
Random Variation:

Some Items will use Random Variation (such as a Molotov), which will randomly reduce the damage up to 6.22% (3841/4096 lowest, 4096/4096 highest), and some items (such as a Potion) will be exempt from Rnd Var, and will always deal 100% damage. I have denoted whether an Item has Rnd Var set to ON or OFF.

If an Item attack all targets, then the damage dealt will *not* be split damage for 2/3 output (unlike your magic attacks when paired with All).

All items that use the Restorative Element can be used to damage "Undead" creatures (Enemies that absorb Restorative).

All damaging items are exempt from the Barrier/MBarrier checks, as well as Long Range checks (so using a Grenade on an enemy in the back row/character in the back row will not matter). Criticals will never apply, also.



```
0==============================================================================0
[                                                |                              ]
[ 00 {Potion}                                    |      Buying Value: 50        ]
[                                                |     Selling Value: 25        ]
[ https://photos.app.goo.gl/7ymP3Jk58JgESU812 |                              ]
[_______________________________________________|                              ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________                          |     Sell-able in Shops: YES  ]
[ | Restores HP by 100 |                         \_______________________________]
[  ____________________                                                         ]
[                                              Target: One Target Only          ]
[ Element: Restorative                    Hit Chance: 100%                      ]
[                                                                               ]
[ Item Strength: 5                Attack Type: Healing                          ]
[   Base Damage: 100           Attack Formula: Item Strength * 20               ]
[  Restore Type: HP          Random Variation: OFF                              ]
[-------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                 ]
[-------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                           ]
[                                                                               ]
[ Inflicts 100 HP of damage on targets that absorb Restorative.                 ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                  (Potion)   ]
[                                                                               ]
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                               ]
[ MP                  [8]    Guard Hound       [32]   MP                       ]
[ Guard Hound         [8]    Whole Eater       [32]   Guard Hound              ]
[ Mono Drive          [8]    Chuse Tank        [32]   Grunt                    ]
[ Grunt           [8] [8]    Cripshay          [32]   1st Ray                  ]
[ Chuse Tank          [8]    Aero Combatant    [32]   Sweeper                  ]
[ Blugu               [8]    Desert Sahagin    [32]   Rocket Launcher          ]
[ Hedgehog Pie        [8]                             Whole Eater              ]
[ Vice                [8]                             Chuse Tank               ]
[ Sahagin             [8]                             Blugu                    ]
[ Ceasar              [8]                             Blood Taste              ]
[ Cripshay            [8]                             Proto Machinegun         ]
[ Hell House          [8]                             Vice                     ]
[ Aero Combatant      [8]                             Corneo's Lackey          ]
[ Devil Ride          [8]                             Scotch                   ]
[ Custom Sweeper      [8]                             Sahagin                  ]
[ Kalm Fang           [8]                             Ceasar                   ]
[ Prowler             [8]                             Cripshay                 ]
[ Elfadunk            [8]                             Hell House               ]
[ Hell Rider VR2      [8]                             Aero Combatant           ]
[ Capparwire          [8]                                                      ]
[ Grangalan Jr.Jr.    [8]                                                      ]
[ Desert Sahagin      [8]                                                      ]
[ Kelzmelzer          [8]                                                      ]
[                                                                               ]
[ BEST FARM LOCATION:  STEAL  Desert Sahagin - Cosmo Canyon Area (World Map) ]
[                      MORPH  Hell House     - Sector 6 Destroyed Road        ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:            (Potion)   ]
[                                                                               ]
[ Sector 1 Train Station (Opening Screen)          2  Check either guard      ]
[ Reactor 1 Upper Catwalk (Ladder Tutorial)        1                          ]
[ Sector 8 Overhead View of Fountain               1                          ]
```

```
[ Sector 7 Beginner's Hall (Middle Floor)          1                          ]
[ Sector 4 2nd Grate (Jessie)                      1                          ]
[ Sector 5 Aeris's House Bedrooms                  1                          ]
[ Sewers 1st Screen (Aps)                          1                          ]
[ Sector 7 Train Graveyard From Sewers             2                          ]
[ Sector 7 Train Graveyard "Moving Trains"         1                          ]
[ Shinra HQ 62nd Floor (Mayor Domino)              1  4th Password Attempt    ]
[ Hojo's Lab 68th Floor (Upper Laboratories)       4                          ]
[ Junon Parade                                     6  31% - 40% Rating        ]
[ Junon Right Side "Intermediate Hall"             1                          ]
[ Great Glacier Frozen Lakeside (NE From Forest)   1  (Inf with glitch)       ]
[ Battle Square (Before Tiny Bronco)               Inf  80 BP                 ]
[ Wonder Square 1st Floor (Purchase from woman)    Inf  1 GP                  ]
[ Wonder Square 1st Floor (Left WOnder Catcher)    Inf  39.06% Chance         ]
[ Wonder Square 1st Floor (Right Wonder Catcher)   Inf  39.06% Chance         ]
[ Chocobo Square Lobby (Class C and S)             Inf  5 GP (value)          ]
[ Bone Village (Not standing on a dig spot)        Inf  50% Chance            ]
[-------------------------------------------------------------------------]
[ FOUND IN SHOPS: [50 gil]                                        (Potion)  ]
[                                                                           ]
[ Sector 5 Item Shop                                                        ]
[ Wall Market Item Shop                                                     ]
[ Sector 7 Item Shop (After Sewers)                                         ]
[ Shinra HQ 2nd Floor Item Store                                            ]
[ Kalm Item Shop                                                            ]
[ Fort Condor Item Shop (Disc 1)                                            ]
[ Junon Harbour Weapon Shop                                                 ]
[ Junon Item Shop (Disc 1)                                                  ]
[ Cargo Boat Item Shop                                                      ]
[ Costa Del Sol Item Shop (Disc 1)                                          ]
[ North Corel Tool Shop                                                     ]
[ Ghost Square Hotel Shop                                                   ]
[ Prison Pub General Store                                                  ]
[ Gongaga Item Shop                                                         ]
[ Cosmo Canyon Item Shop                                                    ]
[ Nibelheim General Store                                                   ]
[ Rocket Town Item Shop (Disc 1)                                            ]
[ Temple of the Ancients Item Shop                                          ]
[ Bone Village Item Shop                                                    ]
[ Costa Del Sol Item Shop (Disc 2/3)                                        ]
[ Destroyed Mideel Item Shop                                                ]
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[                                             |                           ]
[ 01 {Hi-Potion}                              |      Buying Value: 300    ]
[                                             |     Selling Value: 150    ]
[ https://photos.app.goo.gl/Dza96iyhfbafjXOB2 |                           ]
[_____________________________________________|                           ]
[                                             |    Usable in Item Menu: YES  ]
[ Menu Description:                           |  Usable in Battle Menu: YES  ]
[  ____________________                       |     Sell-able in Shops: YES  ]
[ | Restores HP by 500 |                      \_____________________________]
[  ____________________                                                     ]
[                                          Target: One Target Only          ]
[ Element: Restorative                  Hit Chance: 100%                    ]
[                                                                           ]
[ Item Strength: 25              Attack Type: Healing                       ]
[   Base Damage: 500           Attack Formula: Item Strength * 20           ]
[  Restore Type: HP          Random Variation: OFF                          ]
```

```
[-------------------------------------------------------------------------]
[ STATUSES: OFF                                                           ]
[ SPECIAL ATTRIBUTES:                                                     ]
[                                                                         ]
[ Inflicts 500 HP of damage on targets that absorb Restorative.           ]
[-------------------------------------------------------------------------]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                        (Hi-Potion)    ]
[                                                                         ]
[ DROP:                    STEAL:                  MORPH:                 ]
[                                                                         ]
[ Mu                [8]    Devil Ride      [32]    Smogger                ]
[ Levrikon          [8]    Elfadunk        [8]     Special Combatant      ]
[ Madouge           [8]    Hell Rider VR2  [32]    Machine Gun            ]
[ Crawler           [8]    Doorbull        [32]    Laser Cannon           ]
[ Castanets         [8]    Ice Golem       [32]    Devil Ride             ]
[ Zemzelett         [8]    Wind Wing       [32]    Kalm Fang              ]
[ Nerosuferoth      [8]    Dragon Rider    [32]    Prowler                ]
[ Formula           [8]                            Levrikon               ]
[ Grangalan         [8]                            Madouge                ]
[ Grangalan Jr.     [8]                            Zemzelett              ]
[ Beach Plug        [8]                            Hell Rider VR2         ]
[ Search Crown      [8]                            Search Crown           ]
[ Bloatfloat        [8]                            Bloatfloat             ]
[ Bagnadrana        [8]                            Death Claw             ]
[ Death Claw        [8]                            2-Faced                ]
[ 2-Faced           [8]                            Bandit                 ]
[ Joker             [8]                            Grand Horn             ]
[ Harpy             [8]                            Nibel Wolf             ]
[ Grand Horn        [8]                            Valron                 ]
[ Crown Lance       [8]                            Kyuvilduns             ]
[ Slaps             [8]                            Slalom                 ]
[ Kimara Bug        [8]                            Quick Machine Gun      ]
[ Heavy Tank        [8]                            Rocket Launcher        ]
[ Golem             [8]                            Cactuar                ]
[ Heg               [8]                                                   ]
[ Stinger           [8]                                                   ]
[ Velcher Task      [8]                                                   ]
[ Valron            [8]                                                   ]
[ Sonic Speed       [8]                                                   ]
[ Kyuvilduns        [8]                                                   ]
[ Thunderbird       [8]                                                   ]
[ Razor Weed        [8]                                                   ]
[ Doorbull          [8]                                                   ]
[ Trickplay         [8]                                                   ]
[ Malldancer        [8]                                                   ]
[ Ice Golem         [8]                                                   ]
[ Jumping           [8]                                                   ]
[ Bandersnatch      [8]                                                   ]
[ Cuahl             [8]                                                   ]
[ Ironite           [2]                                                   ]
[ Dragon Rider      [8]                                                   ]
[ Spiral            [8]                                                   ]
[ Turks:Rude        [8] (Rocket Town)                                     ]
[                                                                         ]
[ BEST FARM LOCATION:  STEAL  Devil Ride - Midgar Area Dirt (World Map)   ]
[                      MORPH  Kalm Fang  - Midgar Area Dirt (World Map)   ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                          QTY:       (Hi-Potion)    ]
[                                                                         ]
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[ Train Interior 2nd Carriage                          1  Man nearest screen     ]
[ Sector 7 Train Graveyard From Sewers                 2                         ]
[ Sector 7 Train Graveyard "Moving Trains"             1                         ]
[ Mythril Mines North Western Cavern                   1                         ]
[ Whirlwind Maze 1st Wind Barrier                      1                         ]
[ Fort Condor Shack                                    10   5x Battle 5 & 6      ]
[-------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [300 gil]                                          (Hi-Potion)  ]
[                                                                                 ]
[ Wall Market Item Shop                                                           ]
[ Junon Item Shop (Disc 1)                                                        ]
[ Costa Del Sol Item Shop (Disc 1))                                               ]
[ Gongaga Item Shop                                                               ]
[ Cosmo Canyon Item Shop                                                          ]
[ Nibelheim General Store                                                         ]
[ Rocket Town Item Shop (Disc 1)                                                  ]
[ Wutai Item Shop                                                                 ]
[ Temple of the Ancients Item Shop                                                ]
[ Bone Village Item Shop                                                          ]
[ Icicle Inn Weapon Shop                                                          ]
[ Mideel Crazy Woman Item Shop                                                    ]
[ Fort Condor Item Shop (Disc 2/3)                                                ]
[ Costa Del Sol Item Shop (Disc 2/3)                                              ]
[ Rocket Town Item Shop (Disc 2/3)                                                ]
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[                                                |                              ]
[ 02 {X-Potion}                                  |      Buying Value: N/A       ]
[                                                |     Selling Value: 1         ]
[ https://photos.app.goo.gl/ae3Y13TUecMBoGzD3    |                              ]
[________________________________________________|                              ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________                          |     Sell-able in Shops: YES  ]
[ | Fully Restores HP |                          \______________________________]
[  --------------------                                                           ]
[                                              Target: One Target Only            ]
[ Element: Restorative                      Hit Chance: 100%                      ]
[                                                                                 ]
[ Item Strength: 32                  Attack Type: Healing                         ]
[   Base Damage: 100%              Attack Formula: Max HP * (Item Strength / 32)  ]
[  Restore Type: HP              Random Variation: OFF                            ]
[-------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                   ]
[-------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                             ]
[                                                                                 ]
[ 100& chance of Inflicting Death on targets that absorb Restorative.             ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                  (X-Potion)   ]
[                                                                                 ]
[ DROP:                      STEAL:                  MORPH:                       ]
[                                                                                 ]
[ Turks:Rude (Gongaga) [63]  Bandit            [8]   Custom Sweeper              ]
[ Edgehead             [8]   Bullmotor         [32]  Midgar Zolom                ]
[ Bizarre Bug          [63]  Spiral            [32]  Marine                      ]
[ Jayjujayme           [8]                           Mall Dancer                 ]
[ Gorkii               [63]                          Gremlin                     ]
[ Magnade              [8]                                                       ]
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[ Zolokalter           [8]                                                  ]
[ Roulette Cannon      [63]                                                 ]
[ Soldier:2nd          [8]                                                  ]
[ Diver Nest           [2]                                                  ]
[ Rilfsak              [8]                                                  ]
[ Eagle Gun            [63]                                                 ]
[ Poodler              [8]                                                  ]
[ Manhole              [8]                                                  ]
[ Gargoyle             [8]                                                  ]
[ Scissors             [8]                                                  ]
[ Scissors(Upper)      [8]                                                  ]
[ Scissors(Lower)      [8]                                                  ]
[ King Behemoth        [32]                                                 ]
[ Dragon Zombie        [2]                                                  ]
[ Pollensalta          [8]                                                  ]
[ Death Dealer         [8]                                                  ]
[                                                                           ]
[ BEST FARM LOCATION:  STEAL  Spiral         - Mideel Area Dirt (World Map) ]
[                      MORPH  Custom Sweeper - Midgar Area Dirt (World Map) ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:          (X-Potion) ]
[                                                                           ]
[ Gongaga Inn (North Western Hut)                   1                       ]
[ Cave Of The Gi 3rd Screen (Stingers)              1                       ]
[ Icicle Inn "Inn" 2nd Floor                        1                       ]
[ North Crater Left Path Lower Fork 1st Screen      1                       ]
[ North Crater Left Path Lower Fork 3rd Screen      1                       ]
[ North Crater Final Gathering Screen               1  Item Dupe           ]
[ Fort Condor Shack                                 15  5x Battle 10, 11 & 12 ]
[ Wonder Square 1st Floor (Purchase from woman)     Inf  80 GP             ]
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[                                            |                            ]
[ 03 {Ether}                                 |      Buying Value: 1500    ]
[ Misspelt as {Tincture}                     |     Selling Value: 750     ]
[                                            |                            ]
[ https://photos.app.goo.gl/J8aGRrkrxyPTxxso1 |                           ]
[____________________________________________|                            ]
[                                            |    Usable in Item Menu: YES ]
[ Menu Description:                          |  Usable in Battle Menu: YES ]
[  ____________________                      |     Sell-able in Shops: YES ]
[ | Restores MP by 100 |                     \_____________________________]
[  ____________________                                                     ]
[                                        Special: Targets MP                ]
[ Element: Restorative                    Target: One Target Only           ]
[                                    Hit Chance: 100%                       ]
[                                                                           ]
[ Item Strength: 5              Attack Type: Healing                        ]
[   Base Damage: 100          Attack Formula: Item Strength * 20            ]
[  Restore Type: MP         Random Variation: OFF                           ]
[-------------------------------------------------------------------------]
[ STATUSES: OFF                                                             ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Ether)  ]
[                                                                           ]
[ DROP:                      STEAL:                  MORPH:                 ]
[                                                                           ]
[ Mono Drive          [2]    Hedgehog Pie      [8]   Mono Drive             ]
[ Turks:Reno Sector 7 [63]   Deenglow          [32]  Hedgehog Pie           ]
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[ Zenene              [8]    Kalm Fang          [8]    Ghost                  ]
[ Ark Dragon          [2]    Prowler            [32]   Mandragora             ]
[ Scrutin Eye         [2]    Levrikon           [8]                           ]
[ Bullmotor           [8]    Ark Dragon         [32]                          ]
[ Land Worm           [8]    Capparwire         [8]                           ]
[ Twin Brain          [8]    Scrutin Eye        [32]                          ]
[ Hungry              [8]    Land Worm          [8]                           ]
[ Shred               [2]    Sonic Speed        [8]                           ]
[ Killbin             [8]    Twin Brain         [32]                          ]
[ Head Hunter         [8]    Scissors           [32]                          ]
[ Crysales            [8]    Scissors(Upper)    [32]                          ]
[ Crazy Saw           [8]    Scissors(Lower)    [32]                          ]
[ Gighee              [8]                                                     ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Ark Dragon     - Mythril Mines                  ]
[                      MORPH  Mandragora     - Grasslands Grass (World Map)   ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:          (Ether)   ]
[                                                                             ]
[ Reactor 5 Panel Pushing & Save Point                1                       ]
[ Sector 7 Beginner's Hall (Middle Floor)             1                       ]
[ Sector 4 1st Grate After Winding Tunnels            1                       ]
[ Sector 5 Aeris's House Exterior                     1                       ]
[ Corneo's Mansion Western Basement                   1                       ]
[ Sector 7 Train Graveyard "Moving Trains"            1                       ]
[ Shinra HQ Ascent from Wall Market 2nd Screen        1  Use Battery          ]
[ Shinra HQ 62nd Floor (Mayor Domino)                 1  3rd Password Attempt ]
[ Shinra HQ 64th Floor (Gym)                          1                       ]
[ Kalm Northern (Left) House Ground Floor             1                       ]
[ Kalm Northern (Middle) House 2nd Floor              1                       ]
[ Kalm Eastern House Ground Floor                     1                       ]
[ Mythril Mines North Eastern Cavern                  1                       ]
[ Junon Parade                                        6  41% - 50% Rating     ]
[ Cargo Ship Lower Deck                               1                       ]
[ North Corel Eastern Tent                            1                       ]
[ Cave Of The Gi 2nd Screen (Oil Slick)               1                       ]
[ Whirlwind Maze 1st Wind Barrier                     1                       ]
[ Fort Condor Shack                                   3  Battle 3             ]
[ Battle Square (Before Tiny Bronco)                  Inf  640 BP             ]
[ Wonder Square 1st Floor (Purchase from woman)       Inf   20 GP             ]
[ Wonder Square 1st Floor (Right Wonder Catcher)      Inf  2.94% Chance       ]
[ Chocobo Square Lobby (Class B, A and S)             Inf   30 GP (value)     ]
[ Bone Village (Dig Spot 6, Normal Treasure)          Inf  92% Chance         ]
[ Bone Village (Dig Spot 7, Normal Treasure)          Inf  30% Chance         ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [1500 gil]                                        (Ether)   ]
[                                                                             ]
[ Ghost Square Hotel Shop                                                     ]
[ Cosmo Canyon Item Shop                                                      ]
[ Rocket Town Item Shop (Disc 1)                                              ]
[ Wutai Item Shop                                                             ]
[ Temple of the Ancients Item Shop                                            ]
[ Bone Village Item Shop                                                      ]
[ Mideel Crazy Woman Item Shop                                                ]
[ Fort Condor Item Shop (Disc 2/3)                                            ]
[ Costa Del Sol Item Shop (Disc 2/3)                                          ]
[ Rocket Town Item Shop (Disc 2/3)                                            ]
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[                                                |                                 ]
[ 04 {Turbo Ether}                               |      Buying Value: N/A          ]
[                                                |     Selling Value: 1            ]
[ https://photos.app.goo.gl/A7n04XOhZ3zirvl33 |                                 ]
[_____________________________________________|                                 ]
[                                                |    Usable in Item Menu: YES     ]
[ Menu Description:                              |  Usable in Battle Menu: YES     ]
[  ___________________                           |     Sell-able in Shops: YES     ]
[ | Fully Restores MP |                          \_______________________________]
[  ___________________                                                            ]
[                                             Special: Targets MP                  ]
[ Element: Restorative                         Target: One Target Only             ]
[                                         Hit Chance: 100%                         ]
[                                                                                  ]
[ Item Strength: 32                Attack Type: Healing                            ]
[   Base Damage: 100%           Attack Formula: Max MP * (Item Strength / 32)     ]
[  Restore Type: MP           Random Variation: OFF                                ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Turbo Ether)     ]
[                                                                                  ]
[ DROP:                       STEAL:                    MORPH:                     ]
[                                                                                  ]
[ Jersey              [8]    Search Crown      [8]    Scrutin Eye                 ]
[ Shake               [63]   Land Worm         [8]    Beach Plug                  ]
[ Ancient Dragon      [8]    Golem             [8]    Bullmotor                   ]
[ Tonberry            [8]    Jersey            [32]   Twin Brain                  ]
[ Sea Worm            [8]    Killbin           [32]   Crazy Saw                   ]
[ Shadow Maker        [63]   Poodler           [32]                               ]
[ XCannon             [8]    Armored Golem     [32]                               ]
[ Magic Pot           [63]   Mover             [32]                               ]
[ Mover               [63]   Death Dealer      [32]                               ]
[                                                                                  ]
[ BEST FARM LOCATION:  STEAL  Search Crown - Mt. Corel Waterside Tracks          ]
[                      MORPH  Beach Plug   - Gongaga Area Beach (World Map)      ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:       (Turbo Ether)     ]
[                                                                                  ]
[ Sector 5 Slum Eastern House Kids Bedroom          1  Do not take 5 gil          ]
[ Mt. Corel Long Roller-Coaster Screen              1                             ]
[ Cave Of The Gi 3rd Screen (Stingers)              1                             ]
[ Nibelheim Tifa's House Ground Floor               1                             ]
[ Temple of The Ancients "Stairs & Vines" Maze      1                             ]
[ Icicle Inn Gast's House                           1                             ]
[ North Crater Left Path Lower Fork 2nd Screen      1                             ]
[ North Crater Left Path Lower Fork 3rd Screen      1                             ]
[ North Crater Final Gathering Screen               1  Item Dupe                  ]
[ Fort Condor Shack                                 6  3x Battle 8 & 9            ]
[ Wonder Square 1st Floor (Purchase from woman)     Inf  100 GP                   ]
[ Chocobo Square Lobby (Class B and S)              Inf  150 GP (value)           ]
[ Bone Village (Dig Spot 7, Normal Treasure)        Inf  8% Chance                ]
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[                                                |                                 ]
[ 05 {Elixir}                                    |      Buying Value: N/A          ]
[                                                |     Selling Value: 1            ]
[ https://photos.app.goo.gl/pqC3NzkZuKnZTg1W2 |                                 ]
[_____________________________________________|                                 ]
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[                                          |    Usable in Item Menu: YES  ]
[ Menu Description:                        |  Usable in Battle Menu: YES  ]
[  _________________________               |     Sell-able in Shops: YES  ]
[ | Fully Restores HP/MP  |                \_____________________________]
[  -------------------------                                              ]
[                                        Target: One Target Only          ]
[ Element: Restorative                 Hit Chance: Auto-Hit               ]
[                                                                         ]
[ Item Strength: 32              Attack Type: Healing                     ]
[   Base Damage: 100%         Attack Formula: HP & MP * (Item Strength / 32) ]
[  Restore Type: HP         Random Variation: OFF                         ]
[-------------------------------------------------------------------------]
[ STATUSES: OFF                                                           ]
[-------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                     ]
[                                                                         ]
[ 100& chance of Inflicting Death on targets that absorb Restorative.     ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Elixir) ]
[                                                                         ]
[ DROP:                    STEAL:                  MORPH:                 ]
[                                                                         ]
[ Staniv              [63]   Gighee            [8]    Harpy              ]
[ Turks:Rude Gelnika  [63]   Master Tonberry   [32]   Vlakorados         ]
[ Turks:Reno Sector 8 [63]   Iron Man          [8]    Tonberry           ]
[ Turks:Rude Sector 8 [63]                                               ]
[ Dark Dragon         [8]                                                ]
[                                                                         ]
[ BEST FARM LOCATION:  DROP   Hungry          - Corral Valley Spiny Path  ]
[                      STEAL  Master Tonberry - North Crater Left-Lower Path ]
[                      MORPH  Harpy           - Gold Saucer Chocobo Tracks ]
[                                               (Alongside Chocobo only)  ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                          QTY:          (Elixir)   ]
[                                                                         ]
[ Shinra HQ Long Stairwell 4th Screen           1                         ]
[ Shinra HQ 62nd Floor (Mayor Domino)           1  2nd Password Attempt   ]
[ Mythril Mines North Western Cavern            1                         ]
[ Cosmo Canyon Inn Upper Level Bedrooms         1                         ]
[ Nibelheim Item Store                          1                         ]
[ Mt. Nibel 1st Green Cavern South to North     1                         ]
[ Wutai North Secret Passage From Bell          1                         ]
[ Ghost Square Hotel Bedroom                    1                         ]
[ Forgotten Capitol Central Shell Beds (E Area) 1                         ]
[ Great Glacier Western Area Cavern Interior    1  Inf with glitch        ]
[ Gaea's Cliff Upper Dungeon                    1                         ]
[ Cosmo Canyon Item Store (Northern Ladder)     1  Disc 2                 ]
[ Mideel Central House (Before Destroyed)       1                         ]
[ Ancient Forest Final Cavern                   1                         ]
[ Sector 8 Raid Large Upper Catwalk Area        1                         ]
[ Sector 8 Raid Large Lower Catwalk Area        1                         ]
[ Mako Cannon Base (W Save Point)               1                         ]
[ North Crater Descent Narrow Cascading Paths   1  2nd Screen            ]
[ North Crater Right Path Spiral Base           1  2nd Screen            ]
[ North Crater Left Path Lower Fork 1st Screen  1                         ]
[ North Crater Final Gathering Screen           2  Item Dupe             ]
[ Fort Condor Shack                             6  3x Battle 13 & 19     ]
[ Wonder Square 1st Floor (Right Wonder Catcher) Inf  0.78% Chance        ]
[ Chocobo Square Lobby (Class B, A and S)       Inf  150 GP (value)      ]
[ Bone Village (Dig Spot 5, Normal Treasure)    Inf  14% Chance          ]
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[                                                |                              ]
[ 06 {Megalixir}                                 |      Buying Value: N/A       ]
[ Misspelt as {Last Elixir}                      |     Selling Value: 1         ]
[                                                |                              ]
[ https://photos.app.goo.gl/HNnXMfYYeHACsSBh2 |                              ]
[_____________________________________________|                              ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________________________          |     Sell-able in Shops: YES  ]
[ | Fully restores all members' HP/MP |          \_____________________________]
[  ____________________________________                                        ]
[                                             Special: Targets MP              ]
[ Element: Restorative                         Target: All Targets Only        ]
[                                          Hit Chance: Auto-Hit                ]
[                                                                              ]
[ Item Strength: 32              Attack Type: Healing                          ]
[   Base Damage: 100%         Attack Formula: HP & MP * (Item Strength / 32) ]
[  Restore Type: HP         Random Variation: OFF                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ 100& chance of Inflicting Death on targets that absorb Restorative.         ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Megalixir)  ]
[                                                                              ]
[ DROP  Master Tonberry [8] - North Crater Left-Lower fork                    ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:         (Megalixir)  ]
[                                                                              ]
[ Kalm Inn 2nd Floor                                1                         ]
[ Wutai Turtle's Paradise                           1  (Complete Mini-Quest)  ]
[ Temple of The Ancients Room VIII                  1                         ]
[ Bone Village (Dig Spot 3, Good Treasure)          1  100% Chance            ]
[ Corral Valley 2-D "Cave Climbing" Screen          1                         ]
[ Gaea's Cliff "Hanging Icicle" Screen              1                         ]
[ Sunken Gelnika Flooded Room                       1                         ]
[ Sunken Gelnika Cargo Room                         1                         ]
[ Sector 8 Raid Large Upper Catwalk Area            1                         ]
[ North Crater Descent Rear Cavern From 2D Jumps    1                         ]
[ North Crater Right Path Large Nesting Area        2  3rd Screen             ]
[ North Crater Final Gathering Screen               2  Item Dupe              ]
[ Fort Condor Shack                                 1  Battle 4               ]
[ Wonder Square 1st Floor (Left WOnder Catcher)     Inf  0.78% Chance         ]
[ Chocobo Square Lobby (Class S)                    Inf  300 GP (value)       ]
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[                                                |                              ]
[ 07 {Phoenix Down}                              |      Buying Value: 300       ]
[                                                |     Selling Value: 150       ]
[ https://photos.app.goo.gl/7PdYMm14Qt9dDS1x5 |                              ]
[_____________________________________________|                              ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ________________                              |     Sell-able in Shops: YES  ]
```

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[ | Restores Life |                          \_______________________________]
[                                                                              ]
[                                          Special: Miss if Alive              ]
[ Element: Restorative                      Target: One Target Only            ]
[                                       Hit Chance: 100%                       ]
[                                                                              ]
[ Item Strength: 8                Attack Type: Healing                         ]
[   Base Damage: 25%           Attack Formula: Max HP * (Item Strength / 32)   ]
[  Restore Type: None        Random Variation: OFF                             ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON               REMOVES Statuses            Chance = 100%         ]
[                                                                              ]
[ Statuses Removed: [Death]                                                    ]
[-------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ 25% chance of Inflicting Death on targets that absorb Restorative.           ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Phoenix Down)    ]
[                                                                              ]
[ DROP:                      STEAL:                   MORPH:                   ]
[                                                                              ]
[ Aps                 [63]   2-Faced           [32]   Deenglow                 ]
[ Vargid Police       [63]   Heavy Tank        [32]   Ark Dragon               ]
[ Ark Dragon          [8]    Griffin           [32]   Griffin                  ]
[ Griffin             [63]   Malldancer        [8]    Wind Wing                ]
[ Soul Fire           [8]    Lessaloploth      [32]                            ]
[ Dorky Face          [8]    Magnade           [32]                            ]
[ Ghirofelgo          [8]    Ironite           [8]                             ]
[ Tail Vault          [63]   Ghost Ship        [32]                            ]
[ Adamantaimai        [8]    Behemoth          [32]                            ]
[ Lessaloploth        [8]    King Behemoth     [32]                            ]
[ Wind Wing           [8]                                                      ]
[ Tonberry            [8]                                                      ]
[ Ghost Ship          [8]                                                      ]
[ Crazy Saw           [8]                                                      ]
[ Christopher         [8]                                                      ]
[ Iron Man            [8]                                                      ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Heavy Tank - Gongaga Reactor                     ]
[                      MORPH  Ark Dragon - Mythril Mines NW Cavern             ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:      (Phoenix Down)   ]
[                                                                              ]
[ Reactor 1 Interior With Locked Doors              1                          ]
[ Train Interior 1st Carriage                       1  Talk to Homeless Man    ]
[ Sector 5 Aeris's House Bedrooms                   1                          ]
[ Corneo's Mansion 2nd Floor Eastern Wing           1                          ]
[ Shinra HQ 64th Floor (Gym)                        1                          ]
[ Mt. Corel Bird's Nest                             10  From Waterside Tracks  ]
[ Battle Square (Before Tiny Bronco)                Inf  160 BP                ]
[ Battle Square (After Tiny Bronco)                 Inf  100 BP                ]
[ Wonder Square 1st Floor (Left WOnder Catcher)     Inf  1.95% Chance          ]
[ Chocobo Square Lobby (Class C, B, A and S)        Inf  10 GP (value)         ]
[-------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [300 gil]                                  (Phoenix Down)    ]
[                                                                              ]
[ Sector 5 Item Shop                                                           ]
[ Wall Market Item Shop                                                        ]
[ Sector 7 Item Shop (After Sewers)                                            ]
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[ Shinra HQ 2nd Floor Item Store                                              ]
[ Kalm Item Shop                                                              ]
[ Fort Condor Item Shop (Disc 1)                                              ]
[ Junon Harbour Weapon Shop                                                   ]
[ Junon Item Shop (Disc 1)                                                    ]
[ Cargo Boat Item Shop                                                        ]
[ Costa Del Sol Item Shop (Disc 1)                                            ]
[ North Corel Tool Shop                                                       ]
[ Ghost Square Hotel Shop                                                     ]
[ Prison Pub General Store                                                    ]
[ Gongaga Item Shop                                                           ]
[ Cosmo Canyon Item Shop                                                      ]
[ Nibelheim General Store                                                     ]
[ Rocket Town Item Shop (Disc 1)                                              ]
[ Wutai Item Shop                                                             ]
[ Temple of the Ancients Item Shop                                            ]
[ Bone Village Item Shop                                                      ]
[ Mideel Crazy Woman Item Shop                                                ]
[ Fort Condor Item Shop (Disc 2/3)                                            ]
[ Costa Del Sol Item Shop (Disc 2/3)                                          ]
[ Rocket Town Item Shop (Disc 2/3)                                            ]
[ Destroyed Mideel Item Shop                                                  ]
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[                                                |                            ]
[ 08 {Antidote}                                  |      Buying Value: 80      ]
[                                                |     Selling Value: 40      ]
[ https://photos.app.goo.gl/og7K9K4XzRBGp5c83    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  _________________                             |     Sell-able in Shops: YES]
[ | Cures [Poison] |                             \____________________________]
[  _________________                                                          ]
[                                                Target: One Target Only      ]
[ Element: None                                Hit Chance: Auto-Hit           ]
[                                                                             ]
[ Item Strength: 0                 Attack Type: Magical                       ]
[   Base Damage: 0               Attack Formula: No Damage                    ]
[  Restore Type: Status       Random Variation: N/A                           ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON                REMOVES Statuses              Chance = 100%     ]
[                                                                             ]
[ Statuses Removed: [Poison]                                                  ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Antidote) ]
[                                                                             ]
[ DROP:                        STEAL:                    MORPH:               ]
[                                                                             ]
[ Special Combatant   [8]    Brain Pod          [32]   Kelzmelzer             ]
[ Blood Taste         [8]    Kelzmelzer         [32]   Zolokalter             ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Kelzmelzer - Woodlands Area Jungle (World Map)  ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [80 gil]                                         (Antidote) ]
[                                                                             ]
[ Destroyed Mideel Item Shop                                                  ]
[ Sector 5 Item Shop                                                          ]
[ Wall Market Item Shop                                                       ]
```

```
[ Sector 7 Item Shop (After Sewers)                                          ]
[ Shinra HQ 2nd Floor Item Store                                             ]
[ Kalm Item Shop                                                             ]
[ Junon Item Shop (Disc 1)                                                   ]
[ Costa Del Sol Item Shop (Disc 1)                                           ]
[ Ghost Square Hotel Shop                                                    ]
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[                                                 |                          ]
[ 09 {Soft}                                       |      Buying Value: 150   ]
[                                                 |     Selling Value: 75    ]
[ https://photos.app.goo.gl/pPb916GjioRKEjNN8     |                          ]
[_________________________________________________|                          ]
[                                                 |    Usable in Item Menu: NO   ]
[ Menu Description:                               |  Usable in Battle Menu: YES  ]
[  __________________                             |     Sell-able in Shops: YES  ]
[ | Cures [Petrify] |                             \__________________________]
[  ------------------                                                        ]
[                                              Target: One Target Only       ]
[ Element: None                              Hit Chance: Auto-Hit            ]
[                                                                            ]
[ Item Strength: 0                 Attack Type: Magical                      ]
[   Base Damage: 0               Attack Formula: No Damage                   ]
[  Restore Type: Status       Random Variation: N/A                          ]
[----------------------------------------------------------------------------]
[ STATUSES: ON                REMOVES Statuses            Chance = 100%      ]
[                                                                            ]
[ Statuses Removed: [Slow-Numb] [Petrify]                                    ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Soft)   ]
[                                                                            ]
[ DROP:                       STEAL:                    MORPH:               ]
[                                                                            ]
[ Cokatolis            [8]    Needle Kiss       [32]   Cokatolis             ]
[ Gagighandi           [8]    Bloatfloat        [8]                          ]
[ Bagrisk              [8]    Cokatolis         [32]                         ]
[                             Gagighandi        [32]                         ]
[                             Bagrisk      [32] [32]                         ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Bagrisk   - Cosmo Area Dirt (World Map)        ]
[                      MORPH  Cokatolis - Mt. Corel Rollercoaster Screen     ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [150 gil]                                         (Soft)   ]
[                                                                            ]
[ Costa Del Sol Item Shop (Disc 1)                                           ]
[ North Corel General Store                                                  ]
[ Ghost Square Hotel Shop                                                    ]
[ Gongaga Item Shop                                                          ]
[ Cosmo Canyon Item Shop                                                     ]
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[                                                 |                          ]
[ 10 {Maiden's Kiss}                              |      Buying Value: 150   ]
[                                                 |     Selling Value: 75    ]
[ https://photos.app.goo.gl/qNZnocWVCdM9RCgE3     |                          ]
[_________________________________________________|                          ]
[                                                 |    Usable in Item Menu: NO   ]
[ Menu Description:                               |  Usable in Battle Menu: YES  ]
```

```
[  _____________                                |     Sell-able in Shops: YES  ]
[ | Cures [Frog] |                               \_____________________________]
[  _____________                                                              ]
[                                           Target: One Target Only           ]
[ Element: None                           Hit Chance: Auto-Hit                ]
[                                                                             ]
[ Item Strength: 0               Attack Type: Magical                         ]
[   Base Damage: 0             Attack Formula: No Damage                      ]
[  Restore Type: Status     Random Variation: N/A                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON              REMOVES Statuses            Chance = 100%         ]
[                                                                             ]
[ Statuses Removed: [Frog]                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Maiden's Kiss)  ]
[                                                                             ]
[ DROP  Touch Me [8] - Gongaga Area Jungle (World Map)                        ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [150 gil]                                      (Maiden's Kiss)  ]
[                                                                             ]
[ North Corel General Store                                                   ]
[ Ghost Square Hotel Shop                                                     ]
[ Gongaga Item Shop                                                           ]
[ Cosmo Canyon Item Shop                                                      ]
[ Temple of the Ancients Item Shop                                            ]
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[                                                |                            ]
[ 11 {Cornucopia}                                |      Buying Value: 150       ]
[                                                |     Selling Value: 75        ]
[ https://photos.app.goo.gl/MJ9c9dz0OvUpc66m2    |                              ]
[________________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  _______________                               |     Sell-able in Shops: YES  ]
[ | Cures [Small] |                              \_____________________________]
[  _______________                                                            ]
[                                           Target: One Target Only           ]
[ Element: None                           Hit Chance: Auto-Hit                ]
[                                                                             ]
[ Item Strength: 0               Attack Type: Magical                         ]
[   Base Damage: 0             Attack Formula: No Damage                      ]
[  Restore Type: Status     Random Variation: N/A                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON              REMOVES Statuses            Chance = 100%         ]
[                                                                             ]
[ Statuses Removed: [Mini]                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [150 gil]                                        (Cornucopia)  ]
[                                                                             ]
[ North Corel General Store                                                   ]
[ Ghost Square Hotel Shop                                                     ]
[ Gongaga Item Shop                                                           ]
[ Cosmo Canyon Item Shop                                                      ]
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[                                                |                            ]
[ 12 {Echo Screen}                               |      Buying Value: 100       ]
```

```
[                                                |     Selling Value: 50        ]
[ https://photos.app.goo.gl/mnd0BYDzAwh6XRup1 |                                ]
[_____________________________________________|                                ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ___________________                           |     Sell-able in Shops: YES  ]
[ | Cures [Silence] |                            \_______________________________]
[  ___________________                                                          ]
[                                                                               ]
[ Element: None                                 Target: One Target Only         ]
[                                             Hit Chance: Auto-Hit              ]
[                                                                               ]
[ Item Strength: 0                 Attack Type: Magical                         ]
[   Base Damage: 0               Attack Formula: No Damage                      ]
[  Restore Type: Status       Random Variation: N/A                             ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON                REMOVES Statuses              Chance = 100%       ]
[                                                                               ]
[ Statuses Removed: [Silence]                                                   ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Echo Screen)  ]
[                                                                               ]
[ DROP:                        STEAL:                    MORPH:                 ]
[                                                                               ]
[ Eligor              [2]    Hammer Blaster    [32]                             ]
[ Thunderbird         [8]    Dorky Face        [32]                             ]
[ Hippogriff          [2]    Malboro           [32]                             ]
[ Armored Golem       [8]                                                       ]
[                                                                               ]
[ BEST FARM LOCATION:  STEAL  Dorky Face - Shinra Mansion (Nibelheim)           ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                 QTY:       (Echo Screen)  ]
[                                                                               ]
[ Sector 7 Train Graveyard From Sewers                1                         ]
[-------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [100 gil]                                        (Echo Screen)  ]
[                                                                               ]
[ Wall Market Item Shop                                                         ]
[ Junon Item Shop (Disc 1)                                                      ]
[ Ghost Square Hotel Shop                                                       ]
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[                                                |                              ]
[ 13 {Hyper}                                     |      Buying Value: 100       ]
[                                                |     Selling Value: 50        ]
[ https://photos.app.goo.gl/DsRGyJFDpiqrwtlA3 |                                ]
[_____________________________________________|                                ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ___________________                           |     Sell-able in Shops: YES  ]
[ | Cures [Sadness] |                            \_______________________________]
[  ___________________                                                          ]
[                                              Special: Cannot Target Enemies   ]
[ Element: None                                 Target: One Target Only         ]
[                                             Hit Chance: Auto-Hit              ]
[                                                                               ]
[ Item Strength: 0                 Attack Type: Magical                         ]
[   Base Damage: 0               Attack Formula: No Damage                      ]
[  Restore Type: Status       Random Variation: N/A                             ]
[-------------------------------------------------------------------------------]
```

```
[ STATUSES: ON              REMOVES Statuses            Chance = 100%        ]
[                                                                            ]
[ Statuses Removed: [Sadness]                                                ]
[----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ Inflicts [Fury] if player does not have [Sadness].                         ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Hyper)   ]
[                                                                            ]
[ DROP:                     STEAL:                  MORPH:                   ]
[                                                                            ]
[ Sahagin             [2]   Sahagin           [8]   Skeeskee                 ]
[ Sword Dance         [8]   Corvette          [8]   Slaps                    ]
[ Skeeskee            [8]   Pollensalta       [32]                           ]
[ Headbomber          [2]                                                    ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Pollensalta - North Crater Right Path           ]
[                     MORPH  Skeeskee    - Cosmo Canyon Area (World Map)     ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                          QTY:            (Hyper)      ]
[                                                                            ]
[ Corneo's Mansion Don's Bedroom                1                            ]
[ Chocobo Square Lobby (Class C and B)          Inf  10 GP (value)           ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [100 gil]                                        (Hyper)   ]
[                                                                            ]
[ Wall Market Item Shop                                                      ]
[ Sector 7 Item Shop (After Sewers)                                          ]
[ Kalm Item Shop                                                             ]
[ Fort Condor Item Shop (Disc 1)                                             ]
[ Junon Item Shop (Disc 1)                                                   ]
[ Costa Del Sol Item Shop (Disc 1)                                           ]
[ North Corel General Store                                                  ]
[ Ghost Square Hotel Shop                                                    ]
[ Gongaga Item Shop                                                          ]
[ Cosmo Canyon Item Shop                                                     ]
[ Rocket Town Item Shop (Disc 1)                                             ]
[ Wutai Item Shop                                                            ]
[ Temple of the Ancients Item Shop                                           ]
[ Bone Village Item Shop                                                     ]
[ Mideel Crazy Woman Item Shop                                               ]
[ Fort Condor Item Shop (Disc 2/3)                                           ]
[ Costa Del Sol Item Shop (Disc 2/3)                                         ]
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[                                              |                             ]
[ 14 {Tranquilizer}                            |      Buying Value: 100      ]
[                                              |     Selling Value: 50       ]
[ https://photos.app.goo.gl/qMXX2LDJnyMGC3nJ3 |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: YES ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  _______________                             |     Sell-able in Shops: YES ]
[ | Cures [Fury] |                             \_____________________________]
[  ---------------                                                           ]
[                                                                            ]
[                                          Special: Cannot Target Enemies    ]
[ Element: None                             Target: One Target Only          ]
[                                       Hit Chance: Auto-Hit                 ]
```

```
[                                                                            ]
[ Item Strength: 0               Attack Type: Magical                        ]
[   Base Damage: 0             Attack Formula: No Damage                     ]
[  Restore Type: Status     Random Variation: N/A                            ]
[----------------------------------------------------------------------------]
[                                                                            ]
[ STATUSES: ON              REMOVES Statuses            Chance = 100%        ]
[                                                                            ]
[ Statuses Removed: [Fury]                                                   ]
[----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ Inflicts [Sadness] if player does not have [Fury].                         ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Tranquilizer)  ]
[                                                                            ]
[ DROP:                      STEAL:                   MORPH:                 ]
[                                                                            ]
[ Ceasar              [2]    Ceasar            [8]    Vargid Police          ]
[ Mighty Grunt        [8]    Mighty Grunt      [32]   Headbomber             ]
[ Sample:H0512-opt    [63]   Grenade Combatant [32]   Cuahl                  ]
[ Razor Weed          [8]    Vargid Police     [32]                          ]
[ Sculpture           [2]    Skeeskee          [32]                          ]
[                            Headbomber        [63]                          ]
[                            Cuahl             [32]                          ]
[                            Head Hunter       [32]                          ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Skeeskee - Cosmo Canyon Area (World Map)       ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:      (Tranquilizer)  ]
[                                                                            ]
[ Chocobo Square Lobby (Class C and B)             Inf  10 GP (value)        ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [100 gil]                                  (Tranquilizer)  ]
[                                                                            ]
[ Wall Market Item Shop                                                      ]
[ Sector 7 Item Shop (After Sewers)                                          ]
[ Kalm Item Shop                                                             ]
[ Fort Condor Item Shop (Disc 1)                                             ]
[ Junon Item Shop (Disc 1)                                                   ]
[ Costa Del Sol Item Shop (Disc 1)                                           ]
[ North Corel General Store                                                  ]
[ Ghost Square Hotel Shop                                                    ]
[ Gongaga Item Shop                                                          ]
[ Cosmo Canyon Item Shop                                                     ]
[ Rocket Town Item Shop (Disc 1)                                             ]
[ Wutai Item Shop                                                            ]
[ Temple of the Ancients Item Shop                                           ]
[ Bone Village Item Shop                                                     ]
[ Mideel Crazy Woman Item Shop                                               ]
[ Fort Condor Item Shop (Disc 2/3)                                           ]
[ Costa Del Sol Item Shop (Disc 2/3)                                         ]
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[                                              |                             ]
[ 15 {Remedy}                                  |      Buying Value: 1000     ]
[                                              |     Selling Value: 500      ]
[ https://photos.app.goo.gl/ArqRGccCA7vbw2wI2 |                             ]
[______________________________________________|                             ]
```

```
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ________________________                      |     Sell-able in Shops: YES  ]
[ | Cures abnormal status |                      \_______________________________]
[  ________________________                                                      ]
[                                                Target: One Target Only          ]
[ Element: None                            Hit Chance: Auto-Hit                  ]
[                                                                                 ]
[ Item Strength: 0                 Attack Type: Magical                          ]
[   Base Damage: 0              Attack Formula: No Damage                        ]
[  Restore Type: Status      Random Variation: N/A                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON                REMOVES Statuses            Chance = 100%          ]
[                                                                                 ]
[ Statuses Removed: [Sleep] [Poison] [Sadness] [Fury] [Confusion] [Silence]  ]
[                   [Frog] [Mini] [Slow-Numb] [Petrify] [Berserk] [Paralyze] ]
[                   [Darkness]                                                    ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                  (Remedy)  ]
[                                                                                 ]
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                                 ]
[ Jayjujayme      [8] [8]    Velcher Task      [32]   Zenene                   ]
[ Under Lizard        [8]    Under Lizard      [32]   Needle Kiss              ]
[ Parasite            [8]    Soldier:2nd       [8]    Gagighandi               ]
[                            Parasite          [32]   Touch Me                 ]
[                                                     Bagrisk                  ]
[                                                     Velcher Task             ]
[                                                     Under Lizard             ]
[                                                     Toxic Frog               ]
[                                                     Parasite                 ]
[                                                                                 ]
[ BEST FARM LOCATION:  STEAL  Velcher Task - Rocket Launch Pad Area Grass     ]
[                      MORPH  Needle Kiss  - Mt. Corel Rollercoaster Screen   ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:            (Remedy)  ]
[                                                                                 ]
[ North Crater Swamp Area 1st Screen                1  Left-Upper Fork         ]
[ North Crater Left Path Lower Fork 1st Screen      1                           ]
[ North Crater Final Gathering Screen               2  Item Dupe                ]
[ Battle Square (After Tiny Bronco)                 Inf  200 BP                 ]
[ Battle Square (After Highwind)                    Inf  100 BP                 ]
[-------------------------------------------------------------------------------]
[ FOUND IN SHOP: [1000 gil]                                          (Remedy)  ]
[                                                                                 ]
[ Mideel Crazy Woman Item Shop                                                    ]
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[                                                |                               ]
[ 16 {Smoke Bomb}                                |      Buying Value: N/A        ]
[                                                |     Selling Value: 150        ]
[ https://photos.app.goo.gl/aGlYPFcj8GzGg7Sq2 |                               ]
[_______________________________________________|                               ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________________________________  |     Sell-able in Shops: YES  ]
[ | Can escape from opponents during battle | \_______________________________]
[  ____________________________________________                                  ]
[                                                Target: All Targets Only         ]
```

```
[ Element: None                          Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 0              Attack Type: Magical                          ]
[   Base Damage: 0            Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                         ]
[                                                                             ]
[ Flees from battle with 0 rewards if the "Escape From Battle" flag allows.   ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                            (Smoke Bomb)   ]
[                                                                             ]
[ DROP:                      STEAL:                   MORPH:                  ]
[                                                                             ]
[ Smogger             [8]    Slalom            [8]    Hammer Blaster          ]
[ Gi Spector          [8]                                                     ]
[ Edgehead            [8]                                                     ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Slalom - Junon Path to Reactor                  ]
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[                                             |                               ]
[ 17 {Speed Drink}                            |      Buying Value: N/A        ]
[                                             |     Selling Value: 500        ]
[ https://photos.app.goo.gl/ugYjvXbn2b9Fb3DA3 |                               ]
[_____________________________________________|                               ]
[                                             |    Usable in Item Menu: NO    ]
[ Menu Description:                           |  Usable in Battle Menu: YES   ]
[  _______________________                    |     Sell-able in Shops: YES   ]
[ | Casts [Haste] on one ally |               \_______________________________]
[  ‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾                                                  ]
[                                          Target: One Target Only            ]
[ Element: None                          Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 0              Attack Type: Magical                          ]
[   Base Damage: 0            Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%         ]
[                                                                             ]
[ Statuses Inflicted: [Haste]                                                 ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                             (Speed Drink) ]
[                                                                             ]
[ DROP:                      STEAL:                   MORPH:                  ]
[                                                                             ]
[                            Vice              [32]   Formula                 ]
[                                                     Sonic Speed             ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Vice    - Sector 5 Slums (by Save Point)        ]
[                     MORPH  Formula - Junon Area Forests (World Map)         ]
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[                                             |                               ]
[ 18 {Hero Drink}                             |      Buying Value: N/A        ]
[                                             |     Selling Value: 1          ]
```

```
[ https://photos.app.goo.gl/dbwvzDT8wCvxG36J2 |                                ]
[_____________________________________________|                                ]
[                                              |    Usable in Item Menu: NO     ]
[ Menu Description:                            |  Usable in Battle Menu: YES    ]
[  ____________________________________       |     Sell-able in Shops: YES    ]
[ | Raises ability once during battle |       \________________________________]
[  ------------------------------------                                        ]
[                                          Special: Cannot Target Enemies      ]
[ Element: None                             Target: One Target Only            ]
[                                      Hit Chance: Auto-Hit                    ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Physical                         ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ Boosts Attack, MAttack, Defence & MDefence by 30%, capped at 100% (4 max).   ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:        (Hero Drink) ]
[                                                                              ]
[ Icicle Inn "Map" House                              1                        ]
[ North Crater Descent 2D Platform Jumps              1  3rd Screen            ]
[ North Crater Swamp Area 2nd Screen                  1  Left-Upper Fork       ]
[ North Crater Final Gathering Screen                 1  Item Dupe             ]
[ Chocobo Square Lobby (Class B, A and S)             Inf  15 GP (value)       ]
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[                                              |                               ]
[ 19 {Vaccine}                                 |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/7fruAaX7m6z7WCl22  |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  ___________________________________        |     Sell-able in Shops: YES   ]
[ | Protects against transformations |        \_______________________________]
[  -----------------------------------                                         ]
[                                          Target: One Target Only             ]
[ Element: None                           Hit Chance: 100%                     ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%          ]
[                                                                              ]
[ Statuses Inflicted: [Resist]                                                 ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Vaccine)  ]
[                                                                              ]
[ DROP:                      STEAL:                  MORPH:                    ]
[                                                                              ]
[                                                    Dragon Zombie             ]
[                                                    Dark Dragon               ]
[                                                                              ]
[ BEST FARM LOCATION:  MORPH  Dark Dragon - North Crater Decent                 ]
```

```
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:           (Vaccine)  ]
[                                                                             ]
[ Icicle Inn "Map" House                            1                         ]
[ North Crater Swamp Area 2nd Screen                1  Left-Upper Fork        ]
[ North Crater Left Path Lower Fork 2nd Screen      1                         ]
[ North Crater Final Gathering Screen               2  Item Dupe              ]
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[                                                |                            ]
[ 20 {Grenade}                                   |      Buying Value: 80      ]
[                                                |     Selling Value: 40      ]
[ https://photos.app.goo.gl/zsL4oJjfkbBjTDR82 |                            ]
[_________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES ]
[  ____________________________________________  |     Sell-able in Shops: YES ]
[ | Explosive damage against one opponent |    \_______________________________]
[  ____________________________________________                                ]
[                                            Special: Start on Enemy          ]
[ Element: Shoot                              Target: One Target Only         ]
[                                         Hit Chance: Auto-Hit                ]
[                                                                             ]
[ Item Strength: 10              Attack Type: Physical                        ]
[   Base Damage: 160          Attack Formula: Item Strength * 16              ]
[  Restore Type: None       Random Variation: ON                              ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Grenade) ]
[                                                                             ]
[ DROP:                      STEAL:                    MORPH:                 ]
[                                                                             ]
[ Special Combatant   [2]    MP                 [8]    Grenade Combatant      ]
[ Grenade Combatant   [8]    Grunt              [8]                           ]
[                            Mighty Grunt       [8]                           ]
[                                                                             ]
[ BEST FARM LOCATION:  None! (No areas re-visitable)                          ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:           (Grenade)  ]
[                                                                             ]
[ Junon Parade                                     1  0% - 30% rating        ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [80 gil]                                          (Grenade) ]
[                                                                             ]
[ Sector 7 Weapon Shop                                                        ]
[ Sector 5 Weapon Shop                                                        ]
[ Sector 7 Item Shop (After Sewers)                                           ]
[ Junon Harbour Weapon Shop                                                   ]
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[                                                |                            ]
[ 21 {Shrapnel}                                  |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/vIRbQv28WLc9NAyp1 |                            ]
[_________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES ]
```

```
[  ________________________________________   |     Sell-able in Shops: YES  ]
[ | Explosive damage against all opponents |  \_____________________________]
[  ----------------------------------------                                  ]
[                                          Special: Start on Enemy           ]
[ Element: Shoot                            Target: All Targets Only         ]
[                                       Hit Chance: Auto-Hit                 ]
[                                                                            ]
[ Item Strength: 26              Attack Type: Physical                       ]
[   Base Damage: 416           Attack Formula: Item Strength * 16            ]
[  Restore Type: None        Random Variation: ON                            ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Shrapnel)  ]
[                                                                            ]
[ DROP:                       STEAL:                    MORPH:               ]
[                                                                            ]
[ Bomb                [8]                               Bomb                 ]
[                                                                            ]
[ BEST FARM LOCATION:  MORPH  Bomb - Mt. Corel Bridge                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                QTY:          (Shrapnel)  ]
[                                                                            ]
[ Battle Square (Before Tiny Bronco)                 Inf  320 BP             ]
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[                                                |                           ]
[ 22 {Right arm}                                 |      Buying Value: N/A    ]
[                                                |     Selling Value: 1      ]
[ https://photos.app.goo.gl/DeTjqPNi030nv79r1    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ________________________________________     |     Sell-able in Shops: YES  ]
[ | Explosive damage against all opponents |  \_____________________________]
[  ----------------------------------------                                  ]
[                                          Special: Start on Enemy           ]
[ Element: Shoot                            Target: All Targets Only         ]
[                                       Hit Chance: Auto-Hit                 ]
[                                                                            ]
[ Item Strength: 100             Attack Type: Physical                       ]
[   Base Damage: 1600          Attack Formula: Item Strength * 16            ]
[  Restore Type: None        Random Variation: ON                            ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Right Arm) ]
[                                                                            ]
[ DROP:                       STEAL:                    MORPH:               ]
[                                                                            ]
[ Grenade             [8]     Bomb              [8]     Grenade              ]
[                             Grenade           [8]                          ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Bomb - Mt. Corel Bridge                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                QTY:          (Right Arm) ]
[                                                                            ]
[ Battle Square (After Highwind)                     Inf  500 BP             ]
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[                                                |                              ]
[ 23 {Hourglass}                                 |      Buying Value: N/A       ]
[                                                |     Selling Value: 1         ]
[ https://photos.app.goo.gl/K1Gnlwdz2YtZiEaQ2 |                              ]
[_______________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________                          |     Sell-able in Shops: YES  ]
[ | Stops all opponents |                        \_______________________________]
[  ____________________                                                         ]
[                                             Special: Start on Enemy            ]
[ Element: None                                Target: All Targets Only          ]
[                                          Hit Chance: Auto-Hit                 ]
[                                                                               ]
[ Item Strength: 0                Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                        ]
[  Restore Type: None        Random Variation: N/A                              ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses            Chance = 80%           ]
[                                                                               ]
[ Statuses Inflicted: [Stop]                                                    ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Hourglass)  ]
[                                                                               ]
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                               ]
[ Edgehead            [8]                               Kimara Bug              ]
[                                                                               ]
[ BEST FARM LOCATION:  MORPH  Kimara Bug - Gongaga Jungle                       ]
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[                                                |                              ]
[ 24 {Kiss of Death}                             |      Buying Value: N/A       ]
[                                                |     Selling Value: 1         ]
[ https://photos.app.goo.gl/xOUAquHYxm0pRhdu1 |                              ]
[_______________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ______________________________                |     Sell-able in Shops: YES  ]
[ | Uses "Death" on all opponents |              \_______________________________]
[  ______________________________                                               ]
[                                             Special: Start on Enemy            ]
[ Element: None                                Target: All Targets Only          ]
[                                          Hit Chance: Auto-Hit                 ]
[                                                                               ]
[ Item Strength: 0                Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                        ]
[  Restore Type: None        Random Variation: N/A                              ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses            Chance = 68%           ]
[                                                                               ]
[ Statuses Inflicted: [Death]                                                   ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                              (Kiss Of Death)  ]
[                                                                               ]
[ DROP  Death Dealer [8] - North Crater Right Path                              ]
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[                                                |                            ]
[ 25 {Spider Web}                                |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/QfhyGqQz5Ghh9gak6    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ________________________                      |     Sell-able in Shops: YES]
[ | Slows all opponents |                        \____________________________]
[  ------------------------                                                   ]
[                                           Special: Start on Enemy           ]
[ Element: None                              Target: All Targets Only         ]
[                                        Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 0               Attack Type: Magical                         ]
[   Base Damage: 0             Attack Formula: No Damage                      ]
[  Restore Type: None        Random Variation: N/A                            ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses            Chance = 100%        ]
[                                                                             ]
[ Statuses Inflicted: [Slow]                                                  ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Spider Web)]
[                                                                             ]
[ DROP:                       STEAL:                    MORPH:                ]
[                                                                             ]
[ Grashtrike          [2]     Grashtrike        [32]    Grashtrike            ]
[                             Kimara Bug        [32]                          ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Kimara Bug - Gongaga Jungle                     ]
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[                                                |                            ]
[ 26 {Dream Powder}                              |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/SJnaG8c3kTuaAN822    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ____________________________________          |     Sell-able in Shops: YES]
[ | Uses "Sleepel" on all opponents |            \____________________________]
[  ------------------------------------                                       ]
[                                           Special: Start on Enemy           ]
[ Element: None                              Target: All Targets Only         ]
[                                        Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 0               Attack Type: Magical                         ]
[   Base Damage: 0             Attack Formula: No Damage                      ]
[  Restore Type: None        Random Variation: N/A                            ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses            Chance = 80%         ]
[                                                                             ]
[ Statuses Inflicted: [Sleep]                                                 ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Dream Powder)]
[                                                                             ]
[ DROP:                       STEAL:                    MORPH:                ]
```

```
[                                                                              ]
[                                                    Crown Lance               ]
[                                                    Crysales                  ]
[                                                                              ]
[ BEST FARM LOCATION:  MORPH  Crown Lance - Cosmo Area Beach (World Map)       ]
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[                                              |                               ]
[ 27 {Mute Mask}                               |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/9pNAtCYgTtCw3Mwv2  |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  ____________________________________       |     Sell-able in Shops: YES   ]
[ | Uses "Silence" on all opponents |          \_______________________________]
[  ____________________________________                                       ]
[                                          Special: Start on Enemy             ]
[ Element: None                             Target: All Targets Only           ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 80%           ]
[                                                                              ]
[ Statuses Inflicted: [Silence]                                                ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Mute Mask) ]
[                                                                              ]
[ DROP:                       STEAL:                   MORPH:                  ]
[                                                                              ]
[ Bahba Velamyu       [8]     Crazy Saw         [32]   Eligor                  ]
[ Garuda              [8]                              Bahba Velamyu           ]
[                                                      Dorky Face              ]
[                                                                              ]
[ BEST FARM LOCATION:  MORPH  Bahba Velamyu - Nibel Area Forests (World Map)   ]
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[                                              |                               ]
[ 28 {War Gong}                                |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/Q2Dnl2VvrKTuyy4E2  |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  ____________________________________       |     Sell-able in Shops: YES   ]
[ | Uses "Berserk" on all opponents |          \_______________________________]
[  ____________________________________                                       ]
[                                          Special: Start on Enemy             ]
[ Element: None                             Target: All Targets Only           ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[------------------------------------------------------------------------------]
```

```
[ STATUSES: ON             INFLICTS Statuses            Chance = 80%         ]
[                                                                            ]
[ Statuses Inflicted: [Berserk]                                              ]
[----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ When used on allies, Hit Chance becomes 100%.                              ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (War Gong)  ]
[                                                                            ]
[ DROP:                      STEAL:                   MORPH:                 ]
[                                                                            ]
[ Grand Horn          [8]    Behemoth          [32]                           ]
[                                                                            ]
[ BEST FARM LOCATION:  DROP  Grand Horn - Gongaga Area Grass (World Map)     ]
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[                                             |                              ]
[ 29 {Loco weed}                              |      Buying Value: N/A       ]
[                                             |     Selling Value: 1         ]
[ https://photos.app.goo.gl/0ItbN0pbHsnqs0wI2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: NO   ]
[ Menu Description:                           |  Usable in Battle Menu: YES  ]
[  _____________________________              |     Sell-able in Shops: YES  ]
[ | Uses "Confu" on all opponents |           \______________________________]
[  -----------------------------                                             ]
[                                          Special: Start on Enemy           ]
[ Element: None                             Target: All Targets Only         ]
[                                       Hit Chance: Auto-Hit                 ]
[                                                                            ]
[ Item Strength: 0               Attack Type: Magical                        ]
[   Base Damage: 0             Attack Formula: No Damage                     ]
[  Restore Type: None       Random Variation: N/A                            ]
[----------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 80%         ]
[                                                                            ]
[ Statuses Inflicted: [Confusion]                                            ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Loco weed) ]
[                                                                            ]
[ DROP:                      STEAL:                   MORPH:                 ]
[                                                                            ]
[ Hammer Blaster      [8]                                                    ]
[ Sword Dance         [8]                                                    ]
[ Soldier:3rd         [8]                                                    ]
[ Razor Weed          [8]                                                    ]
[ Corvette            [8]                                                    ]
[                                                                            ]
[ BEST FARM LOCATION:  DROP  Razor Weed - Wutai Area Grass (World Map)       ]
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[                                             |                              ]
[ 30 {Fire Fang}                              |      Buying Value: N/A       ]
[                                             |     Selling Value: 1         ]
[ https://photos.app.goo.gl/YWbnnaL6g6Z5PH2Y2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: NO   ]
```

```
[ Menu Description:                          |  Usable in Battle Menu: YES  ]
[  ___________________________________      |     Sell-able in Shops: YES  ]
[ | Uses "Fire2" on all opponents |          \_____________________________]
[  -----------------------------------                                     ]
[                                          Special: Start on Enemy         ]
[ Element: Fire                             Target: All Targets Only       ]
[                                       Hit Chance: Auto-Hit               ]
[                                                                          ]
[ Item Strength: 60              Attack Type: Magical                      ]
[   Base Damage: 960           Attack Formula: Item Strength * 16          ]
[  Restore Type: None       Random Variation: ON                           ]
[--------------------------------------------------------------------------]
[ STATUSES: OFF                                                            ]
[--------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Fire Fang)   ]
[                                                                          ]
[ DROP:                      STEAL:                  MORPH:                ]
[                                                                          ]
[ Dragon              [63]                           Land Worm             ]
[                                                                          ]
[ BEST FARM LOCATION:  DROP  Dragon - Mt. Nibel "5 Pipe" Screen            ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:         (Fire Fang)  ]
[                                                                          ]
[ Chocobo Square Lobby (Class C, B and A)          Inf  20 GP (value)      ]
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[                                            |                             ]
[ 31 {Fire Veil}                             |      Buying Value: 800      ]
[                                            |     Selling Value: 400      ]
[ https://photos.app.goo.gl/XPP8W9xDvhgnYQCy1 |                            ]
[____________________________________________|                             ]
[                                            |    Usable in Item Menu: NO  ]
[ Menu Description:                          |  Usable in Battle Menu: YES  ]
[  ___________________________________      |     Sell-able in Shops: YES  ]
[ | Uses "Fire3" on all opponents |          \_____________________________]
[  -----------------------------------                                     ]
[                                          Special: Start on Enemy         ]
[ Element: Fire                             Target: All Targets Only       ]
[                                       Hit Chance: Auto-Hit               ]
[                                                                          ]
[ Item Strength: 75              Attack Type: Magical                      ]
[   Base Damage: 1200          Attack Formula: Item Strength * 16          ]
[  Restore Type: None       Random Variation: ON                           ]
[--------------------------------------------------------------------------]
[ STATUSES: OFF                                                            ]
[--------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Fire Veil)   ]
[                                                                          ]
[ DROP:                      STEAL:                  MORPH:                ]
[                                                                          ]
[ Foulander           [8]                            Desert Sahagin        ]
[                                                                          ]
[ BEST FARM LOCATION:  MORPH  Desert Sahagin - Cosmo Canyon Area (World Map) ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:         (Fire Veil)  ]
[                                                                          ]
[ Chocobo Square Lobby (Class A and S)             Inf  50 GP (value)      ]
[--------------------------------------------------------------------------]
```

```
[ FOUND IN SHOP: [800 gil]                                    (Fire Veil)  ]
[                                                                          ]
[ Wutai Item Shop                                                          ]
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[                                              |                            ]
[ 32 {Antarctic Wind}                          |      Buying Value: N/A     ]
[                                              |     Selling Value: 1       ]
[ https://photos.app.goo.gl/deKSWMQBhTCiN1dn2 |                            ]
[_______________________________________________|                            ]
[                                              |    Usable in Item Menu: NO ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ______________________________              |     Sell-able in Shops: YES ]
[ | Uses "Ice2" on all opponents |             \____________________________]
[  ______________________________                                          ]
[                                          Special: Start on Enemy         ]
[ Element: Ice                              Target: All Targets Only       ]
[                                       Hit Chance: Auto-Hit               ]
[                                                                          ]
[ Item Strength: 75              Attack Type: Magical                      ]
[   Base Damage: 1200         Attack Formula: Item Strength * 16           ]
[  Restore Type: None       Random Variation: ON                           ]
[--------------------------------------------------------------------------]
[ STATUSES: OFF                                                            ]
[--------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                         (Antarctic Wind) ]
[                                                                          ]
[ MORPH  Jumping - Icicle Area Snow (World Map)                            ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:    (Antarctic Wind) ]
[                                                                          ]
[ Chocobo Square Lobby (Class B, C, A and S)       Inf  20 GP (value)      ]
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[                                              |                            ]
[ 33 {Ice Crystal}                             |      Buying Value: N/A     ]
[                                              |     Selling Value: 1       ]
[ https://photos.app.goo.gl/31tQNw2OFBFOwm813 |                            ]
[_______________________________________________|                            ]
[                                              |    Usable in Item Menu: NO ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ______________________________              |     Sell-able in Shops: YES ]
[ | Uses "Ice3" on all opponents |             \____________________________]
[  ______________________________                                          ]
[                                          Special: Start on Enemy         ]
[ Element: Ice                              Target: All Targets Only       ]
[                                       Hit Chance: Auto-Hit               ]
[                                                                          ]
[ Item Strength: 130             Attack Type: Magical                      ]
[   Base Damage: 2080         Attack Formula: Item Strength * 16           ]
[  Restore Type: None       Random Variation: ON                           ]
[--------------------------------------------------------------------------]
[ STATUSES: OFF                                                            ]
[--------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                           (Ice Crystal) ]
[                                                                          ]
[ DROP:                      STEAL:                   MORPH:               ]
[                                                                          ]
```

```
[ Garuda              [8]                              Bandersnatch           ]
[ Snow                [8]                                                     ]
[                                                                             ]
[ BEST FARM LOCATION:  MORPH  Bandersnatch - Icicle Area Snow (World Map)     ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                 QTY:       (Ice Crystal)  ]
[                                                                             ]
[ Chocobo Square Lobby (Class B, A and S)             Inf  50 GP (value)      ]
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[                                                 |                           ]
[ 34 {Bolt Plume}                                 |      Buying Value: N/A    ]
[                                                 |     Selling Value: 1      ]
[ https://photos.app.goo.gl/ZAKwqmnKIsvWEC6h1     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  ___________________________________           |     Sell-able in Shops: YES ]
[ | Uses "Bolt2" on all opponents |               \___________________________]
[  -----------------------------------                                        ]
[                                              Special: Start on Enemy        ]
[ Element: Lightning                            Target: All Targets Only      ]
[                                           Hit Chance: Auto-Hit              ]
[                                                                             ]
[ Item Strength: 26                 Attack Type: Magical                      ]
[   Base Damage: 416              Attack Formula: Item Strength * 16          ]
[  Restore Type: None           Random Variation: ON                          ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Bolt Plume) ]
[                                                                             ]
[ DROP:                         STEAL:                  MORPH:                ]
[                                                                             ]
[ Needle Kiss         [8]    Thunderbird       [32]   Soldier:3rd            ]
[ Thunderbird         [8]                                                     ]
[ Garuda              [8]                                                     ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Thunderbird - Wutai Area Dirt (World Map)       ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                 QTY:        (Bolt Plume)  ]
[                                                                             ]
[ Chocobo Square Lobby (Class B, C, A and S)          Inf  20 GP (value)      ]
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[                                                 |                           ]
[ 35 {Swift Bolt}                                 |      Buying Value: 800    ]
[                                                 |     Selling Value: 400    ]
[ https://photos.app.goo.gl/JTnDNzG4f4Oc5sUc2     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  ___________________________________           |     Sell-able in Shops: YES ]
[ | Uses "Bolt3" on all opponents |               \___________________________]
[  -----------------------------------                                        ]
[                                              Special: Start on Enemy        ]
[ Element: Lightning                            Target: All Targets Only      ]
[                                           Hit Chance: Auto-Hit              ]
```

```
[                                                                              ]
[ Item Strength: 75              Attack Type: Magical                          ]
[   Base Damage: 1200         Attack Formula: Item Strength * 16              ]
[  Restore Type: None       Random Variation: ON                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Swift Bolt)  ]
[                                                                              ]
[ MORPH  Thunderbird - Wutai Area Dirt (World Map)                             ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:       (Swift Bolt)  ]
[                                                                              ]
[ Wutai North Secret Passage From Bell                1                        ]
[ Chocobo Square Lobby (Class A and S)                Inf  50 GP (value)       ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOP: [800 gil]                                       (Swift Bolt)  ]
[                                                                              ]
[ Wutai Item Shop                                                              ]
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[                                              |                               ]
[ 36 {Earth Drum}                              |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/XIA9YR86jUi1IGxG3 |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  ___________________________________         |     Sell-able in Shops: YES   ]
[ | Uses "Quake2" on all opponents |           \_______________________________]
[  ___________________________________                                        ]
[                                          Special: Start on Enemy             ]
[ Element: Earth                            Target: All Targets Only          ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 40              Attack Type: Magical                          ]
[   Base Damage: 640          Attack Formula: Item Strength * 16               ]
[  Restore Type: None       Random Variation: ON                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Earth Drum)  ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Flower Prong S/M/L  [8]     Christopher       [8]                            ]
[ Screamer            [8]                                                      ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Christopher - North Crater Swamp Area            ]
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[                                              |                               ]
[ 37 {Earth Mallet}                            |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/2cWxVM15CBFK2GFt1 |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
```

```
[  ________________________________           |     Sell-able in Shops: YES  ]
[ | Uses "Quake3" on all opponents |          \_______________________________]
[  ________________________________                                            ]
[                                          Special: Start on Enemy             ]
[ Element: Earth                            Target: All Targets Only           ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 160             Attack Type: Magical                          ]
[   Base Damage: 2560         Attack Formula: Item Strength * 16               ]
[  Restore Type: None       Random Variation: ON                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Earth Mallet)  ]
[                                                                              ]
[ DROP  Gigas [8] - Whirlwind Maze Outer Crater                                ]
[                                                                              ]
[                    !!! ITEM IS PERMANENTLY MISSABLE !!!                      ]
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[                                                |                             ]
[ 38 {Deadly Waste}                              |      Buying Value: N/A       ]
[                                                |     Selling Value: 1         ]
[ https://photos.app.goo.gl/VpRH7r3WQexUu0ss1 |                                ]
[_______________________________________________|                             ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ________________________________             |     Sell-able in Shops: YES  ]
[ | Uses "Bio2" on all opponents |              \_______________________________]
[  ________________________________                                            ]
[                                          Special: Start on Enemy             ]
[ Element: Poison                           Target: All Targets Only           ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 6               Attack Type: Magical                          ]
[   Base Damage: 96           Attack Formula: Item Strength * 16               ]
[  Restore Type: None       Random Variation: ON                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 20%           ]
[                                                                              ]
[ Statuses Inflicted: [Poison]                                                 ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Deadly Waste)  ]
[                                                                              ]
[ DROP:                      STEAL:                    MORPH:                   ]
[                                                                              ]
[ Smogger             [8]    Zenene            [32]   Brain Pod                ]
[ Brain Pod           [8]                                                      ]
[ Jayjujayme          [8]                                                      ]
[ Slalom              [8]                                                      ]
[                                                                              ]
[ BEST FARM LOCATION:  DROP  Jayjujayme - Da-chao Statue 1st Screen            ]
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[                                                |                             ]
[ 39 {M-Tentacles}                               |      Buying Value: N/A       ]
[                                                |     Selling Value: 1         ]
[ https://photos.app.goo.gl/tYIEM6WrF6hHqCxc2 |                                ]
```

```
[_____________________________________________|                                ]
[                                              |    Usable in Item Menu: NO     ]
[ Menu Description:                            |  Usable in Battle Menu: YES    ]
[  ____________________                        |     Sell-able in Shops: YES    ]
[ | Uses "Bio2" on all opponents |             \_______________________________]
[  ____________________                                                        ]
[                                          Special: Start on Enemy             ]
[ Element: Poison                           Target: All Targets Only           ]
[                                        Hit Chance: Auto-Hit                  ]
[                                                                              ]
[ Item Strength: 150              Attack Type: Magical                         ]
[   Base Damage: 2400          Attack Formula: Item Strength * 16              ]
[  Restore Type: None        Random Variation: ON                              ]
[------------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses             Chance = 48%         ]
[                                                                              ]
[ Statuses Inflicted: [Poison]                                                 ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (M-Tentacles)  ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Sneaky Step          [8]    Malboro           [32]                            ]
[ Malboro              [63]                                                    ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Malboro - North Crater Right Path                ]
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[                                              |                               ]
[ 40 {Stardust}                                |      Buying Value: N/A        ]
[                                              |     Selling Value: 1          ]
[ https://photos.app.goo.gl/jWCVXsAKusYzdtJq1 |                               ]
[_____________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  ___________________________________        |     Sell-able in Shops: YES   ]
[ | Uses "Comet2" on all opponents |           \_______________________________]
[  ___________________________________                                         ]
[                                          Special: Start on Enemy             ]
[ Element: None                             Target: 4 Random Target            ]
[                                        Hit Chance: Auto-Hit                  ]
[                                                                              ]
[ Item Strength: 70               Attack Type: Magical                         ]
[   Base Damage: 1120          Attack Formula: Item Strength * 16              ]
[  Restore Type: None        Random Variation: ON                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                  (Stardust)  ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Serpent              [2]                                                     ]
[ Behemoth             [8]                                                     ]
[                                                                              ]
[ BEST FARM LOCATION:  DROP  Serpent - Sunken Gelnika Large Cargo Room         ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:          (Stardust)    ]
[                                                                              ]
```

```
[ Battle Square (After Highwind)                    Inf  8000 BP              ]
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[                                                 |                           ]
[ 41 {Vampire Fang}                               |      Buying Value: N/A    ]
[                                                 |     Selling Value: 1      ]
[ https://photos.app.goo.gl/nMlJ2gQQLASOt83D2     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: NO]
[ Menu Description:                               |  Usable in Battle Menu: YES]
[  ___________________________________           |     Sell-able in Shops: YES]
[ | Drains HP out of one opponent |               \___________________________]
[  -----------------------------------                                        ]
[                                          Special 1: Absorbs 100% of Damage  ]
[                                          Special 2: Enemy Selected First    ]
[ Element: None                               Target: One Target Only         ]
[                                         Hit Chance: Auto-Hit                ]
[                                                                             ]
[ Item Strength: 12              Attack Type: Magical                         ]
[   Base Damage: 192           Attack Formula: Item Strength * 16             ]
[  Restore Type: None        Random Variation: ON                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Vampire Fang)]
[                                                                             ]
[ DROP:                       STEAL:                  MORPH:                  ]
[                                                                             ]
[ Black Bat           [8]                             Black Bat               ]
[ Evilhead            [8]                                                     ]
[                                                                             ]
[ BEST FARM LOCATION:  MORPH  Black Bat - Shinra Mansion Staircase            ]
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[                                                 |                           ]
[ 42 {Ghost Hand}                                 |      Buying Value: N/A    ]
[                                                 |     Selling Value: 1      ]
[ https://photos.app.goo.gl/i3fuhUW9uCWHKpww2     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: NO]
[ Menu Description:                               |  Usable in Battle Menu: YES]
[  ___________________________________           |     Sell-able in Shops: YES]
[ | Drains MP out of one opponent |               \___________________________]
[  -----------------------------------                                        ]
[                                          Special 1: Targets MP              ]
[                                          Special 2: Absorbs 100% of Damage  ]
[                                          Special 3: Enemy Selected First    ]
[ Element: None                               Target: One Target Only         ]
[                                         Hit Chance: Auto-Hit                ]
[                                                                             ]
[ Item Strength: 2               Attack Type: Magical                         ]
[   Base Damage: 32            Attack Formula: Item Strength * 16             ]
[  Restore Type: None        Random Variation: ON                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Ghost Hand)]
[                                                                             ]
```

```
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                               ]
[ Ghost               [2]     Ghost             [32]    Gi Spector              ]
[                                                       Sneaky Step             ]
[                                                                               ]
[ BEST FARM LOCATION:  STEAL  Ghost - Train Graveyard (After Sewers)            ]
[                                                                               ]
[                    !!! ITEM IS PERMANENTLY MISSABLE !!!                       ]
[       (Can obtain from Battle Square before obtaining the Tiny Bronco)        ]
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[                                                 |                             ]
[ 43 {Vagyrisk Claw}                              |      Buying Value: N/A      ]
[                                                 |     Selling Value: 1        ]
[ https://photos.app.goo.gl/cdmBf3uqX9EPWT303     |                             ]
[_________________________________________________|                             ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  ____________________________                   |     Sell-able in Shops: YES ]
[ | Petrifies one opponent |                      \_____________________________]
[  ----------------------------                                                 ]
[                                              Special: Start on Enemy          ]
[ Element: None                                 Target: One Target Only         ]
[                                           Hit Chance: Auto-Hit                ]
[                                                                               ]
[ Item Strength: 0                  Attack Type: Magical                        ]
[   Base Damage: 0                 Attack Formula: No Damage                    ]
[  Restore Type: None           Random Variation: N/A                           ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON                INFLICTS Statuses              Chance = 68%       ]
[                                                                               ]
[ Statuses Inflicted: [Petrify]                                                 ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Vagyrisk Claw)  ]
[                                                                               ]
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                               ]
[ CMD.Grand Horn Lv19 [63]    Bagrisk             [8]                           ]
[                                                                               ]
[ BEST FARM LOCATION:  STEAL  Bagrisk - Cosmo Canyon Area Dirt (World Map)      ]
[                                                                               ]
[                    !!! ITEM IS PERMANENTLY MISSABLE !!!                       ]
[      (Must be lower than Lv 78 to fail the chances of stealing a Soft)        ]
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[                                                 |                             ]
[ 44 {Light Curtain}                              |      Buying Value: N/A      ]
[                                                 |     Selling Value: 1        ]
[ https://photos.app.goo.gl/gdOfveY6oNXBV3Kt2     |                             ]
[_________________________________________________|                             ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  ____________________________________          |     Sell-able in Shops: YES ]
[ | Creates [Barrier] around all allies |         \_____________________________]
[  ------------------------------------                                         ]
[                                              Target: All Targets Only         ]
[ Element: None                             Hit Chance: Auto-Hit                ]
[                                                                               ]
```

```
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[                                                                              ]
[------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%          ]
[                                                                              ]
[ Statuses Inflicted: [Barrier]                                                ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (LIght Curtain)   ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Garuda              [8]                               Sword Dance            ]
[ Unknown             [2]                               Corvette               ]
[                                                                              ]
[ BEST FARM LOCATION:  MORPH  Corvette - Junon Underwater Pipe                 ]
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[                                                |                             ]
[ 45 {Lunar Curtain}                             |      Buying Value: N/A      ]
[                                                |     Selling Value: 1        ]
[ https://photos.app.goo.gl/5ZqYtZ0I7iHYR3di2    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: NO  ]
[ Menu Description:                              |  Usable in Battle Menu: YES ]
[  ______________________________________       |     Sell-able in Shops: YES ]
[ | Creates [MBarrier] around all allies |       \_____________________________]
[  ______________________________________                                      ]
[                                                Target: All Targets Only      ]
[ Element: None                            Hit Chance: Auto-Hit                ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None       Random Variation: N/A                              ]
[------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%          ]
[                                                                              ]
[ Statuses Inflicted: [MBarrier]                                               ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Lunar Curtain)   ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Foulander           [8]                                                      ]
[ Unknown 2           [2]                                                      ]
[                                                                              ]
[ BEST FARM LOCATION:  DROP  Foulander - Da-chao Statue 2nd Screen             ]
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[                                                |                             ]
[ 46 {Mirror}                                    |      Buying Value: N/A      ]
[                                                |     Selling Value: 1        ]
[ https://photos.app.goo.gl/HwYYgRdIrLfEkj9s1    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: NO  ]
[ Menu Description:                              |  Usable in Battle Menu: YES ]
[  ___________________________________           |     Sell-able in Shops: YES ]
```

```
[ | Uses "Reflect" on all allies |            \_______________________________]
[  ______________________________                                                 ]
[                                                Target: All Targets Only         ]
[ Element: None                            Hit Chance: Auto-Hit                  ]
[                                                                                 ]
[ Item Strength: 0                 Attack Type: Magical                           ]
[   Base Damage: 0              Attack Formula: No Damage                         ]
[  Restore Type: None         Random Variation: N/A                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON              INFLICTS Statuses            Chance = 100%            ]
[                                                                                 ]
[ Statuses Inflicted: [Reflect]                                                   ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                    (Mirror)     ]
[                                                                                 ]
[ DROP  Mirage [8] - Shinra Mansion 2nd Floor Eastern Wing                        ]
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[                                                |                                ]
[ 47 {Holy Torch}                                |      Buying Value: N/A         ]
[                                                |     Selling Value: 1           ]
[ https://photos.app.goo.gl/PA8gPPNq8vlY9xJl1 |                                ]
[_______________________________________________|                                ]
[                                                |    Usable in Item Menu: NO     ]
[ Menu Description:                              |  Usable in Battle Menu: YES    ]
[  ________________________________              |     Sell-able in Shops: YES    ]
[ | Uses "DeSpell" on all opponents |            \_______________________________]
[  ________________________________                                                 ]
[                                                Special: Start on Enemy          ]
[ Element: None                                  Target: All Targets Only         ]
[                                            Hit Chance: Auto-Hit                  ]
[                                                                                 ]
[ Item Strength: 0                 Attack Type: Magical                           ]
[   Base Damage: 0              Attack Formula: No Damage                         ]
[  Restore Type: Status       Random Variation: N/A                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: ON              REMOVES Statuses             Chance = 100%            ]
[                                                                                 ]
[ Statuses Removed: [Haste] [Slow] [Stop] [Mini] [Regen] [Barrier]                ]
[                   [MBarrier] [Reflect] [Shield]                                 ]
[-------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                             ]
[                                                                                 ]
[ Contrary to the menu description, a Holy Torch does not actually cast           ]
[ DeSpell:                                                                        ]
[                                                                                 ]
[ Holy Torch DOES cure Mini (DeSpell doesn't)                                     ]
[ DeSpell DOES cure Death Force and Resist (Holy Torch doesn't)                   ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Holy Torch)  ]
[                                                                                 ]
[ DROP:                       STEAL:                    MORPH:                    ]
[                                                                                 ]
[ Unknown 3           [2]                               Stilva                    ]
[                                                       Evilhead                  ]
[                                                                                 ]
[ BEST FARM LOCATION:  MORPH  Evilhead - Gaea's Cliffs "Hanging Icicles"          ]
[                                                                                 ]
[ If you missed the Holy Torch in Gaea's Cliffs, then morph the Stilva in         ]
```

```
[ the Battle Square instead (it's easier than the Unknown 3 drop).           ]
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[                                                |                            ]
[ 48 {Bird Wing}                                 |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/5FxPVbpXBNst20fR2    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ____________________________________         |     Sell-able in Shops: YES]
[ | Uses whirlwind on all opponents |            \____________________________]
[  ------------------------------------                                       ]
[                                           Special: Start on Enemy           ]
[ Element: Wind                              Target: All Targets Only         ]
[                                        Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 65              Attack Type: Magical                         ]
[   Base Damage: 1040         Attack Formula: Item Strength * 16              ]
[  Restore Type: None       Random Variation: ON                              ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Bird Wing)]
[                                                                             ]
[ DROP:                      STEAL:                    MORPH:                 ]
[                                                                             ]
[ Zuu                [8]     Zuu               [32]    Zuu                    ]
[ Tonadu             [63]    Tonadu            [63]                           ]
[                                                                             ]
[ BEST FARM LOCATION:  STEAL  Tonadu - Woodlands Area Beach (World Map)       ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:          (Bird Wing)  ]
[                                                                             ]
[ Battle Square (After Tiny Bronco)                Inf  1600 BP               ]
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[                                                |                            ]
[ 49 {Dragon Scales}                             |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/1wxzHRteTj3Gk1kA2    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ___________________________________           |     Sell-able in Shops: YES]
[ | Water damage on all opponents |              \____________________________]
[  -----------------------------------                                        ]
[                                           Special: Start on Enemy           ]
[ Element: Water                             Target: All Targets Only         ]
[                                        Hit Chance: Auto-Hit                 ]
[                                                                             ]
[ Item Strength: 230             Attack Type: Magical                         ]
[   Base Damage: 3680         Attack Formula: Item Strength * 16              ]
[  Restore Type: None       Random Variation: ON                              ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Dragon Scales)]
```

```
[                                                                            ]
[ DROP:                      STEAL:                   MORPH:                 ]
[                                                                            ]
[ Adamantaimai        [8]    Sea Worm          [32]   Sea Worm               ]
[ Serpent             [8]                                                    ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Sea Worm - Mideel Area Beach (World Map)       ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                QTY:     (Dragon Scales)  ]
[                                                                            ]
[ Wonder Square 2nd Floor (Torpedo Attack Lv4)     1                         ]
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[                                              |                             ]
[ 50 {Impaler}                                 |      Buying Value: 500      ]
[                                              |     Selling Value: 250      ]
[ https://photos.app.goo.gl/4q28eRqnfI4nsBXm2  |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ____________________________________       |     Sell-able in Shops: YES ]
[ | Changes one opponent into a frog |         \_____________________________]
[  ------------------------------------                                      ]
[                                          Special: Start on Enemy           ]
[ Element: None                             Target: One Target Only          ]
[                                       Hit Chance: Auto-Hit                 ]
[                                                                            ]
[ Item Strength: 0              Attack Type: Magical                         ]
[   Base Damage: 0            Attack Formula: No Damage                      ]
[  Restore Type: None       Random Variation: N/A                            ]
[----------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%        ]
[                                                                            ]
[ Statuses Inflicted: [Frog]                                                 ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Impaler) ]
[                                                                            ]
[ DROP:                      STEAL:                   MORPH:                 ]
[                                                                            ]
[ Toxic Frog          [8]    Touch Me          [32]                           ]
[                            Toxic Frog        [32]                           ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Touch Me - Gongaga Area Jungle (World Map)     ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOP: [500 gil]                                         (Impaler) ]
[                                                                            ]
[ Gongaga Weapon Shop                                                        ]
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[                                              |                             ]
[ 51 {Shrivel}                                 |      Buying Value: 500      ]
[                                              |     Selling Value: 250      ]
[ https://photos.app.goo.gl/kCLN0wP242VfYA9E3  |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ___________________________________        |     Sell-able in Shops: YES ]
[ | Uses "Mini" on one opponent |              \_____________________________]
```

```
[  ______________________________                                          ]
[                                          Special: Start on Enemy          ]
[ Element: None                             Target: One Target Only         ]
[                                       Hit Chance: Auto-Hit                ]
[                                                                           ]
[ Item Strength: 0               Attack Type: Magical                       ]
[   Base Damage: 0            Attack Formula: No Damage                     ]
[  Restore Type: None       Random Variation: N/A                           ]
[-------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%       ]
[                                                                           ]
[ Statuses Inflicted: [Mini]                                                ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Shrivel)  ]
[                                                                           ]
[ DROP:                      STEAL:                   MORPH:                ]
[                                                                           ]
[ Grimguard           [8]    Grimguard         [32]                         ]
[ Gremlin             [8]                                                   ]
[                                                                           ]
[ BEST FARM LOCATION:  STEAL  Grimguard - Corral Valley Upper Cavern        ]
[-------------------------------------------------------------------------]
[ FOUND IN SHOP: [500 gil]                                       (Shrivel)  ]
[                                                                           ]
[ Gongaga Weapon Shop                                                       ]
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[                                              |                            ]
[ 52 {Eye drop}                                |      Buying Value: 50      ]
[                                              |     Selling Value: 25      ]
[ https://photos.app.goo.gl/2N9HmEhI4M3InJNB2 |                            ]
[_____________________________________________|                            ]
[                                              |    Usable in Item Menu: NO ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  _________________                           |     Sell-able in Shops: YES ]
[ | Cures [Darkness] |                         \_______________________________]
[  _________________                                                        ]
[                                          Target: One Target Only          ]
[ Element: None                         Hit Chance: Auto-Hit                ]
[                                                                           ]
[ Item Strength: 0               Attack Type: Magical                       ]
[   Base Damage: 0            Attack Formula: No Damage                     ]
[  Restore Type: None       Random Variation: N/A                           ]
[-------------------------------------------------------------------------]
[ STATUSES: ON              REMOVES Statuses            Chance = 100%       ]
[                                                                           ]
[ Statuses Removed: [Darkness]                                              ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Eye drop) ]
[                                                                           ]
[ DROP:                      STEAL:                   MORPH:                ]
[                                                                           ]
[ Marine              [63]   Special Combatant [32]                         ]
[ Battery Cap         [8]    Blugu             [32]                         ]
[ Allemagne           [63]   Blood Taste       [32]                         ]
[                            Allemagne         [32]                         ]
[                                                                           ]
[ BEST FARM LOCATION:  DROP  Allemagne - North Crater Swamp Area            ]
[-------------------------------------------------------------------------]
```

```
[ FOUND IN SHOPS: [50 gil]                                          (Eye drop)  ]
[                                                                               ]
[ Wall Market Item Shop                                                         ]
[ Shinra HQ 2nd Floor Item Store                                                ]
[ Kalm Item Shop                                                                ]
[ Junon Item Shop (Disc 1)                                                      ]
[ Costa Del Sol Item Shop (Disc 1)                                              ]
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[                                                 |                             ]
[ 53 {Molotov}                                    |      Buying Value: 400      ]
[                                                 |     Selling Value: 200      ]
[ https://photos.app.goo.gl/nOt8JEwwCW7BqVDV2     |                             ]
[_________________________________________________|                             ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  _________________________________              |     Sell-able in Shops: YES ]
[ | Fire damage on one opponent |                 \_____________________________]
[  ---------------------------------                                            ]
[                                              Special: Start on Enemy          ]
[ Element: Fire                                 Target: One Target Only         ]
[                                           Hit Chance: Auto-Hit                ]
[                                                                               ]
[ Item Strength: 25              Attack Type: Physical                          ]
[   Base Damage: 400           Attack Formula: Item Strength * 16               ]
[  Restore Type: None        Random Variation: ON                               ]
[-------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                 ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Molotov)   ]
[                                                                               ]
[ DROP:                       STEAL:                    MORPH:                  ]
[                                                                               ]
[ Guard System        [2]                                                       ]
[ Hard Attacker       [8]                                                       ]
[                                                                               ]
[ BEST FARM LOCATION:  DROP  Guard System - Junon Paths to Reactor              ]
[-------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [400 gil]                                         (Molotov)   ]
[                                                                               ]
[ Costa Del Sol Weapon Shop (Disc 1)                                            ]
[ Corel Weapon Shop                                                             ]
[ Gongaga Weapon Shop                                                           ]
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[                                                 |                             ]
[ 54 {S-mine}                                     |      Buying Value: 1000     ]
[                                                 |     Selling Value: 500      ]
[ https://photos.app.goo.gl/X6Dki7TjV8Yv87wD2     |                             ]
[_________________________________________________|                             ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: YES ]
[  ___________________________________           |     Sell-able in Shops: YES ]
[ | Explosive damage on one opponent |            \_____________________________]
[  -----------------------------------                                          ]
[                                              Special: Start on Enemy          ]
[ Element: Shoot                                Target: One Target Only         ]
[                                           Hit Chance: Auto-Hit                ]
```

```
[                                                                            ]
[ Item Strength: 100             Attack Type: Physical                       ]
[   Base Damage: 1600         Attack Formula: Item Strength * 16             ]
[  Restore Type: None       Random Variation: On                             ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (S-Mine)  ]
[                                                                            ]
[ DROP:                       STEAL:                   MORPH:                ]
[                                                                            ]
[ Submarine Crew      [8]    Attack Squad      [8]                           ]
[ Captain             [8]                                                    ]
[ Gun Carrier         [8]                                                    ]
[                                                                            ]
[ BEST FARM LOCATION:  NONE! (No area is re-visitable)                       ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:            (S-Mine)  ]
[                                                                            ]
[ Battle Square (After Tiny Bronco)                Inf  3200 BP              ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [1000 gil]                                       (S-Mine)  ]
[                                                                            ]
[ Fort Condor Item Shop (Disc 2/3)                                           ]
[ Costa Del Sol Weapon Shop (Disc 2/3)                                       ]
[ Rocket Town Weapon Shop (Disc 2/3)                                         ]
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[                                             |                              ]
[ 55 {8-inch Cannon}                          |      Buying Value: N/A       ]
[ Spelt a {8inch Cannon} in earlier versions  |     Selling Value: 1         ]
[                                             |                              ]
[ https://photos.app.goo.gl/w9DJC7201E5HGXeH2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: NO   ]
[ Menu Description:                           |  Usable in Battle Menu: YES  ]
[  ___________________________________       |     Sell-able in Shops: YES  ]
[ | Explosive damage against one opponent |   \_____________________________]
[  ___________________________________                                       ]
[                                          Special: Start on Enemy           ]
[ Element: Shoot                            Target: One Target Only          ]
[                                       Hit Chance: Auto-Hit                 ]
[                                                                            ]
[ Item Strength: 200             Attack Type: Physical                       ]
[   Base Damage: 3200         Attack Formula: Item Strength * 16             ]
[  Restore Type: None       Random Variation: ON                             ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (8-Inch Cannon)  ]
[                                                                            ]
[ DROP:                       STEAL:                   MORPH:                ]
[                                                                            ]
[ Cromwell            [2]    Attack Squad      [8]                           ]
[ Grosspanzer-Big     [63]   Submarine Crew    [8]                           ]
[                                                                            ]
[ BEST FARM LOCATION:  NONE! (No area is re-visitable)                       ]
[                                                                            ]
[                    !!! ITEM IS PERMANENTLY MISSABLE !!!                    ]
```

```
[            (Make sure to encounter the Grosspanzer-Big at the foot          ]
[             of the Mako Cannon on Disc 2 during the raid on Midgar)         ]
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[                                                |                            ]
[ 56 {Graviball}                                 |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/1J5kXztbRLQGThMH2    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ______________________________               |     Sell-able in Shops: YES]
[ | Uses "Demi" against one opponent |           \____________________________]
[  ------------------------------                                             ]
[                                           Special: Start on Enemy           ]
[ Element: Gravity                           Target: One Target Only          ]
[                                        Hit Chance: 100%                     ]
[                                                                             ]
[ Item Strength: 8                 Attack Type: Magical                       ]
[   Base Damage: 25%            Attack Formula: HP * (Item Strength / 32)     ]
[  Restore Type: None         Random Variation: OFF                           ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Graviball)]
[                                                                             ]
[ DROP:                        STEAL:                    MORPH:               ]
[                                                                             ]
[ Deenglow             [8]     Shadow Maker      [63]                         ]
[                                                                             ]
[ BEST FARM LOCATION:  NONE! (No area is re-visitable)                        ]
[                                                                             ]
[                     !!! ITEM IS PERMANENTLY MISSABLE !!!                    ]
[            (Make sure to steal from the Shadow Maker in Sector 8            ]
[             Winding Tunnels on Disc 2 during the raid on Midgar)            ]
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[                                                |                            ]
[ 57 {T/S Bomb}                                  |      Buying Value: N/A     ]
[                                                |     Selling Value: 1       ]
[ https://photos.app.goo.gl/6xUevPldpJwr0JDx1    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ______________________________               |     Sell-able in Shops: YES]
[ | Uses "Demi2" against one opponent |          \____________________________]
[  ------------------------------                                             ]
[                                           Special: Start on Enemy           ]
[ Element: Gravity                           Target: One Target Only          ]
[                                        Hit Chance: 100%                     ]
[                                                                             ]
[ Item Strength: 16                Attack Type: Magical                       ]
[   Base Damage: 50%            Attack Formula: HP * (Item Strength / 32)     ]
[  Restore Type: None         Random Variation: OFF                           ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                               ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (T/S Bomb) ]
```

```
[                                                                          ]
[ DROP:                      STEAL:                   MORPH:               ]
[                                                                          ]
[ Flapbeat            [8]    Flapbeat          [32]   Flapbeat              ]
[                                                                          ]
[ BEST FARM LOCATION:  STEAL  Flapbeat - Gold Saucer Area Grass (World Map)  ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:          (T/S Bomb)  ]
[                                                                          ]
[ Wonder Square 2nd Floor (Torpedo Attack Lv2)     1                       ]
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[                                              |                            ]
[ 58 {Ink}                                     |      Buying Value: N/A      ]
[                                              |     Selling Value: 1        ]
[ https://photos.app.goo.gl/6irq631PRlKfAeYp1 |                            ]
[_____________________________________________|                            ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ____________________________________      |     Sell-able in Shops: YES ]
[ | Uses [Darkness] against one opponent |    \_____________________________]
[  ____________________________________                                    ]
[                                          Special: Start on Enemy         ]
[ Element: None                             Target: One Target Only        ]
[                                       Hit Chance: Auto-Hit               ]
[                                                                          ]
[ Item Strength: 0               Attack Type: Magical                      ]
[   Base Damage: 0            Attack Formula: No Damage                    ]
[  Restore Type: None       Random Variation: N/A                          ]
[-------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%      ]
[                                                                          ]
[ Statuses Inflicted: [Darkness]                                           ]
[-------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                      ]
[                                                                          ]
[ Darkness only affects Attack, Morph, D.blow, Mug, Slash-All, Flash, 2xCut  ]
[ and 4xCut. Since enemies cannot use any of these Commands, inflicting     ]
[ Darkness on an enemy is pointless, which makes Ink an obsolete item.      ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                   (Ink)  ]
[                                                                          ]
[ STEAL  Bad Rap [8] - Sunken Gelnika Corridor                             ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:               (Ink)  ]
[                                                                          ]
[ Wonder Square 2nd Floor (Torpedo Attack Lv1)     1                       ]
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[                                              |                            ]
[ 59 {Dazers}                                  |      Buying Value: N/A      ]
[                                              |     Selling Value: 1        ]
[ https://photos.app.goo.gl/oCNcEkxWZuRZyGgc2 |                            ]
[_____________________________________________|                            ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: YES ]
[  ________________________                    |     Sell-able in Shops: YES ]
[ | Paralyzes one opponent |                   \_____________________________]
```

```
[                                                                                  ]
[                                                Special: Start on Enemy           ]
[ Element: None                                   Target: One Target Only          ]
[                                              Hit Chance: Auto-Hit                ]
[                                                                                  ]
[ Item Strength: 0                   Attack Type: Magical                          ]
[   Base Damage: 0                 Attack Formula: No Damage                       ]
[  Restore Type: None            Random Variation: N/A                             ]
[-----------------------------------------------------------------------------]
[ STATUSES: ON                  INFLICTS Statuses            Chance = 100%        ]
[                                                                                  ]
[ Statuses Inflicted: [Paralyse]                                                   ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                     (Dazers)   ]
[                                                                                  ]
[ DROP:                          STEAL:                    MORPH:                  ]
[                                                                                  ]
[ Boundfat              [8]    Battery Cap        [32]   Boundfat                  ]
[ Bad Rap               [8]    Boundfat           [32]                             ]
[                                                                                  ]
[ BEST FARM LOCATION:  STEAL  Battery Cap - Nibel Area Forests (World Map)        ]
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[                                                 |                                ]
[ 60 {Dragon Fang}                                |      Buying Value: N/A         ]
[                                                 |     Selling Value: 1           ]
[ https://photos.app.goo.gl/KUjoDxfkbSRXwxqq1 |                                ]
[_________________________________________________|                                ]
[                                                 |    Usable in Item Menu: NO     ]
[ Menu Description:                               |  Usable in Battle Menu: YES    ]
[  ____________________________________________   |     Sell-able in Shops: YES    ]
[ | Lightning damages against all opponents | \_________________________________]
[  ____________________________________________                                    ]
[                                                Special: Start on Enemy           ]
[ Element: Lightning                              Target: All Targets Only         ]
[                                              Hit Chance: Auto-Hit                ]
[                                                                                  ]
[ Item Strength: 150                 Attack Type: Magical                          ]
[   Base Damage: 2400              Attack Formula: Item Strength * 16              ]
[  Restore Type: None            Random Variation: ON                              ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                  (Dragon Fang)   ]
[                                                                                  ]
[ DROP  Schizo (Left) [63] - Gaea's Cliffs Upper-most Cavern                       ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                  QTY:       (Dragon Fang)   ]
[                                                                                  ]
[ Wonder Square 2nd Flor (Torpedo Attack Lv3)      1                             ]
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[                                                 |                                ]
[ 61 {Cauldron}                                   |      Buying Value: N/A         ]
[ Misspelt as {Caldron}                           |     Selling Value: 1           ]
[                                                 |                                ]
[ https://photos.app.goo.gl/dfAbUtWMOVUAtlnv2 |                                ]
[_________________________________________________|                                ]
```

```
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________________________         |     Sell-able in Shops: YES  ]
[ | Uses [Poison/Confu/Sleepel/Silence/ |        \_____________________________]
[ |       Small/Frog]                  |                                        ]
[  ____________________________________|                                        ]
[                                          Special: Start on Enemy             ]
[ Element: None                             Target: One Target Only            ]
[                                       Hit Chance: Auto-Hit                   ]
[                                                                              ]
[ Item Strength: 0               Attack Type: Magical                          ]
[   Base Damage: 0             Attack Formula: No Damage                       ]
[  Restore Type: None        Random Variation: N/A                             ]
[------------------------------------------------------------------------------]
[ STATUSES: ON             INFLICTS Statuses            Chance = 100%          ]
[                                                                              ]
[ Statuses Inflicted: [Sleep] [Poison] [Confusion] [Silence] [Frog] [Mini]     ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                 (Cauldron) ]
[                                                                              ]
[ DROP:                       STEAL:                    MORPH:                 ]
[                                                                              ]
[ Dragon Zombie       [8]    Dragon Zombie     [32]                            ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Dragon Zombie - North Crater Right Path           ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                QTY:          (Cauldron)  ]
[                                                                              ]
[ Wonder Square 2nd Floor (Torpedo Attack Lv5)     1                           ]
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[                                                |                             ]
[ 62 {Sylkis Greens}                             |      Buying Value: 5000     ]
[                                                |     Selling Value: 2500     ]
[ https://photos.app.goo.gl/KbRJrnj8KlfHUC8Q2    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: YES  ]
[  ____________________________                  |     Sell-able in Shops: YES  ]
[ | When you want a Chocobo... |                 \_____________________________]
[  ____________________________                                                ]
[                                          Special: Start on Enemy             ]
[ Element: Restorative                      Target: One Target Only            ]
[                                       Hit Chance: 100%                       ]
[                                                                              ]
[ Item Strength: 5               Attack Type: Magical                          ]
[   Base Damage: 100           Attack Formula: Item Strength * 20              ]
[  Restore Type: None        Random Variation: OFF                             ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ Occupies Chocobo for 1 turn, enables the use of Chocobuckle.                 ]
[                                                                              ]
[ FEEDING:                                                                     ]
[  Dash + 10%                                                                  ]
[  Run  + 10%                                                                  ]
[  Stam + 2%                                                                   ]
[  Intl + 1-4                                                                  ]
```

```
[  Coop + 4                                                                  ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOP: [5000 gil]                                  (Sylkis Greens)  ]
[                                                                            ]
[ Chocobo Sage general Store                                                 ]
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[                                                |                           ]
[ 63 {Reagan Greens}                             |      Buying Value: 3000   ]
[ Misspelt as {Regan Greens}                     |     Selling Value: 1500   ]
[                                                |                           ]
[ https://photos.app.goo.gl/aIngUOmrbUErddc13    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  _________________________________             |     Sell-able in Shops: YES]
[ | When you want a Chocobo... |                 \___________________________]
[  ---------------------------------                                        ]
[                                          Special: Start on Enemy           ]
[ Element: Restorative                      Target: One Target Only          ]
[                                       Hit Chance: 100%                     ]
[                                                                            ]
[ Item Strength: 5                Attack Type: Magical                       ]
[   Base Damage: 100           Attack Formula: Item Strength * 20            ]
[  Restore Type: None        Random Variation: OFF                           ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ Occupies Chocobo for 8 turns, Reduces Chocobo's run chance by 87.5%.       ]
[                                                                            ]
[ FEEDING:                                                                   ]
[  Dash + 5%                                                                 ]
[  Run  + 5%                                                                 ]
[  Stam + 1%                                                                 ]
[  Coop + 3                                                                  ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:     (Reagan Greens)  ]
[                                                                            ]
[ Battle Square (After Highwind)                      Inf  2000 BP           ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOP: [3000 gil]                                  (Reagan Greens)  ]
[                                                                            ]
[ Chocobo Sage general Store                                                 ]
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[                                                |                           ]
[ 64 {Mimett Greens}                             |      Buying Value: 1500   ]
[ Misspelt as {Memmet Greens} {Memit Greens}     |     Selling Value: 750    ]
[             {Samolen Greens}                   |                           ]
[                                                |                           ]
[ https://photos.app.goo.gl/XO23a3pYE3qvMHHq1    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  _________________________________             |     Sell-able in Shops: YES]
[ | When you want a Chocobo... |                 \___________________________]
```

```
[  ____________________________                                                  ]
[                                              Special: Start on Enemy           ]
[ Element: Restorative                          Target: One Target Only          ]
[                                           Hit Chance: 100%                     ]
[                                                                                ]
[ Item Strength: 5                 Attack Type: Magical                          ]
[   Base Damage: 100            Attack Formula: Item Strength * 20               ]
[  Restore Type: None         Random Variation: OFF                              ]
[--------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                  ]
[--------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                            ]
[                                                                                ]
[ Occupies Chocobo for 1 turn, enables the use of Chocobuckle.                  ]
[                                                                                ]
[ FEEDING:                                                                       ]
[  Dash + 1-16                                                                   ]
[  Run  + 0-3                                                                    ]
[  Stam + 3-10                                                                   ]
[  Accl + 0-1                                                                    ]
[  Coop + 2                                                                      ]
[--------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:     (Mimett Greens)   ]
[                                                                                ]
[ Battle Square (Before Tiny Bronco)                 Inf  1280 BP                ]
[ Battle Square (After Tiny Bronco)                  Inf  400  BP                ]
[--------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [1500 gil]                                  (Mimett Greens)   ]
[                                                                                ]
[ Chocobo Ranch Shop (Disc 1)                                                    ]
[ Chocobo Ranch Shop (Disc 2/3)                                                  ]
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[                                                 |                              ]
[ 65 {Curiel Greens}                              |      Buying Value: 1000      ]
[ Misspelt as {Kurie Greens}                      |     Selling Value: 500       ]
[                                                 |                              ]
[ https://photos.app.goo.gl/AbB7Uox3dmYUpT1l1 |                                ]
[_________________________________________________|                              ]
[                                                 |    Usable in Item Menu: NO   ]
[ Menu Description:                               |  Usable in Battle Menu: YES  ]
[  ____________________________                   |     Sell-able in Shops: YES  ]
[ | When you want a Chocobo... |                  \_______________________________]
[  ____________________________                                                  ]
[                                              Special: Start on Enemy           ]
[ Element: Restorative                          Target: One Target Only          ]
[                                           Hit Chance: 100%                     ]
[                                                                                ]
[ Item Strength: 5                 Attack Type: Magical                          ]
[   Base Damage: 100            Attack Formula: Item Strength * 20               ]
[  Restore Type: None         Random Variation: OFF                              ]
[--------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                  ]
[--------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                            ]
[                                                                                ]
[ Occupies Chocobo for 5 turns.                                                  ]
[                                                                                ]
[ FEEDING:                                                                       ]
```

```
[  Dash + 0-3                                                                ]
[  Run  + 0-3                                                                ]
[  Stam + 3-10                                                               ]
[  Coop + 2                                                                  ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [1000 gil]                                 (Curiel Greens)  ]
[                                                                            ]
[ Chocobo Ranch Shop (Disc 1)                                                ]
[ Chocobo Ranch Shop (Disc 2/3)                                              ]
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[                                                |                           ]
[ 66 {Pahsana Greens}                            |      Buying Value: 800    ]
[ Misspelt as {Pasana Greens}                    |     Selling Value: 400    ]
[                                                |                           ]
[ https://photos.app.goo.gl/1UK92WgHRXFLMbjy7    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  _________________________                     |     Sell-able in Shops: YES]
[ | When you want a Chocobo... |                 \___________________________]
[  _________________________                                                 ]
[                                           Special: Start on Enemy          ]
[ Element: Restorative                       Target: One Target Only         ]
[                                       Hit Chance: 100%                     ]
[                                                                            ]
[ Item Strength: 5                Attack Type: Magical                       ]
[   Base Damage: 100           Attack Formula: Item Strength * 20            ]
[  Restore Type: None        Random Variation: OFF                           ]
[-----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[-----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ Reduces Chocobo's run chance by 80%.                                       ]
[                                                                            ]
[ FEEDING:                                                                   ]
[  Intl + 1-8                                                                ]
[  Coop + 1-2                                                                ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [800 gil]                                  (Pahsana Greens)  ]
[                                                                            ]
[ Chocobo Ranch Shop (Disc 1)                                                ]
[ Chocobo Ranch Shop (Disc 2/3)                                              ]
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[                                                |                           ]
[ 67 {Tantal Greens}                             |      Buying Value: 400    ]
[                                                |     Selling Value: 200    ]
[ https://photos.app.goo.gl/b5zTEivgHe1XDvrC2    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  _________________________                     |     Sell-able in Shops: YES]
[ | When you want a Chocobo... |                 \___________________________]
[  _________________________                                                 ]
[                                           Special: Start on Enemy          ]
[ Element: Restorative                       Target: One Target Only         ]
```

```
[                                    Hit Chance: 100%                          ]
[                                                                              ]
[ Item Strength: 5               Attack Type: Magical                          ]
[   Base Damage: 100          Attack Formula: Item Strength * 20               ]
[  Restore Type: None       Random Variation: OFF                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ Occupies Chocobo for 3 turns.                                                ]
[                                                                              ]
[ FEEDING:                                                                     ]
[  Dash + 1-4                                                                  ]
[  Run  + 1-4                                                                  ]
[  Stam + 1-2                                                                  ]
[  Intl + 1                                                                    ]
[  Coop + 1                                                                    ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [400 gil]                                  (Tantal Greens)   ]
[                                                                              ]
[ Chocobo Ranch Shop (Disc 1)                                                  ]
[ Chocobo Ranch Shop (Disc 2/3)                                                ]
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[                                              |                               ]
[ 68 {Krakka Greens}                           |      Buying Value: 250        ]
[ Misspelt as {Karaka Greens}                  |     Selling Value: 125        ]
[                                              |                               ]
[ https://photos.app.goo.gl/Z9UWvjni9DBWOLSf1 |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: YES   ]
[  _________________________                   |     Sell-able in Shops: YES   ]
[ | When you want a Chocobo... |              \_______________________________]
[  -------------------------                                                   ]
[                                          Special: Start on Enemy             ]
[ Element: Restorative                      Target: One Target Only            ]
[                                       Hit Chance: 100%                       ]
[                                                                              ]
[ Item Strength: 5               Attack Type: Magical                          ]
[   Base Damage: 100          Attack Formula: Item Strength * 20               ]
[  Restore Type: None       Random Variation: OFF                              ]
[------------------------------------------------------------------------------]
[ STATUSES: OFF                                                                ]
[------------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                          ]
[                                                                              ]
[ Reduces Chocobo's run chance by 66.6%.                                       ]
[                                                                              ]
[ FEEDING:                                                                     ]
[  Intl + 1-2                                                                  ]
[  Coop + 1                                                                    ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOPS: [250 gil]                                  (Krakka Greens)   ]
[                                                                              ]
[ Chocobo Ranch Shop (Disc 1)                                                  ]
[ Chocobo Ranch Shop (Disc 2/3)                                                ]
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```

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[                                                |                            ]
[ 69 {Gysahl Greens}                             |      Buying Value: 100     ]
[ Misspelt as {Gizzard Greens}                   |     Selling Value: 50      ]
[                                                |                            ]
[ https://photos.app.goo.gl/rCEqc7Taxr5nDhXk2    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: YES]
[  ______________________________                |     Sell-able in Shops: YES]
[ | When you want a Chocobo... |                \___________________________]
[  ------------------------------                                            ]
[                                          Special: Start on Enemy           ]
[ Element: Restorative                      Target: One Target Only          ]
[                                      Hit Chance: 100%                      ]
[                                                                            ]
[ Item Strength: 5               Attack Type: Magical                        ]
[   Base Damage: 100          Attack Formula: Item Strength * 20             ]
[  Restore Type: None       Random Variation: OFF                            ]
[----------------------------------------------------------------------------]
[ STATUSES: OFF                                                              ]
[----------------------------------------------------------------------------]
[ SPECIAL ATTRIBUTES:                                                        ]
[                                                                            ]
[ Occupies Chocobo for 2 turns.                                              ]
[                                                                            ]
[ FEEDING:                                                                   ]
[  Dash + 0-3                                                                ]
[  Run  + 0-2                                                                ]
[  Stam + 0-3                                                                ]
[  Coop + 1                                                                  ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOPS: [100 gil]                                 (Gysahl Greens)  ]
[                                                                            ]
[ Chocobo Ranch Shop (Disc 1)                                                ]
[ Chocobo Ranch Shop (Disc 2/3)                                              ]
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||                                                                            ||
||                          NON - BATTLE ITEMS                                ||
||                                                        {NON-BATTLE ITEMS}  ||
\\=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-//
 '____________________________________________________________________________'


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[                                                |                            ]
[ 70 {Tent}                                      |      Buying Value: 500     ]
[                                                |     Selling Value: 250     ]
[ https://photos.app.goo.gl/nqra5gS1nfqw7Cx33    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: YES]
[ Menu Description:                              |  Usable in Battle Menu: NO ]
[  ______________________________                |     Sell-able in Shops: YES]
[ | Restores ally's max HP/MP. |                \___________________________]
[ | Use at Save point.         |                                            ]
[  ------------------------------                                            ]
[----------------------------------------------------------------------------]
```

```
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Full recovery to all players, only use at Save Points. Does not recover   ]
[ from KO or remove Fury/Sadness.                                           ]
[-------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                                (Tent)   ]
[                                                                           ]
[ DROP:                    STEAL:                  MORPH:                   ]
[                                                                           ]
[ Bandit            [8]    Gremlin          [32]                            ]
[ Stilva            [8]                                                     ]
[                                                                           ]
[ BEST FARM LOCATION:  NONE! (No area is re-visitable)                      ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                          QTY:               (Tent)   ]
[                                                                           ]
[ Sector 4 Tent & Save Point                    1                           ]
[ Mythril Mines North Eastern Cavern            1                           ]
[ Mt. Corel Bulldozer Pit                       1                           ]
[-------------------------------------------------------------------------]
[ FOUND IN SHOPS: [500 gil]                                        (Tent)   ]
[                                                                           ]
[ Sector 5 Item Shop                                                        ]
[ Wall Market Item Shop                                                     ]
[ Sector 7 Item Shop (After Sewers)                                         ]
[ Shinra HQ 2nd Floor Item Store                                            ]
[ Kalm Item Shop                                                            ]
[ Fort Condor Item Shop (Disc 1)                                            ]
[ Junon Harbour Weapon Shop                                                 ]
[ Junon Item Shop (Disc 1)                                                  ]
[ Costa Del Sol Item Shop (Disc 1)                                          ]
[ North Corel Tool Shop                                                     ]
[ Prison Pub General Store                                                  ]
[ Gongaga Item Shop                                                         ]
[ Cosmo Canyon Item Shop                                                    ]
[ Nibelheim General Store                                                   ]
[ Rocket Town Item Shop (Disc 1)                                            ]
[ Wutai Item Shop                                                           ]
[ Temple of the Ancients Item Shop                                          ]
[ Bone Village Item Shop                                                    ]
[ Icicle Inn Weapon Shop                                                    ]
[ Mideel Crazy Woman Item Shop                                              ]
[ Destroyed Mideel Item Shop                                                ]
[ Fort Condor Item Shop (Disc 2/3)                                          ]
[ Costa Del Sol Item Shop (Disc 2/3)                                        ]
[ Rocket Town Item Shop (Disc 2/3)                                          ]
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[                                              |                          ]
[ 71 {Power Source}                            |      Buying Value: N/A   ]
[                                              |     Selling Value: 250   ]
[ https://photos.app.goo.gl/D4FZRnA2kjogTkD92  |                          ]
[______________________________________________|                          ]
[                                              |    Usable in Item Menu: YES  ]
[ Menu Description:                            |  Usable in Battle Menu: NO   ]
[  ____________________                        |     Sell-able in Shops: YES  ]
[ | Raises [Strength] |                        \__________________________]
[  ____________________                                                     ]
[-------------------------------------------------------------------------]
```

```
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Increases Strength permanently by 1.                                      ]
[---------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Power Source) ]
[                                                                           ]
[ DROP:                    STEAL:                  MORPH:                   ]
[                                                                           ]
[ Lifeform-Hojo N     [63]                         Heavy Tank               ]
[                                                  Screamer                 ]
[                                                  Unknown                  ]
[                                                                           ]
[ BEST FARM LOCATION:  MORPH  Heavy Tank - Gongaga Reactor                  ]
[     Extended W-Item  MORPH  Screamer   - Mt. Nibel Path to Reactor        ]
[---------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                           QTY:      (Power Source)   ]
[                                                                           ]
[ Junon Right Side 1st On Left Barracks 3rd Floor  1                        ]
[ Costa Del Sol Villa Basement                     1                        ]
[ Mt. Corel Bulldozer Pit                          1                        ]
[ Rocket Town Eastern House                        1                        ]
[ Wutai Turtle's Paradise                          1  (Complete Mini-Quest) ]
[ Corral Valley Upper Cavern To World Map          1                        ]
[ Sector 8 Winding Tunnels "Fork" Screen           1                        ]
[ North Crater Descent Narrow Cascading Paths      1  2nd Screen            ]
[ North Crater Descent Rear Cavern From 2D Jumps   1                        ]
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[                                            |                              ]
[ 72 {Guard Source}                          |      Buying Value: N/A       ]
[                                            |     Selling Value: 250       ]
[ https://photos.app.goo.gl/8ZFCkXtUeV2QFYhg2 |                              ]
[____________________________________________|                              ]
[                                            |    Usable in Item Menu: YES  ]
[ Menu Description:                          |  Usable in Battle Menu: NO   ]
[  ____________________                      |     Sell-able in Shops: YES  ]
[ | Raises [Vitality] |                      \______________________________]
[  ____________________                                                     ]
[---------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Increases Vitality permanently by 1.                                      ]
[---------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Guard Source) ]
[                                                                           ]
[ DROP:                    STEAL:                  MORPH:                   ]
[                                                                           ]
[ Dark Nation         [63]                         Bagnadrana               ]
[                                                  Unknown 2                ]
[                                                  Spiral                   ]
[                                                  Maximum Kimaira          ]
[                                                  Armored Golem            ]
[                                                                           ]
[ BEST FARM LOCATION:  MORPH  Unknown 2  - Sunken Gelnika Large Cargo Room  ]
[     Extended W-Item  MORPH  Bagnadrana - Mt. Corel Path to Reactor        ]
[---------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                           QTY:      (Guard Source)   ]
[                                                                           ]
[ Kalm Northern (Right) House 2nd Floor            1                        ]
```

```
[ Junon Right Side 1st On Left Barracks 3rd Floor  1                          ]
[ Wutai Turtle's Paradise                          1  (Complete Mini-Quest)   ]
[ Forgotten Capitol Eastern Shell (East Area)      1                          ]
[ Rocket Town Item Store (Central-West House )     1  Disc 2                  ]
[ Sector 8 Winding Tunnels "Fork" Screen           1                          ]
[ North Crater Descent Anti Clockwise Spiral       1  1st Screen              ]
[ North Crater Descent Narrow Cascading Paths      1  2nd Screen              ]
[ North Crater Descent Rear Cavern From 2D Jumps   1                          ]
[ North Crater Final Gathering Screen              1                          ]
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[                                                |                             ]
[ 73 {Magic Source}                              |      Buying Value: N/A      ]
[                                                |     Selling Value: 250      ]
[ https://photos.app.goo.gl/kM4xdhDlfQ9jV8dT2    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: YES ]
[ Menu Description:                              |  Usable in Battle Menu: NO  ]
[  _____________________                         |     Sell-able in Shops: YES ]
[ | Raises [Magic Power] |                       \_____________________________]
[  _____________________                                                       ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                             ]
[                                                                              ]
[ Increases Magic permanently by 1.                                            ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Magic Source)    ]
[                                                                              ]
[ DROP:                      STEAL:                  MORPH:                    ]
[                                                                              ]
[                                                    8 eye                     ]
[                                                    Unknown 3                 ]
[                                                                              ]
[ BEST FARM LOCATION:  MORPH  Unknown 3  - Sunken Gelnika Large Cargo Room     ]
[     Extended W-Item  MORPH  8 eye      - Battle Square (After Highwind)      ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:      (Magic Source)   ]
[                                                                              ]
[ Shinra Mansion 2nd Floor Eastern Wing            1                           ]
[ Wutai Turtle's Paradise                          1  (Complete Mini-Quest)    ]
[ Forgotten Capitol Western Area Hut W Save Point  1                           ]
[ Cosmo Canyon Item Store (Disc 2)                 1                           ]
[ Sector 8 Winding Tunnels "Fork" Screen           1                           ]
[ North Crater Descent Narrow Cascading Paths      1  2nd Screen              ]
[ North Crater Swamp Area 1st Screen               1  Left-Upper Fork          ]
[ North Crater Final Gathering Screen              1                           ]
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[                                                |                             ]
[ 74 {Mind Source}                               |      Buying Value: N/A      ]
[ Misspelt as {Mind Plus}                        |     Selling Value: 250      ]
[                                                |                             ]
[ https://photos.app.goo.gl/VBhbx6fKaMVlp5Ix1    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: YES ]
[ Menu Description:                              |  Usable in Battle Menu: NO  ]
[  ___________________                           |     Sell-able in Shops: YES ]
[ | Raises [Spirit] |                            \_____________________________]
```

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[  ________________                                                          ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Increases Spirit permanently by 1.                                         ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Mind Source)   ]
[                                                                            ]
[ DROP:                    STEAL:                 MORPH:                     ]
[                                                                            ]
[                                                 Dragon Rider               ]
[                                                 Killbin                    ]
[                                                 Serpent                    ]
[                                                                            ]
[ BEST FARM LOCATION:  MORPH  Serpent - Sunken Gelnika Large Cargo Room       ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                           QTY:       (Mind Source)    ]
[                                                                            ]
[ Mythril Mines Eastern (Swamp) Entrance         1                           ]
[ Junon Right Side 1st On Left Barracks 2nd Floor  1                         ]
[ Mt. Corel Bulldozer Pit                        1                           ]
[ Nibelheim Village                              1                           ]
[ Wutai Turtle's Paradise                        1  (Complete Mini-Quest)    ]
[ Temple of The Ancients "Stairs & Vines" Maze   1                           ]
[ Great Glacier Forest (North of Entrance)       1                           ]
[ Sector 8 Winding Tunnels "Fork" Screen         1                           ]
[ Shinra HQ 64th Floor (Gym) (Disc 2)            1  Bang on Machine Disc 1   ]
[ North Crater Descent Narrow Cascading Paths    1  2nd Screen              ]
[ North Crater Descent 2D Platform Jumps         1  3rd Screen              ]
[ North Crater Final Gathering Screen            1                           ]
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[                                                |                           ]
[ 75 {Speed Source}                              |      Buying Value: N/A    ]
[                                                |     Selling Value: 250    ]
[ https://photos.app.goo.gl/XJLVeww9JtULBHri2    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: YES ]
[ Menu Description:                              |  Usable in Battle Menu: NO  ]
[  ____________________                          |     Sell-able in Shops: YES ]
[ | Raises [Dexterity] |                         \___________________________]
[  ____________________                                                      ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Increases Dexterity permanently by 1.                                      ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                            (Speed Source)  ]
[                                                                            ]
[ MORPH  Poodler - Sunken Gelnika Corridor                                   ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                           QTY:       (Speed Source)   ]
[                                                                            ]
[ Junon Left Side 3rd On Right Barracks Gnd Floor  1                         ]
[ Wonder Square 2nd Floor                        1                           ]
[ Wutai Turtle's Paradise                        1  (Complete Mini-Quest)    ]
[ Gaea's Cliff Upper Dungeon                     1                           ]
[ Shinra HQ 64th Floor (Gym) (Disc 2)            1  Bang on Machine Disc 1   ]
[ North Crater Right Path Spiral Base            1  2nd Screen              ]
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[ North Crater Right Path Large Nesting Area       1  3rd Screen             ]
[ North Crater Left Path Lower Fork 3rd Screen     1                         ]
[ North Crater Final Gathering Screen             1                         ]
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[                                                 |                         ]
[ 76 {Luck Source}                                |      Buying Value: N/A    ]
[                                                 |     Selling Value: 250    ]
[ https://photos.app.goo.gl/CJJb3QDQfXLZ7DdX7     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: YES ]
[ Menu Description:                               |  Usable in Battle Menu: NO  ]
[  _________________                              |     Sell-able in Shops: YES ]
[ | Raises [Luck] |                               \___________________________]
[  _________________                                                          ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                            ]
[                                                                             ]
[ Increases Luck permanently by 1.                                            ]
[-----------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Luck Source) ]
[                                                                             ]
[ MORPH  Bad Rap - Sunken Gelnika Corridor                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                            QTY:       (Luck Source)    ]
[                                                                             ]
[ Junon Right Side 1st On Left Barracks 2nd Floor 1                           ]
[ Nibelheim South East House 2nd Floor            1                           ]
[ Nibelheim Inn Ground Floor                      1                           ]
[ Wutai Turtle's Paradise                         1  (Complete Mini-Quest)    ]
[ North Crater Circular Bottom-Most Screen        1                           ]
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[                                                 |                         ]
[ 77 {Zeio Nut}                                   |      Buying Value: N/A    ]
[                                                 |     Selling Value: 1      ]
[ https://photos.app.goo.gl/pmNWXGdChIPFj0RB3     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: NO  ]
[ Menu Description:                               |  Usable in Battle Menu: NO  ]
[  ____________________________________          |     Sell-able in Shops: YES ]
[ | When you want to breed Chocobos… |            \___________________________]
[  ____________________________________                                       ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                            ]
[                                                                             ]
[   Colour: [Black] + [Wonderful] = 100% Gold (12+ races won cumulatively)    ]
[                                   3.1% Gold (less than 12 races won)        ]
[                                                                             ]
[            If you AREN'T breeding a Black and Wonderful Chocobo, or you     ]
[            are but you FAILED to obtain a Gold Chocobo, then its colour     ]
[            will have a 50/50 chance of being its Father or Mother's.        ]
[                                                                             ]
[   Rating: 50% chance Mother's rating                                        ]
[           50% chance Father's rating                                        ]
[                                                                             ]
[      Sex: 50% chance Male                                                   ]
[           50% chance Female                                                 ]
```

```
[                                                                              ]
[    MDash: 78.5% chance MDash will be the average of both parents             ]
[           21.5% chance MDash will be 10% greater that the parent with the    ]
[                 highest MDash, capped at 6000                                ]
[                                                                              ]
[           *BONUS* If a Gold Chocobo was born with MDash lower that 5000,     ]
[                   the following bonus will be applied:                       ]
[                                                                              ]
[                   43.75% chance MDash will be set to 5000                    ]
[                    12.5% chance MDash will be set to 5100                    ]
[                    12.5% chance MDash will be set to 5200                    ]
[                    6.25% chance MDash will be set to 5300                    ]
[                    6.25% chance MDash will be set to 5400                    ]
[                    12.5% chance MDash will be set to 5500                    ]
[                    6.25% chance MDash will be set to 5950                    ]
[                                                                              ]
[                   The value with then have a 50% chance of being increased   ]
[                   by [Random Number between 0 ~ 26], and a 50% chance of     ]
[                   being decreased by [Random Number between 0 ~ 26].         ]
[                                                                              ]
[     Dash: Average of both parents                                            ]
[                                                                              ]
[     MRun: 62.9% chance MRun will be the average of both parents              ]
[           31.3% chance MRun will be 12.5% greater that the parent with the   ]
[                 highest MRun, capped at 5900 (or MDash)                      ]
[            5.9% chance MRun will be 5% lower that the parent with the        ]
[                 highest MRun                                                 ]
[                                                                              ]
[           *BONUS* If a Gold Chocobo was born with MRun lower that 4000, it   ]
[                   will receive a 1000 bonus to MRun                          ]
[                                                                              ]
[      Run: Average of both parents                                            ]
[                                                                              ]
[  Stamina: 31.6% chance Stamina will be the average of both parents           ]
[           68.4% chance Stamina will be 5% greater that the parent with the   ]
[                 highest Stamina, capped at 9999                              ]
[                                                                              ]
[ Acclertn: Average of both parents                                            ]
[                                                                              ]
[ Intllgnc: Average of both parents                                            ]
[                                                                              ]
[    Co-op: 0                                                                  ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Zeio Nut)    ]
[                                                                              ]
[ DROP:                      STEAL:                  MORPH:                    ]
[                                                                              ]
[ Goblin              [8]    Goblin            [8]                             ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Goblin - Goblin Island Forests (World Map)       ]
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[                                                |                             ]
[ 78 {Carob Nut}                                 |      Buying Value: N/A      ]
[                                                |     Selling Value: 1        ]
[ https://photos.app.goo.gl/9A4q3DlLLL9IVNnB2    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: NO  ]
[ Menu Description:                              |  Usable in Battle Menu: NO  ]
```

[_____ | Sell-able in Shops: YES]
[| When you want to breed Chocobos… | _____]
[ ]
[---]
[ITEM ATTRIBUTES: (when breeding)]
[ ]
[Colour: [Blue] + [Green] = 100% Black (9+ races won cumulatively)]
[ ]
[3.9% Black (less than 9 races won)]
[50% Blue (less than 9 races won)]
[46.1% Green (less than 9 races won)]
[ ]
[[Good] + [Good] OR [Great] + [Great] OR [Good] + [Great]:]
[ ]
[50% Green (4+ races won cumulatively)]
[50% Blue (4+ races won cumulatively)]
[ ]
[17.2% Green (less than 4 races won)]
[18% Blue (less than 4 races won)]
[64.8% Yellow (less than 4 races won)]
[ ]
[ ]
| If you are mating a Great or Good Chocobo with a Chocobo that]
| *ISN'T* Great/Good (i.e. Wonderful), then there is a 25% chance]
| that the above formula for mating Good/Great Chocobos will]
| apply, so long as you select the Good/Great Chocobo first.]
[ ]
[If you AREN'T breeding Good/Great or Blue/Green Chocobos, then]
[then its colour will have a 50/50 chance of being its Father or]
[Mother's.]
[ ]
[Rating: 50% chance Mother's rating]
[50% chance Father's rating]
[ ]
[Sex: 50% chance Male]
[50% chance Female]
[ ]
[MDash: 76.6% chance MDash will be the average of both parents]
[23.4% chance MDash will be 10% greater that the parent with the]
[highest MDash, capped at 6000]
[ ]
[*BONUS* If a Black Chocobo was born with MDash lower that 4000,]
[the following bonus will be applied:]
[ ]
[43.75% chance MDash will be set to 4000]
[25% chance MDash will be set to 4200]
[6.25% chance MDash will be set to 4300]
[6.25% chance MDash will be set to 4400]
[12.5% chance MDash will be set to 4500]
[6.25% chance MDash will be set to 4800]
[ ]
[The value with then have a 50% chance of being increased]
[by [Random Number between 0 ~ 51], and a 50% chance of]
[being decreased by [Random Number between 0 ~ 51].]
[ ]
[Dash: Average of both parents]
[ ]
[MRun: 62.9% chance MRun will be the average of both parents]
[15.6% chance MRun will be 10% greater that the parent with the]
[highest MRun, capped at 5900 (or MDash)]

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[           21.5% chance MRun will be 10% lower that the parent with the     ]
[                 highest MRun                                               ]
[                                                                            ]
[      Run: Average of both parents                                          ]
[                                                                            ]
[  Stamina: 80.5% chance Stamina will be the average of both parents         ]
[           19.5% chance Stamina will be 5% greater that the parent with the ]
[                 highest Stamina, capped at 9999                            ]
[                                                                            ]
[ Acclertn: Average of both parents                                          ]
[                                                                            ]
[ Intllgnc: Average of both parents                                          ]
[                                                                            ]
[    Co-op: 0                                                                ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Carob Nut)     ]
[                                                                            ]
[ DROP:                      STEAL:                  MORPH:                  ]
[                                                                            ]
[ Vlakorados          [32]   Vlakorados        [32]                          ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Vlakorados - Icicle Area Grass (World Map)     ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                              QTY:         (Carob Nut) ]
[                                                                            ]
[ Wonder Square 1st Floor (Purchase from woman)    Inf  500 GP               ]
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[                                              |                             ]
[ 79 {Porov Nut}                               |      Buying Value: 2000     ]
[ Misspelt as {Porofu Nut}                     |     Selling Value: 1000     ]
[                                              |                             ]
[ https://photos.app.goo.gl/b7JtqAQs9lzZZR7S2 |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: NO  ]
[  ____________________________________        |     Sell-able in Shops: YES ]
[ | When you want to breed Chocobos… |        \____________________________]
[  ------------------------------------                                      ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                           ]
[                                                                            ]
[   Colour: [Blue] + [Green] = 25% Black                                     ]
|                                                                            |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are     |
|            but you FAILED to obtain a Black Chocobo, then its colour will  |
|            have a 50/50 chance of being its Father or Mother's.            |
[                                                                            ]
[   Rating: 50% chance Mother's rating                                       ]
[           50% chance Father's rating                                       ]
[                                                                            ]
[      Sex: 50% chance Male                                                  ]
[           50% chance Female                                                ]
[                                                                            ]
[    MDash: 72.7% chance MDash will be the average of both parents           ]
[           27.3% chance MDash will be 6.6% greater that the 'first'         ]
[                 selected parent, capped at 6000                            ]
[                                                                            ]
[     Dash: Average of both parents                                          ]
```

```
[                                                                              ]
[     MRun: 70.7% chance MRun will be the average of both parents              ]
[           19.5% chance MRun will be 6.6% greater that the 'first' selected   ]
[                 parent, capped at 5900 (or [MDash - 100])                    ]
[            9.8% chance MRun will be 5% lower that the 'first' selected       ]
[                 parent                                                       ]
[                                                                              ]
[      Run: Average of both parents                                            ]
[                                                                              ]
[  Stamina: 80.5% chance Stamina will be the average of both parents           ]
[           19.5% chance Stamina will be 5% greater that the parent with the   ]
[                 highest Stamina, capped at 9999                              ]
[                                                                              ]
[ Acclertn: Average of both parents                                            ]
[                                                                              ]
[ Intllgnc: Average of both parents                                            ]
[                                                                              ]
[    Co-op: 0                                                                  ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOP: [2000 gil]                                      (Porov Nut)   ]
[                                                                              ]
[ Chocobo Sage General Store                                                   ]
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[                                                |                             ]
[ 80 {Pram Nut}                                  |      Buying Value: 1500     ]
[ Misspelt as {Param Nut}                        |     Selling Value: 750      ]
[                                                |                             ]
[ https://photos.app.goo.gl/aMjxRKCiD7tXo6jE3    |                             ]
[________________________________________________|                             ]
[                                                |    Usable in Item Menu: NO  ]
[ Menu Description:                              |  Usable in Battle Menu: NO  ]
[  ____________________________________         |     Sell-able in Shops: YES ]
[ | When you want to breed Chocobos… |          \_____________________________]
[  ------------------------------------                                        ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                             ]
[                                                                              ]
[   Colour: [Blue] + [Green] = 50% Black                                       ]
|                                                                              |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are       |
|            but you FAILED to obtain a Black Chocobo, then its colour will    |
|            have a 50/50 chance of being its Father or Mother's.              |
[                                                                              ]
[   Rating: 50% chance Mother's rating                                         ]
[           50% chance Father's rating                                         ]
[                                                                              ]
[      Sex: 50% chance Male                                                    ]
[           50% chance Female                                                  ]
[                                                                              ]
[    MDash: 70.7% chance MDash will be the average of both parents             ]
[           19.5% chance MDash will be 5.5% greater that the 'first'           ]
[                 selected parent, capped at 6000                              ]
[            9.9% chance MDash will be 3% lower that the 'first' selected      ]
[                 parent                                                       ]
[                                                                              ]
[     Dash: Average of both parents                                            ]
[                                                                              ]
[     MRun: 80.5% chance MRun will be the average of both parents              ]
```

```
[           19.5% chance MRun will be 5.5% greater that the 'first' selected ]
[                 parent, capped at 5900 (or [MDash - 100])                   ]
[                                                                             ]
[      Run: Average of both parents                                           ]
[                                                                             ]
[  Stamina: 66.8% chance Stamina will be the average of both parents          ]
[           19.5% chance Stamina will be 5.5% greater that the 'first'        ]
[                 selected parent, capped at 9999                             ]
[           13.7% chance Stamina will be 10% lower that the 'first'           ]
[                 selected parent                                             ]
[                                                                             ]
[ Acclertn: Average of both parents                                           ]
[                                                                             ]
[ Intllgnc: Average of both parents                                           ]
[                                                                             ]
[    Co-op: 0                                                                 ]
[-----------------------------------------------------------------------------]
[ FOUND IN SHOP: [1500 gil]                                      (Pram Nut)   ]
[                                                                             ]
[ Chocobo Sage General Store                                                  ]
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[                                                |                            ]
[ 81 {Lasan Nut}                                 |      Buying Value: 600     ]
[                                                |     Selling Value: 300     ]
[ https://photos.app.goo.gl/teLNdZs2tqBShThx1    |                            ]
[________________________________________________|                            ]
[                                                |    Usable in Item Menu: NO ]
[ Menu Description:                              |  Usable in Battle Menu: NO ]
[  ____________________________________         |     Sell-able in Shops: YES]
[ | When you want to breed Chocobos… |          \___________________________]
[  ------------------------------------                                       ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                            ]
[                                                                             ]
[   Colour: [Blue] + [Green] = 50% Black                                      ]
|                                                                             |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are      |
|            but you FAILED to obtain a Black Chocobo, then its colour will   |
|            have a 50/50 chance of being its Father or Mother's.             |
[                                                                             ]
[   Rating: 50% chance Mother's rating                                        ]
[           50% chance Father's rating                                        ]
[                                                                             ]
[      Sex: 50% chance Male                                                   ]
[           50% chance Female                                                 ]
[                                                                             ]
[    MDash: 70.7% chance MDash will be the average of both parents            ]
[           19.5% chance MDash will be 5% greater that the 'first' selected   ]
[                 parent, capped at 6000                                      ]
[            9.8% chance MDash will be 5% lower that the 'first' selected     ]
[                 parent                                                      ]
[                                                                             ]
[     Dash: Average of both parents                                           ]
[                                                                             ]
[     MRun: 70.7% chance MRun will be the average of both parents             ]
[           19.5% chance MRun will be 5% greater that the 'first' selected    ]
[                 parent, capped at 5900 (or [MDash - 100])                   ]
[            9.8% chance MRun will be 5% lower that the 'first' selected      ]
```

```
[                parent                                                        ]
[                                                                              ]
[      Run: Average of both parents                                            ]
[                                                                              ]
[  Stamina: 70.7% chance Stamina will be the average of both parents           ]
[           19.5% chance Stamina will be 5% greater that the 'first'           ]
[                selected parent, capped at 9999                               ]
[            9.8% chance Stamina will be 5% lower that the 'first' selected    ]
[                parent                                                        ]
[                                                                              ]
[ Acclertn: Average of both parents                                            ]
[                                                                              ]
[ Intllgnc: Average of both parents                                            ]
[                                                                              ]
[    Co-op: 0                                                                  ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                              (Lasan Nut)   ]
[                                                                              ]
[ DROP:                      STEAL:                  MORPH:                    ]
[                                                                              ]
[ Mandragora          [8]    Mandragora        [8]                             ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Mandragora - Grasslands Area Grass (World Map)   ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOP: [600 gil]                                       (Lasan Nut)   ]
[                                                                              ]
[ Chocobo Ranch Shop (Disc 2/3)                                                ]
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[                                             |                                ]
[ 82 {Saraha Nut}                             |      Buying Value: 400         ]
[                                             |     Selling Value: 200         ]
[ https://photos.app.goo.gl/FlWfAwNM617o79WA3 |                                ]
[_____________________________________________|                                ]
[                                             |    Usable in Item Menu: NO     ]
[ Menu Description:                           |  Usable in Battle Menu: NO     ]
[  ___________________________________       |     Sell-able in Shops: YES    ]
[ | When you want to breed Chocobos… |       \________________________________]
[  ___________________________________                                         ]
[                                                                              ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                             ]
[                                                                              ]
[   Colour: [Blue] + [Green] = 50% Black                                       ]
|                                                                              |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are       |
|            but you FAILED to obtain a Black Chocobo, then its colour will    |
|            have a 50/50 chance of being its Father or Mother's.              |
[                                                                              ]
[   Rating: 50% chance Mother's rating                                         ]
[           50% chance Father's rating                                         ]
[                                                                              ]
[      Sex: 50% chance Male                                                    ]
[           50% chance Female                                                  ]
[                                                                              ]
[    MDash: 81.2% chance MDash will be the average of both parents             ]
[            9.4% chance MDash will be 3% greater that the 'first' selected    ]
[                parent, capped at 6000                                        ]
[            9.4% chance MDash will be 3% lower that the 'first' selected      ]
[                parent                                                        ]
```

```
[                                                                              ]
[     Dash: Average of both parents                                            ]
[                                                                              ]
[     MRun: 81.2% chance MRun will be the average of both parents              ]
[            9.4% chance MRun will be 3% greater that the 'first' selected     ]
[                 parent, capped at 5900 (or [MDash - 100])                    ]
[            9.4% chance MRun will be 3% lower that the 'first' selected       ]
[                 parent                                                       ]
[                                                                              ]
[      Run: Average of both parents                                            ]
[                                                                              ]
[  Stamina: 81.2% chance Stamina will be the average of both parents           ]
[            9.4% chance Stamina will be 3% greater that the 'first'           ]
[                 selected parent, capped at 9999                              ]
[            9.4% chance Stamina will be 3% lower that the 'first' selected    ]
[                 parent                                                       ]
[                                                                              ]
[ Acclertn: Average of both parents                                            ]
[                                                                              ]
[ Intllgnc: Average of both parents                                            ]
[                                                                              ]
[    Co-op: 0                                                                  ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Saraha Nut)      ]
[                                                                              ]
[ DROP:                      STEAL:                  MORPH:                    ]
[                                                                              ]
[ Spencer             [8]    Spencer           [8]                             ]
[                                                                              ]
[ BEST FARM LOCATION:  STEAL  Spencer - Gold Saucer Area (Grass) (World Map)   ]
[------------------------------------------------------------------------------]
[ FOUND IN SHOP: [400 gil]                                   (Saraha Nut)      ]
[                                                                              ]
[ Chocobo Ranch Shop (Disc 2/3)                                                ]
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[                                              |                               ]
[ 83 {Luchile Nut}                             |      Buying Value: 200        ]
[ Misspelt {Ruchin Nut}                        |     Selling Value: 100        ]
[                                              |                               ]
[ https://photos.app.goo.gl/9a3G6YyQx4OeFmqz2 |                               ]
[______________________________________________|                               ]
[                                              |    Usable in Item Menu: NO    ]
[ Menu Description:                            |  Usable in Battle Menu: NO    ]
[  ____________________________________        |     Sell-able in Shops: YES   ]
[ | When you want to breed Chocobos… |        \______________________________]
[  ------------------------------------                                        ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                             ]
[                                                                              ]
[   Colour: [Blue] + [Green] = 25% Black                                       ]
|                                                                              |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are       |
|            but you FAILED to obtain a Black Chocobo, then its colour will    |
|            have a 50/50 chance of being its Father or Mother's.              |
[                                                                              ]
[   Rating: 50% chance Mother's rating                                         ]
[           50% chance Father's rating                                         ]
[                                                                              ]
```

```
[      Sex: 50% chance Male                                                  ]
[           50% chance Female                                                ]
[                                                                            ]
[    MDash: 50% chance MDash will be the average of both parents             ]
[           50% chance MDash will be [Random Number between 0 ~ 255] lower   ]
[               than the average of both parents, capped at 300              ]
[                                                                            ]
[     Dash: 50% chance Dash will be the average of both parents              ]
[           50% chance Dash will be [Random Number between 0 ~ 255] lower    ]
[               than the average of both parents, capped at 300              ]
[                                                                            ]
[     MRun: 50% chance MRun will be the average of both parents              ]
[           50% chance MRun will be [2 * (Random Number between 0 ~ 255)]    ]
[               lower than the average of both parents, capped at 300        ]
[                                                                            ]
[      Run: 50% chance Run will be the average of both parents               ]
[           50% chance Run will be [2 * (Random Number between 0 ~ 255)]     ]
[               lower than the average of both parents, capped at 300        ]
[                                                                            ]
[  Stamina: Average of both parents                                          ]
[                                                                            ]
[ Acclertn: Average of both parents                                          ]
[                                                                            ]
[ Intllgnc: Average of both parents                                          ]
[                                                                            ]
[    Co-op: 0                                                                ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Luchile Nut)   ]
[                                                                            ]
[ DROP:                      STEAL:                  MORPH:                  ]
[                                                                            ]
[ Nibel Wolf          [8]    Nibel Wolf        [8]                           ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Nibel Wolf - Nibel Area Grass (World Map)      ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOP: [200 gil]                                   (Luchile Nut)   ]
[                                                                            ]
[ Chocobo Ranch Shop (Disc 2/3)                                              ]
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[                                                |                           ]
[ 84 {Pepio Nut}                                 |      Buying Value: 100    ]
[ Misspelt as {Pipio Nut}                        |     Selling Value: 50     ]
[                                                |                           ]
[ https://photos.app.goo.gl/SonBbeNM1sKbqkzs1    |                           ]
[________________________________________________|                           ]
[                                                |    Usable in Item Menu: NO]
[ Menu Description:                              |  Usable in Battle Menu: NO]
[  ____________________________________         |     Sell-able in Shops: YES]
[ | When you want to breed Chocobos… |          \___________________________]
[  ------------------------------------                                      ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES: (when breeding)                                           ]
[                                                                            ]
[   Colour: [Blue] + [Green] = 25% Black                                     ]
|                                                                            |
|            If you AREN'T breeding a Blue and Green Chocobo, or you are     |
|            but you FAILED to obtain a Black Chocobo, then its colour will  |
|            have a 50/50 chance of being its Father or Mother's.            |
```

```
[                                                                            ]
[   Rating: 50% chance Mother's rating                                       ]
[           50% chance Father's rating                                       ]
[                                                                            ]
[      Sex: 50% chance Male                                                  ]
[           50% chance Female                                                ]
[                                                                            ]
[    MDash: [100 * (Random Number between 1 ~ 2] lower than the average of   ]
[            both parents, capped at 300                                     ]
[                                                                            ]
[           *BONUS* If the Chocobo was born with MDash lower that 4000, the  ]
[                   following bonus will have a 0.19% chance of being        ]
[                   applied:                                                 ]
[                                                                            ]
[                    0.78% chance MDash will be set to 4000                  ]
[                    0.78% chance MDash will be set to 4100                  ]
[                    1.56% chance MDash will be set to 4200                  ]
[                    2.34% chance MDash will be set to 4300                  ]
[                    0.78% chance MDash will be set to 4500                  ]
[                   93.75% chance MDash will not be adjusted                 ]
[                                                                            ]
[     Dash: [100 * (Random Number between 1 ~ 2] lower than the average of   ]
[            both parents, capped at 300                                     ]
[                                                                            ]
[           *BONUS* If the 0.19% chance passed for the MDash to receive a    ]
[                   bonus, then Dash will be set to MDash and reduced by     ]
[                   [Random Number between 0 ~ 255] six times, with a fresh  ]
[                   RNG dice roll with each deduction. This means that Dash  ]
[                   could be up to 1530 lower than MDash.                    ]
[                                                                            ]
[     MRun: [100 * (Random Number between 1 ~ 4] lower than the average of   ]
[            both parents, capped at 300                                     ]
[                                                                            ]
[      Run: [100 * (Random Number between 1 ~ 2] lower than the average of   ]
[            both parents, capped at 300                                     ]
[                                                                            ]
[  Stamina: [Random Number between 0 ~ 255] lower than the average of both   ]
[            parents, capped at 1                                            ]
[                                                                            ]
[ Acclertn: Average of both parents                                          ]
[                                                                            ]
[ Intllgnc: Average of both parents                                          ]
[                                                                            ]
[    Co-op: 0                                                                ]
[----------------------------------------------------------------------------]
[ FOUND ON ENEMIES:                                          (Pepio Nut)     ]
[                                                                            ]
[ DROP:                      STEAL:                  MORPH:                  ]
[                                                                            ]
[ Dual Horn           [8]    Dual Horn         [8]                            ]
[                                                                            ]
[ BEST FARM LOCATION:  STEAL  Dual Horn - Woodlands Area Grass (World Map)   ]
[----------------------------------------------------------------------------]
[ FOUND IN SHOP: [100 gil]                                   (Pepio Nut)     ]
[                                                                            ]
[ Chocobo Ranch Shop (Disc 2/3)                                              ]
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[                                          |                                 ]
```

```
[ 85 {Battery}                                |      Buying Value: 100       ]
[                                             |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/PwDZ9tKJZFhX2zc72 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: NO   ]
[ Menu Description:                           |  Usable in Battle Menu: NO   ]
[  ___________________________________       |     Sell-able in Shops: NO   ]
[ | Looks like it can start some sort of |    \_____________________________]
[ | machine                              |                                   ]
[  ___________________________________                                       ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Required to progress with the storyline. Only 2 are required (third is for ]
[ an optional Ether).                                                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                         QTY:           (Battery)       ]
[                                                                            ]
[ Wall Market Weapon Store                    3  100 gil each                ]
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[                                             |                              ]
[ 86 {Tissue}                                 |      Buying Value: N/A       ]
[                                             |     Selling Value: 1         ]
[ https://photos.app.goo.gl/vQg5ehzupmF1KddI2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: NO   ]
[ Menu Description:                           |  Usable in Battle Menu: NO   ]
[  _____________________________              |     Sell-able in Shops: YES  ]
[ | This one's a little tough... |           \_____________________________]
[  _____________________________                                             ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Has no actual purpose.                                                     ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                         QTY:            (Tissue)       ]
[                                                                            ]
[ Battle Square (All Battle Sets)             Inf  (Consolation Prize)       ]
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[                                             |                              ]
[ 87 {Omnislash}                              |      Buying Value: N/A       ]
[                                             |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/NC5SrKTIxnWDXuJP2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: YES  ]
[ Menu Description:                           |  Usable in Battle Menu: NO   ]
[  _____________________________              |     Sell-able in Shops: NO   ]
[ | Learn Limit Skill "Omnislash" |           \_____________________________]
[  _____________________________                                             ]
[----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Cloud's Lv4 Limit Break manual.                                            ]
[ Performs 15x attacks on random single enemies for 0.75x damage.            ]
[ Auto critical is enabled.                                                  ]
[                                                                            ]
```

```
[  QUOTES:                                                                  ]
[    ("OK, I got it!")                                                      ]
[    ("I'm not too sure but...")                                            ]
[    ("Don't really care.")                                                 ]
[---------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                          QTY:         (Omnislash)   ]
[                                                                           ]
[ Battle Square (After Tiny Bronco)             1  51,200 BP               ]
[ Battle Square (After Highwind)                1  32,000 BP               ]
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[                                              |                            ]
[ 88 {Catastrophe}                             |      Buying Value: N/A     ]
[                                              |     Selling Value: N/A     ]
[ https://photos.app.goo.gl/s7WwJA8b3LH5T3rt9 |                            ]
[______________________________________________|                            ]
[                                              |    Usable in Item Menu: YES ]
[ Menu Description:                            |  Usable in Battle Menu: NO  ]
[  ____________________________________       |     Sell-able in Shops: NO  ]
[ | Learn Limit Skill "Catastrophe" |          \___________________________]
[  ------------------------------------                                     ]
[---------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Barret's Lv4 Limit Break manual.                                          ]
[ Performs 10x attacks on random single enemies for 1.25x damage.           ]
[                                                                           ]
[  QUOTES:                                                                  ]
[    ("Heh! No sweat!")                                                     ]
[    ("D-d-d-damn! My head hurts!")                                         ]
[    ("Got nuthin' to do with me!")                                         ]
[---------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                           QTY:       (Catastrophe)   ]
[                                                                           ]
[ North Corel Western Hut                       1                          ]
[                                                                           ]
[ Speak to the woman with the green cap after completing the Huge Materia   ]
[ quest on Disc 2.                                                          ]
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[                                              |                            ]
[ 89 {Final Heaven}                            |      Buying Value: N/A     ]
[                                              |     Selling Value: N/A     ]
[ https://photos.app.goo.gl/la7ebW5E1PZQCtEG3 |                            ]
[______________________________________________|                            ]
[                                              |    Usable in Item Menu: YES ]
[ Menu Description:                            |  Usable in Battle Menu: NO  ]
[  ____________________________________       |     Sell-able in Shops: NO  ]
[ | Learn Limit Skill "Final Heaven" |         \___________________________]
[  ------------------------------------                                     ]
[---------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Tifa's Lv4 Limit Bream manual.                                            ]
[ Performs 1 attack on a random enemy for 2.625x normal damage.             ]
[                                                                           ]
[  QUOTES:                                                                  ]
[    ("Hmm, so that's it.")                                                 ]
```

```
[   ("I'm not too sure, but...")                                              ]
[   ("I've got the wrong person.")                                            ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:      (Final Heaven)  ]
[                                                                             ]
[ Nibelheim Tifa's House 2nd Floor                 1                          ]
[                                                                             ]
[ Once CLoud is back in the party on Disc 2, play the piano in Tifa's        ]
[ bedroom to receive her Lv4 Limit Break manual.                              ]
[                                                                             ]
[ Play the following notes:                                                   ]
[ X, Sq, Tr, L1+Tr, L1+Sq, X, Sq, Tr, L1+X, O, X, Sq, X                      ]
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[                                              |                              ]
[ 90 {Great Gospel}                            |      Buying Value: N/A       ]
[                                              |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/1fs6NyFb9dy4mc073 |                              ]
[______________________________________________|                              ]
[                                              |    Usable in Item Menu: YES  ]
[ Menu Description:                            |  Usable in Battle Menu: NO   ]
[  ____________________________________       |     Sell-able in Shops: NO   ]
[ | Learn Limit Skill "Great Gospel" |        \_____________________________]
[  ------------------------------------                                      ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                            ]
[                                                                             ]
[ Aeris's Lv4 Limit Break manual.                                             ]
[ Inflicts [Peerless] on all allies, as well as reviving and fully restoring ]
[ HP and MP.                                                                  ]
[                                                                             ]
[  QUOTES:                                                                    ]
[   ("This should be okay.")                                                  ]
[   ("Not quite ready yet.")                                                  ]
[   ("It isn't me.")                                                          ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:      (Great Gospel)  ]
[                                                                             ]
[ Blacksmith's House                               Inf                        ]
[                                                                             ]
[ Once you obtain the buggy, head back over to Junon (by driving the buggy   ]
[ straight into Costa Del Sol). Cross the river near the Forests to find a   ]
[ cave. Speak to the man here to have him tell you a stat; keep running out  ]
[ then in until he tell you your battle count.                                ]
[                                                                             ]
[ You need to get the final two figures of the battle count to even (144).   ]
[ He will then hand you the Mythril (you'll receive a Bolt Ring if the final ]
[ two figures are odd).                                                       ]
[                                                                             ]
[ Once you have obtained the Tiny Bronco, you can head to the Blacksmith     ]
[ near Gongaga to trade the Mythril for the item in the smaller box, which   ]
[ is the Great Gospel. You can get an infinite supply so long as you never   ]
[ take the item in the larger box, which is a Gold Armlet.                    ]
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[                                              |                              ]
[ 91 {Cosmo Memory}                            |      Buying Value: N/A       ]
[                                              |     Selling Value: N/A       ]
```

```
[ https://photos.app.goo.gl/ZjGix2lfI71jMv753 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: YES  ]
[ Menu Description:                           |  Usable in Battle Menu: NO   ]
[  ___________________________________        |     Sell-able in Shops: NO   ]
[ | Learn Limit Skill "Cosmo Memory" |        \_______________________________]
[  ___________________________________                                        ]
[-------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                            ]
[                                                                             ]
[ Red XIII's Lv4 Limit Break manual.                                          ]
[ Performs 1 attack on all enemies for 7.8125x normal damage.                 ]
[                                                                             ]
[  QUOTES:                                                                    ]
[   ("Right, I've got it!")                                                   ]
[   ("I don't get it.")                                                       ]
[   ("It has nothing to do with me".)                                         ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Cosmo Memory)  ]
[                                                                             ]
[ DROP  Lost Number [63] - Shinra Mansion 2nd Floor Western Wing              ]
[                                                                             ]
[ When you get to Nibelheim (after obtaining the Buggy), head into the        ]
[ Shinra mansion and inspect the note in the bottom left corner to engage in ]
[ a mini-game. You must find the 4 combinations for the safe on the 2nd       ]
[ floor western wing.                                                         ]
[                                                                             ]
[ Safe combo:                                                                 ]
[  Right 36, Left 10, Right 59, Right 97                                      ]
[                                                                             ]
[ Once you've entered the correct combination (without going past the         ]
[ required value) you must fight Lost Number. Beat him for the Cosmo Memory. ]
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[                                             |                              ]
[ 92 {All Creation}                           |      Buying Value: N/A       ]
[                                             |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/LW00LYOIwFtDke4s2 |                              ]
[_____________________________________________|                              ]
[                                             |    Usable in Item Menu: YES  ]
[ Menu Description:                           |  Usable in Battle Menu: NO   ]
[  ___________________________________        |     Sell-able in Shops: NO   ]
[ | Learn Limit Skill "All Creation" |        \_______________________________]
[  ___________________________________                                        ]
[-------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                            ]
[                                                                             ]
[ Yuffie's Lv4 Limit Break manual.                                            ]
[ Performs 1 attack on all enemies for 8x normal damage.                      ]
[                                                                             ]
[  QUOTES:                                                                    ]
[   ("Cool! This should do it!")                                              ]
[   ("Nope! I don't get it!")                                                 ]
[   ("Oh wow, I'm totally clueless!")                                         ]
[-------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (All Creation)  ]
[                                                                             ]
[ DROP  Godo [63] - Wutai Pagoda 5th Floor                                    ]
[                                                                             ]
```

```
[ After obtaining the Tiny Bronco, complete Yuffie's sidequest in Wutai.     ]
[ After which you can engage in the Pagoda quest. Defeat the first four      ]
[ sub-bosses to face Godo. Defeat him to obtain the All Creation.            ]
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[                                                 |                           ]
[ 93 {Chaos}                                      |      Buying Value: N/A    ]
[                                                 |     Selling Value: N/A    ]
[ https://photos.app.goo.gl/iz4dDHypJ9IPoc5G2     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: YES  ]
[ Menu Description:                               |  Usable in Battle Menu: NO   ]
[  _______________________________                |     Sell-able in Shops: NO   ]
[ | Learn Limit Skill "Chaos" |                   \___________________________]
[  ‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾                                                  ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Vincent's Lv4 Limit Break manual.                                          ]
[ Transforms Vincent into Chaos!                                             ]
[                                                                            ]
[  QUOTES:                                                                   ]
[   ("I'm becoming less human...")                                           ]
[   ("I'm still not ready.")                                                 ]
[   ("It has nothing to do with me.")                                        ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                          QTY:             (Chaos)      ]
[                                                                            ]
[ Lucrecia's Waterfall                         1                             ]
[                                                                            ]
[ After Cloud rejoins the party on Disc 2, either breed a Green Chocobo or   ]
[ obtain the submarine and head to the enclosed waterfall near the Gold      ]
[ saucer (see map section F.06). Put Vincent in your party and enter the     ]
[ cave for a scene.                                                          ]
[                                                                            ]
[ After, head outside and fight between 1 and 11 battles then reenter the    ]
[ cave for Chaos and Death Penalty.                                          ]
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[                                                 |                           ]
[ 94 {Highwind}                                   |      Buying Value: N/A    ]
[                                                 |     Selling Value: N/A    ]
[ https://photos.app.goo.gl/Mrg9gx6ZByTcHS6B6     |                           ]
[_________________________________________________|                           ]
[                                                 |    Usable in Item Menu: YES  ]
[ Menu Description:                               |  Usable in Battle Menu: NO   ]
[  _____________________________                  |     Sell-able in Shops: NOS  ]
[ | Learn Limit Skill "Highwind" |                \___________________________]
[  ‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾                                                ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                           ]
[                                                                            ]
[ Cid's Lv4 Limit Break manual.                                              ]
[ Performs 18x attacks on random single enemies for 0.6875x damage.          ]
[                                                                            ]
[  QUOTES:                                                                   ]
[   ("Hey I like this! Lemme use it!")                                       ]
[   ("Hmph, don't quite get it but...")                                      ]
```

```
[   ("Not me! Give it to someone else!")                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:          (Highwind)  ]
[                                                                           ]
[ Sunken Gelnika Cargo Room                        1                        ]
[                                                                           ]
[ Can be obtained once you have the Submarine on Disc 2.                    ]
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[                                              |                             ]
[ 95 {1/35 Soldier}                            |      Buying Value: N/A      ]
[                                              |     Selling Value: 25       ]
[ https://photos.app.goo.gl/lkeDtXacQFYcEtH03 |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: NO  ]
[  ____________________________________________ |     Sell-able in Shops: YES ]
[ | Shinra armored 'attack' soldiers: 12 in | \_____________________________]
[ | the set!                                 |                             ]
[  ____________________________________________                             ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Has no actual purpose.                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                             QTY:      (1/35 Soldier)  ]
[                                                                           ]
[ Junon Right Side 1st On Left Barracks 2nd Floor  1                        ]
[ Junon Left Side 3rd On Right Barracks 2nd Floor  1                        ]
[ Speed Square Coaster Ride Lobby (3000 - 4999)    Inf  33.2% Chance        ]
0=============================================================================0

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[                                              |                             ]
[ 96 {Super Sweeper}                           |      Buying Value: N/A      ]
[                                              |     Selling Value: 25       ]
[ https://photos.app.goo.gl/HkQMSCZcS38dsdKw6 |                             ]
[______________________________________________|                             ]
[                                              |    Usable in Item Menu: NO  ]
[ Menu Description:                            |  Usable in Battle Menu: NO  ]
[  ____________________________________________ |     Sell-able in Shops: YES ]
[ | A new machine to protect the reactor! |   \_____________________________]
[  ____________________________________________                             ]
[-----------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                          ]
[                                                                           ]
[ Has no actual purpose.                                                    ]
[-----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                              QTY:     (Super Sweeper)  ]
[                                                                           ]
[ Speed Square Coaster Ride Lobby (3000 - 4999)    Inf  33.2% Chance        ]
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[                                              |                             ]
[ 97 {Masamune Blade}                          |      Buying Value: N/A      ]
[                                              |     Selling Value: 25       ]
[ https://photos.app.goo.gl/yTWSpegiVtLzj5pQA |                             ]
[______________________________________________|                             ]
```

```
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: NO   ]
[  ____________________________________         |     Sell-able in Shops: YES  ]
[ | A perfect copy of Sephiroth's sword! |       \_____________________________]
[  ------------------------------------                                         ]
[-------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                              ]
[                                                                               ]
[ Has no actual purpose.                                                        ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                 QTY:    (Masamune Blade)  ]
[                                                                               ]
[ Speed Square Coaster Ride Lobby (3000 - 4999)       Inf  33.6% Chance         ]
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[                                                |                              ]
[ 98 {Save Crystal}                              |      Buying Value: N/A       ]
[                                                |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/CVr9maMpK8GA6T1n1    |                              ]
[________________________________________________|                              ]
[                                                |    Usable in Item Menu: YES  ]
[ Menu Description:                              |  Usable in Battle Menu: NO   ]
[  ____________________________________         |     Sell-able in Shops: NO   ]
[ | Use this to create a SAVE Point in the |     \_____________________________]
[ | 'North Cave'                           |                                    ]
[  ----------------------------------------                                     ]
[-------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                              ]
[                                                                               ]
[ Creates a permanent Save Point. For use in the North Crater only.             ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                 QTY:      (Save Crystal)  ]
[                                                                               ]
[ North Crater Descent Anti Clockwise Spiral          1  1st Screen             ]
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[                                                |                              ]
[ 99 {Combat Diary}                              |      Buying Value: N/A       ]
[                                                |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/EVUMLZGG8Bx7rk7U8    |                              ]
[________________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: NO   ]
[  ____________________________________         |     Sell-able in Shops: NO   ]
[ | A record of Master Dio's fiercest |         \_____________________________]
[ | battles                           |                                        ]
[  ----------------------------------                                           ]
[-------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                              ]
[                                                                               ]
[ Has no actual purpose.                                                        ]
[-------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                QTY:      (Combat Diary)  ]
[                                                                               ]
[ Battle Square (Special Battle)                      Inf  33.6% Chance         ]
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```
[                                                 |                                 ]
[ 100 {Autograph}                                 |      Buying Value: N/A          ]
[                                                 |     Selling Value: N/A          ]
[ https://photos.app.goo.gl/DkxNCHk8iXg9KzLF6     |                                 ]
[_________________________________________________|                                 ]
[                                                 |    Usable in Item Menu: NO      ]
[ Menu Description:                               |  Usable in Battle Menu: NO      ]
[  ___________________                            |     Sell-able in Shops: NO      ]
[ | Dio's Autograph |                             \_________________________________]
[  ___________________                                                              ]
[                                                                                   ]
[-----------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                                  ]
[                                                                                   ]
[ Has no actual purpose.                                                            ]
[-----------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                             QTY:          (Autograph)         ]
[                                                                                   ]
[ Battle Square (Special Battle)                  Inf  33.6% Chance                 ]
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[                                                 |                                 ]
[ 101 {Gambler}                                   |      Buying Value: N/A          ]
[                                                 |     Selling Value: N/A          ]
[ https://photos.app.goo.gl/6x4AvwWoDV2awDcV2     |                                 ]
[_________________________________________________|                                 ]
[                                                 |    Usable in Item Menu: NO      ]
[ Menu Description:                               |  Usable in Battle Menu: NO      ]
[  ___________________________________________    |     Sell-able in Shops: NO      ]
[ | Second part of Dio's diary: The Gold |        \_________________________________]
[ | Saucer years                         |                                          ]
[  ___________________________________________                                      ]
[                                                                                   ]
[-----------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                                  ]
[                                                                                   ]
[ Has no actual purpose.                                                            ]
[-----------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                             QTY:            (Gambler)         ]
[                                                                                   ]
[ Battle Square (Special Battle)                  Inf  32.8% Chance                 ]
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[                                                 |                                 ]
[ 102 (DESERT ROSE}                               |      Buying Value: N/A          ]
[                                                 |     Selling Value: N/A          ]
[ https://photos.app.goo.gl/9fGA5ZJmLbh4YHcw8     |                                 ]
[_________________________________________________|                                 ]
[                                                 |    Usable in Item Menu: NO      ]
[ Menu Description:                               |  Usable in Battle Menu: NO      ]
[  _________________________________              |     Sell-able in Shops: NO      ]
[ | Blooms once every 1000 years |                \_________________________________]
[  _________________________________                                                ]
[                                                                                   ]
[-----------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                                  ]
[                                                                                   ]
[ Trade with the Kalm Traveller for a Gold Chocobo.                                 ]
[-----------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                 (Desert Rose)     ]
[                                                                                   ]
```

```
[ DROP  Ruby Weapon [63] - Gold Saucer Area Desert (World Map)                ]
0==============================================================================0

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[                                                |                              ]
[ 103 {Earth Harp}                               |      Buying Value: N/A       ]
[                                                |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/Ku3VdDWvx2u9KCQX7 |                              ]
[_______________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: NO   ]
[  ____________________________________          |     Sell-able in Shops: NO   ]
[ | Calms the hearts of all who hear it |        \_____________________________]
[  ____________________________________                                        ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                             ]
[                                                                              ]
[ Trade with the Kalm Traveller for Master Magic, Command and Summon.         ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Earth Harp)  ]
[                                                                              ]
[ DROP  Emerald Weapon [63] - Ocean Floor                                      ]
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[                                                |                              ]
[ 104 {Guide Book}                               |      Buying Value: N/A       ]
[                                                |     Selling Value: N/A       ]
[ https://photos.app.goo.gl/tSFPxw4Prr1tq33d6 |                              ]
[_______________________________________________|                              ]
[                                                |    Usable in Item Menu: NO   ]
[ Menu Description:                              |  Usable in Battle Menu: NO   ]
[  ____________________________________________  |     Sell-able in Shops: NO   ]
[ | Map of another world. It slumbers with |  \_____________________________]
[ | sunken ships                            |                                  ]
[  ____________________________________________                                ]
[------------------------------------------------------------------------------]
[ ITEM ATTRIBUTES:                                                             ]
[                                                                              ]
[ Trade with the Kalm Traveller for the Underwater Materia.                    ]
[------------------------------------------------------------------------------]
[ FOUND ON ENEMY:                                                (Guide Book)  ]
[                                                                              ]
[ MORPH  Ghost Ship - Junon Underwater Pipe                                    ]
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||                                                                            ||
||                                KEY ITEMS                                   ||
||                                                              {KEY ITEMS}   ||
\\=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-.=-//
 '______________________________________________________________________________'

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[                                                                              ]
[ 00 {Cotton Dress}              https://photos.app.goo.gl/Y8eaFyh1aEpdE2kp1 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
```

```
[  ____________________                                                    ]
[ | Cotton-woven dress |                                                   ]
[  ____________________                                                    ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ + 1 to Cloud's "Prettiness" rating.                                      ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Clothes Shop (Chosen "Clean" and either "Shiny" or "Shimmers") ]
0============================================================================0

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[                                                                          ]
[ 01 {Satin Dress}              https://photos.app.goo.gl/un8N1yaNRkNNZ7K72 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  ____________________                                                    ]
[ | Dress made of satin |                                                  ]
[  ____________________                                                    ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ + 3 to Cloud's "Prettiness" rating.                                      ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Clothes Shop (Chosen "Soft" and "Shiny")                     ]
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[                                                                          ]
[ 02 {Silk Dress}               https://photos.app.goo.gl/anoDuBzsgI35Fx0z1 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  ____________________                                                    ]
[ | Dress made of silk |                                                   ]
[  ____________________                                                    ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ + 5 to Cloud's "Prettiness" rating.                                      ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Clothes Shop (Chosen "Soft" and "Shimmers")                  ]
0============================================================================0

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[                                                                          ]
[ 03 {Wig}                      https://photos.app.goo.gl/fxGfegT7x6jWOnwc2 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  ____________________________                                            ]
[ | Wig made from messed up hair |                                         ]
[  ____________________________                                            ]
```

[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[+ 1 to Cloud's "Prettiness" rating.   ]
[--]
[FOUND ON FIELD MAP:]
[   ]
[Wall Market Gym (Lose to Big Bro)   ]
0==0

0==0
[   ]
[04 {Dyed Wig}   https://photos.app.goo.gl/DIq8ZNXbeWK0iSHJ2]
[____]
[   ]
[Menu Description:]
[______________________________________   ]
[| Wig made of hair dyed light brown |]
[______________________________________   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[+ 3 to Cloud's "Prettiness" rating.   ]
[--]
[FOUND ON FIELD MAP:]
[   ]
[Wall Market Gym (Draw with Big Bro)   ]
0==0

0==0
[   ]
[05 {Blonde Wig}   https://photos.app.goo.gl/5Y0hP0nC7YJQQpl32]
[____]
[   ]
[Menu Description:]
[_______________   ]
[| A blonde wig |]
[_______________   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[+ 5 to Cloud's "Prettiness" rating.   ]
[--]
[FOUND ON FIELD MAP:]
[   ]
[Wall Market Gym (Beat Big Bro)   ]
0==0

0==0
[   ]
[06 {Glass Tiara}   https://photos.app.goo.gl/uzFu7bg0ThDEu6AR2]
[____]
[   ]
[Menu Description:]
[_______________   ]
[| A glass tiara |]
[_______________   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]

```
[ + 1 to Cloud's "Prettiness" rating.                                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Wall Market Materia Shop (50 gil option)                                   ]
0============================================================================0

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[                                                                            ]
[ 07 {Ruby Tiara}                https://photos.app.goo.gl/ot5RRqronlE4Dpog2 ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  _____________                                                             ]
[ | A ruby tiara |                                                          ]
[  _____________                                                             ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ + 3 to Cloud's "Prettiness" rating.                                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Wall Market Materia Shop (100 gil option)                                  ]
0============================================================================0

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[                                                                            ]
[ 08 {Diamond Tiara}             https://photos.app.goo.gl/rv25zAgrBL0HjPG23 ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  _________________                                                         ]
[ | A diamond tiara |                                                        ]
[  _________________                                                         ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ + 5 to Cloud's "Prettiness" rating.                                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Wall Market Materia Shop (200 gil option)                                  ]
0============================================================================0

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[                                                                            ]
[ 09 {Cologne}                   https://photos.app.goo.gl/5LuCOsJL8QB1VthG2 ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  _______________                                                           ]
[ | Cheap perfume |                                                          ]
[  _______________                                                           ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ + 1 to Cloud's "Prettiness" rating.                                        ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
```

```
[                                                                              ]
[ Wall Market Pub (Trade Disinfectant)                                         ]
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[                                                                              ]
[ 10 {Flower cologne}            https://photos.app.goo.gl/ikKuAPbTBvQV9pTt1 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  ___________________________                                                 ]
[ | Flower scented perfume |                                                   ]
[  ___________________________                                                 ]
[                                                                              ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ + 3 to Cloud's "Prettiness" rating.                                          ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                          ]
[                                                                              ]
[ Wall Market Pub (Trade Deodorant)                                            ]
0================================================================================0

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[                                                                              ]
[ 11 {Sexy Cologne}              https://photos.app.goo.gl/m9KVC3QIDa3Ox46W2 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  ____________________________________                                        ]
[ | A perfume that amorously arouses |                                        ]
[  ____________________________________                                        ]
[                                                                              ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ + 5 to Cloud's "Prettiness" rating.                                          ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                          ]
[                                                                              ]
[ Wall Market Pub (Trade Disinfectant)                                         ]
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[                                                                              ]
[ 12 {Member's Card}             https://photos.app.goo.gl/SeyzfmNI2zOtOeuZ2 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  ____________________________________                                        ]
[ | Membership card to the Honeybee Inn |                                      ]
[  ____________________________________                                        ]
[                                                                              ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ Allows Access to the Honey Bee Inn                                           ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                          ]
[                                                                              ]
[ Wall Market Southern Markets, man in South East corner. Speak to him         ]
[ *after* agreeing with Aeris that you'll dress as a woman.                    ]
```

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[ ]
[13 {Lingerie} https://photos.app.goo.gl/gDNZWbGFraGuNefo2]
[_____]
[ ]
[Menu Description:]
[_____]
[| Perfumed underwear |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[+ 0 to Cloud's "Prettiness" rating. Initially, the Lingerie were supposed]
[to grant +1, however, this was phased out of the final version.]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Honey Bee Inn &$#% Room.]
0==========0

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[ ]
[14 {Mystery panties}]
[_____]
[ ]
[Menu Description:]
[_____]
[| Panties with a childish design on them |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[+ 0 to Cloud's "Prettiness" rating. Initially, the Mystery Panties were]
[supposed to grant +3, however, this was phased out of the final version.]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Dummied Out Content]
0==========0

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[ ]
[15 {Bikini briefs} https://photos.app.goo.gl/cTIXOpMERgyhcyq02]
[_____]
[ ]
[Menu Description:]
[_____]
[| Tight-fitting briefs |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[+ 0 to Cloud's "Prettiness" rating. Initially, the Bikini Briefs were]
[supposed to grant +5, however, this was phased out of the final version.]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Honey Bee Inn Group Room]

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[                                                                          ]
[ 16 {Pharmacy Coupons}          https://photos.app.goo.gl/VenWNixeWvqIfFHC2 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  _____________________________________________                           ]
[ | Can be exchanged for goods at the pharmacy |                           ]
[  _____________________________________________                           ]
[--------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ Exchange at the Item Store for Disinfectant, Deodorant or Digestive      ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Diner (Select option 2 after eating)                         ]
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[                                                                          ]
[ 17 {Disinfectant}              https://photos.app.goo.gl/PfWWjSYXiU9o8QBZ2 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  _________________                                                       ]
[ | A disinfectant |                                                      ]
[  _________________                                                       ]
[--------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ Used to trade for the Cologne                                            ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Item Store (Trade Pharmacy Coupons)                          ]
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[                                                                          ]
[ 18 {Deodorant}                 https://photos.app.goo.gl/8oNR63LjT67QXfik2 ]
[__________________________________________________________________________]
[                                                                          ]
[ Menu Description:                                                        ]
[  _______________                                                         ]
[ | A deodorant |                                                        ]
[  _______________                                                         ]
[--------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                     ]
[                                                                          ]
[ Used to trade for the Flower Cologne                                     ]
[--------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                      ]
[                                                                          ]
[ Wall Market Item Store (Trade Pharmacy Coupons)                          ]
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```
[                                                                              ]
[ 19 {Digestive}                 https://photos.app.goo.gl/O9EKXJtjcoxSXF0b2 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  _____________                                                               ]
[ | A digestive |                                                              ]
[  _____________                                                               ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ Used to trade for the Sexy Cologne                                           ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                          ]
[                                                                              ]
[ Wall Market Item Store (Trade Pharmacy Coupons)                              ]
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[                                                                              ]
[ 20 {Huge Materia}              https://photos.app.goo.gl/vI6fC88drIMgKCrb2 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  ____________________________________________                                ]
[ | Materia you get at the Fort Condor Reactor |                               ]
[  ____________________________________________                                ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ {Yellow Huge Materia}                                                        ]
[ Exchange a mastered Mime, Manipulate, Morph, Sense, Steal, Deathblow and    ]
[ Throw Materia to obtain the Master Command Materia.                         ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                                         ]
[                                                                              ]
[ Fort Condor after Huge Materia Quest OR                                      ]
[ Cid's Rocket if missed at Fort Condor *AND* Green Huge Materia obtained in ]
[ North Corel                                                                  ]
0==============================================================================0

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[                                                                              ]
[ 21 {Huge Materia}              https://photos.app.goo.gl/199qbCYmOgMqxCof2 ]
[______________________________________________________________________________]
[                                                                              ]
[ Menu Description:                                                            ]
[  ________________________________________                                    ]
[ | Materia you get at the Corel Reactor |                                     ]
[  ________________________________________                                    ]
[------------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                         ]
[                                                                              ]
[ {Green Huge Materia}                                                         ]
[ Exchange all 21 unique mastered Magic Materias to obtain the Master Magic  ]
[ Materia.                                                                     ]
[------------------------------------------------------------------------------]
[ FOUND ON FIELD MAPS:                                                         ]
[                                                                              ]
[ North Corel after Huge Materia Quest OR                                      ]
```

[Cid's Rocket if missed at North Corel]
0==========0

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[ ]
[22 {Huge Materia} https://photos.app.goo.gl/tWk2U8Z4lQpmSo563]
[_____]
[ ]
[Menu Description:]
[_____]
[| Materia you get at the Underwater Reactor |]
[‾‾‾‾‾]
[----------]
[KEY ITEM ATTRIBUTES:]
[ ]
[{Red Huge Materia}]
[Exchange all 16 unique mastered Summon Materias to obtain the Master]
[Summon Materia.]
[----------]
[FOUND ON FIELD MAPS:]
[ ]
[Ocean Floor after Huge Materia Quest OR]
[Cid's Rocket if missed in the Submarine mission *AND* Green Huge Materia]
[obtained in North Corel *AND* Yellow Huge Materia obtained in Fort Condor]
0==========0

0==========0
[ ]
[23 {Huge Materia} https://photos.app.goo.gl/3wtKfSniOgRYlJT73]
[_____]
[ ]
[Menu Description:]
[_____]
[| Materia you get from the rocket |]
[‾‾‾‾‾]
[----------]
[KEY ITEM ATTRIBUTES:]
[ ]
[{Blue Huge Materia}]
[If Bahamut and Neo Bahamut have been obtained then you will receive the]
[Bahamut ZERO Materia (while retaining Bahamut and Neo Bahamut).]
[----------]
[FOUND ON FIELD MAPS:]
[ ]
[Cid's Rocket ONLY if the other three Huge Materias have been obtained]
0==========0

0==========0
[ ]
[24 {Key to Ancients} https://photos.app.goo.gl/iwJw4ykZusZF4D862]
[_____]
[ ]
[Menu Description:]
[_____]
[| An old key found in the ocean |]
[‾‾‾‾‾]
[----------]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to progress the Story in the City of The Ancients on Disc 2]

[--]
[FOUND ON WORLD MAPS:]
[   ]
[Ocean Floor, Northern Alcove   ]
0==0

0==0
[   ]
[25 {Letter to a Daughter}   ]
[____]
[   ]
[Menu Description:]
[____   ]
[| A letter to a young girl who lives in Kalm |]
[____   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[Dummied out Content. Originally used for a sidequest involving the locked]
[chest in Kalm (the "Travelling Salesman" sidequest).   ]
0==0

0==0
[   ]
[26 {Letter to a Wife}   ]
[____]
[   ]
[Menu Description:]
[___________________________________   ]
[| A letter to a wife who lives in Kalm |]
[___________________________________   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[Dummied out Content. Originally used for a sidequest involving the locked]
[chest in Kalm (the "Travelling Salesman" sidequest).   ]
0==0

0==0
[   ]
[27 {Lunar Harp}   https://photos.app.goo.gl/vZffWe8EnHQdGUMc2]
[____]
[   ]
[Menu Description:]
[____   ]
[| An instrument used to wake the Sleeping Forest |]
[____   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[Used to progress in the Story towards the end of Disc 1   ]
[--]
[FOUND ON FIELD MAP:]
[   ]
[Bone Village Dig Spot 1   ]
0==0

0==0
[   ]
[28 {Basement Key}   https://photos.app.goo.gl/0KjLdHjrKwQXJeQb2]

[_____]
[ ]
[Menu Description:]
[_____]
[| Key to the basement room in the Shinra Mansion |]
[‾‾‾‾‾]
[ ]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to unlock the room in the Shinra Mansion Basement so that you can]
[recruit Vincent]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Shinra Mansion 2nd Floor Western Wing. Obtain from the Safe after]
[defeating Lost Number (Safe Combo = Right 36 Left 10 Right 59 Right 97)]
0=====0

0=====0
[ ]
[29 {Key to Sector 5} https://photos.app.goo.gl/L7SthjQZ5iW7HOsA2]
[_____]
[ ]
[Menu Description:]
[_____]
[| Opens the gate to Sector 5 in Midgar |]
[‾‾‾‾‾]
[ ]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to re-visit parts of Midgar on Disc 2]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Bone Village Dis Spots 5, 6 and 7 (Normal Treasure)]
0=====0

0=====0
[ ]
[30 {Keycard 60} https://photos.app.goo.gl/GYnBSKM0PpaLjvfE3]
[_____]
[ ]
[Menu Description:]
[_____]
[| Allows you to go as far as the 60th floor in the Shinra Bldg. |]
[‾‾‾‾‾]
[-----]
[KEY ITEM ATTRIBUTES:]
[ ]
[Required to progress with the Storyline]
[-----]
[FOUND ON FIELD MAP:]
[ ]
[Shinra HQ 59th Floor After defeating the 3x Mighty Grunts]
0=====0

0=====0
[ ]
[31 {Keycard 62} https://photos.app.goo.gl/GYnBSKM0PpaLjvfE3]
[_____]

[ ]
[Menu Description:]
[_____]
[| Allows you to go as far as the 62nd floor in the Shinra Bldg. |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Required to progress with the Storyline]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Shinra HQ 61st Floor Talk to the guy in the grey suit and choose option 2]
0=====0

0=====0
[ ]
[32 {Keycard 65} https://photos.app.goo.gl/GYnBSKM0PpaLjvfE3]
[_____]
[ ]
[Menu Description:]
[_____]
[| Allows you to go as far as the 65th floor in the Shinra Bldg. |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Required to progress with the Storyline]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Shinra HQ 62nd Floor Correctly guess Mayor Domino's password]
0=====0

0=====0
[ ]
[33 {Keycard 66} https://photos.app.goo.gl/GYnBSKM0PpaLjvfE3]
[_____]
[ ]
[Menu Description:]
[_____]
[| Allows you to go as far as the 66th floor in the Shinra Bldg. |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Required to progress with the Storyline]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Shinra HQ 65th Floor Awarded for completing the model of Midgar]
0=====0

0=====0
[ ]
[34 {Keycard 68} https://photos.app.goo.gl/GYnBSKM0PpaLjvfE3]
[_____]
[ ]
[Menu Description:]
[_____]

```
[ | Allows you to go as far as the 68th floor in the Shinra Bldg. |        ]
[                                                                         ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ NOT required to progress with the Storyline (can optionally obtain)     ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ Hojo's Laboratory 68th Floor After defeating H0512, speak to the ]
[ NPC in the Control Centre                                               ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 35 {Midgar parts}             https://photos.app.goo.gl/JYFzGoxJvvgnoc333 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ______________________________                                         ]
[ | Part of the Midgar city model |                                       ]
[  ------------------------------                                         ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ 1st Midgar Parts. Required to complete the model of Midgar for Keycard 66 ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ 65th Floor (random chest)                                     ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 36 {Midgar parts}             https://photos.app.goo.gl/JYFzGoxJvvgnoc333 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ______________________________                                         ]
[ | Part of the Midgar city model |                                       ]
[  ------------------------------                                         ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ 2nd Midgar Parts. Required to complete the model of Midgar for Keycard 66 ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ 65th Floor (random chest)                                     ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 37 {Midgar parts}             https://photos.app.goo.gl/JYFzGoxJvvgnoc333 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ______________________________                                         ]
[ | Part of the Midgar city model |                                       ]
[  ------------------------------                                         ]
```

```
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ 3rd Midgar Parts. Required to complete the model of Midgar for Keycard 66  ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ 65th Floor (random chest)                                     ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 38 {Midgar parts}              https://photos.app.goo.gl/JYFzGoxJvvgnoc333 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ___________________________________                                    ]
[ | Part of the Midgar city model |                                      ]
[  -----------------------------------                                    ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ 4th Midgar Parts. Required to complete the model of Midgar for Keycard 66  ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ 65th Floor (random chest)                                     ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 39 {Midgar parts}              https://photos.app.goo.gl/JYFzGoxJvvgnoc333 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ___________________________________                                    ]
[ | Part of the Midgar city model |                                      ]
[  -----------------------------------                                    ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
[ 5th Midgar Parts. Required to complete the model of Midgar for Keycard 66  ]
[-------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                     ]
[                                                                         ]
[ Shinra HQ 65th Floor (random chest)                                     ]
0=========================================================================0

0=========================================================================0
[                                                                         ]
[ 40 {PHS}                       https://photos.app.goo.gl/L9zDil81rz7ff1qG2 ]
[_________________________________________________________________________]
[                                                                         ]
[ Menu Description:                                                       ]
[  ___________________________________________________                    ]
[ | Able to call your party members from long distances |                  ]
[  ---------------------------------------------------                    ]
[-------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                    ]
[                                                                         ]
```

[Required to re-arrange your party members (Save Points only)]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Automatically obtained in Kalm after the flashback]
0=====0

0=====0
[ ]
[41 {Gold Ticket} https://photos.app.goo.gl/UpnjTQ5b7EyurQQy9]
[_____]
[ ]
[Menu Description:]
[_____]
[| Unlimited pass to the Gold Saucer |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Can enter the Gold Saucer freely without having to pay 3000 gil each time]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Gold Saucer Ropeway Station (purchase for 30,00 gil) OR]
[Gold Saucer Wonder Square 1st Floor (purchase from woman for 300 GP)]
0=====0

0=====0
[ ]
[42 {Keystone} https://photos.app.goo.gl/XjOcGFdSyegcsV022]
[_____]
[ ]
[Menu Description:]
[_____]
[| Key to the Temple of the Ancients |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Required to progress with the storyline (gains entry to the TOTA)]
[---]
[FOUND ON FIELD MAP:]
[ ]
[Gold Saucer Battle Square after completing (or failing) the mandatory]
[battle]
0=====0

0=====0
[ ]
[43 {Leviathan Scales} https://photos.app.goo.gl/qLWGn307ClK3x2jq1]
[_____]
[ ]
[Menu Description:]
[_____]
[| Scales with the power of water |]
[‾‾‾‾‾]
[---]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to vanquish the flames in the cavern in Da-chao Statue so you can]

```
[ obtain the Oritsuru and Steal as well Materia                              ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Junon Underwater Reactor Grey Submarine Docks                              ]
0============================================================================0

0============================================================================0
[                                                                            ]
[ 44 {Glacier Map}              https://photos.app.goo.gl/h9qzAcHxLpQEMCZg7 ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  ___________________________________                                       ]
[ | A map you can use on the Great Glacier |                                ]
[  ___________________________________                                       ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ Used to help navigate the Great Glacier (press Square to activate)         ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Icicle Inn South Eastern House                                             ]
0============================================================================0

0============================================================================0
[                                                                            ]
[ 45 {A Coupon}                 https://photos.app.goo.gl/evWoF3aJkT38yV1dA ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  ____________________________                                              ]
[ | Can be exchanged for items |                                             ]
[  ____________________________                                              ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ Exchange for a Star Pendant                                                ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
[                                                                            ]
[ Shinra HQ 63rd Floor Left-most room                                        ]
0============================================================================0

0============================================================================0
[                                                                            ]
[ 46 {B Coupon}                 https://photos.app.goo.gl/TNNqFqUuUsh6KdEeA ]
[____________________________________________________________________________]
[                                                                            ]
[ Menu Description:                                                          ]
[  ____________________________                                              ]
[ | Can be exchanged for items |                                             ]
[  ____________________________                                              ]
[                                                                            ]
[----------------------------------------------------------------------------]
[ KEY ITEM ATTRIBUTES:                                                       ]
[                                                                            ]
[ Exchange for Four Slots                                                    ]
[----------------------------------------------------------------------------]
[ FOUND ON FIELD MAP:                                                        ]
```

[ ]
[Shinra HQ 63rd Floor Right-most room]
0==========0

0==========0
[ ]
[47 {C Coupon} https://photos.app.goo.gl/EATNHMXLoppmkVJe2]
[ ]
[Menu Description:]
[_____]
[| Can be exchanged for items |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[KEY ITEM ATTRIBUTES:]
[ ]
[Exchange for All Materia]
[FOUND ON FIELD MAP:]
[ ]
[Shinra HQ 63rd Floor Middle room]
0==========0

0==========0
[ ]
[48 {Black Materia} https://photos.app.goo.gl/mAUcYczQTgGD1JG12]
[ ]
[Menu Description:]
[_____]
[| Black Materia |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to Summon Meteor (storyline related, cannot miss)]
0==========0

0==========0
[ ]
[49 {Mythril} https://photos.app.goo.gl/HdjBgAYFcBtKcQJT9]
[ ]
[Menu Description:]
[_____]
[| Might be of some help to you… |]
[‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾]
[ ]
[KEY ITEM ATTRIBUTES:]
[ ]
[Used to exchange for either the Great Gospel or a Gold Armlet from the]
[Weapon Seller near Gongaga]
[FOUND ON FIELD MAP:]
[ ]
[Sleeping Man's Cave near Junon. Speak to him when the final two digits of]
[your battle count are even and he will hand over the Mythril. Can keep]
[coming back for an endless supply of Mythril]
0==========0

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[   ]
[50 {Snowboard}   https://photos.app.goo.gl/TwQML7ziZSJ8pz4i2]
[____]
[   ]
[Menu Description:]
[_____________________________   ]
[| Allows you to slide over the snow |]
[_____________________________   ]
[   ]
[--]
[KEY ITEM ATTRIBUTES:]
[   ]
[Required to progress with the storyline (Can't go snowboarding without a]
[Snowboard!!!)   ]
[--]
[FOUND ON FIELD MAP:]
[   ]
[Icicle Inn Central House (after tussling with Elena)   ]
0==0

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/--\
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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| |
| {G.05} - Weapons |
| |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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PLACEHOLDER Section Under Construction!

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|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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| |
| {G.06} - Armour |
| |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
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PLACEHOLDER Section Under Construction!

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| |
| {G.07} - Accessories |
| |
|/''\|
<~~~~~~>
|\../|
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PLACEHOLDER Section Under Construction!

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/--\
|/''\|
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| |
| {G.08} - Shops |
| |
|/''\|
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PLACEHOLDER Section Under Construction!

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|/''\|
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| |
| {G.09} - Enemies and Encounters |
| |
| A - Introduction |
| |
| - Encounter Rates |
| - Pre-Emptive Level |
| - Area Encounter Rates |
| - Encounter Types and Flags |
| - Steal and Drop Rates |
| - Hit Chances And Other Chance Rates |
| - Damage Calculations |
| - Damage Overflow |
| - Elements And Statuses |
| - Enemy Notes |
| - Bugs And Glitches |
| |
| B - Enemy And Encounter Listings |
| |
| - Midgar Sector 1 / Midgar Reactor 1 |
| - Midgar Sector 8 |
| - Midgar Sector 4 |
| - Midgar Reactor 5 |
| - Midgar Sector 5 / Midgar Sector 6 |

- Sewers / Train Graveyard
- Shinra HQ Ascent
- Shinra HQ Escape
- Midgar Area / Mt. Nibel Flashback
- Grasslands Area
- Mythril Mines
- Junon Area / Fort Condor
- Junon Cargo Ship
- Corel Area
- Mt. Corel
- Corel Prison
- Gold Saucer Area
- Gongaga Area
- Gongaga
- Cosmo Area
- Cave Of The Gi
- Nibel Area
- Shinra Mansion
- Mt. Nibel
- Rocket Launch Pad Area / Nibel Forest
- Wutai Area
- Da-chao Statue
- Wutai Pagoda
- Woodlands Area
- Temple Of The Ancients
- Icicle Area
- Corral Valley / Forgotten Capitol
- Icicle Area Snow
- Great Glacier
- Gaea's Cliffs
- Whirlwind Maze
- Junon Escape
- World Map Secrets
- Mideel Area
- Huge Materia Missions
- Ancient Forest
- Junon Paths Towards Reactor
- Junon Underwater Reactor
- Sunken Gelnika
- Rocket Mission / Forgotten Cap. Revisited
- Raid on Midgar / Shinra HQ Revisited
- Mako Cannon
- North Crater Descent
- North Crater Left Path
- North Crater Right Path
- Final Bosses
- Super WEAPON Bosses

C - Extra Enemies

- Chocobos
- Mystery Ninja
- Test Enemies
- Enemy Counterparts
- Party Data

D - Helpful Lists

- Battle Square Listing
- Battle Background Listing

| - Shinra HQ Elevator |
| - Top Training Areas For Each Disc |
| - Top Farming Locations |
| - Enemy Lookalikes |
| - Elevated Enemies |
| - Enemy Skill Listing |
| - Abilities That Use Multi-Elements |
| - Enemies Susceptible To L4 Suicide |
| - Enemies That Change Stats Mid-Battle |
| - Enemies That Cannot Be Pre-Empted |
| - Enemies By Index ID |
| {Enemies And Encounters} |
|/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\/''\|
<~~~~~~>
|\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../\../|
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DYNAMIX DJ'S FFVII ENEMY DATABASE & CALCULATOR:
https://gamefaqs.gamespot.com/boards/197341-final-fantasy-vii/77502737

This section of the guide is one of the largest sections. Here you will find a listing of every possible enemy encounter, along with their chances of appearing, as well as EXP, AP and gil value for every battle on each screen "grouping". I have also given each screen a personal "Training Rating" based on the average EXP AP and Gil, enemy quantity, and overall Encounter Rate for that screen grouping.

Note that the average EXP, AP and Gil for each screen is considered a mathematically "true" average, seeing as the calculations have considered not only the individual encounter chances, but also the way in which the game considers the "Special Battle" chances against the "Normal Battle" chances; explore the link to my database posted above for the calculator.

You will also find detailed information on each enemy, including a "Battle Plan" which is a simplified version of the enemy's raw AI Script as dissected directly from the scene.bin itself (and not copied from the other sources out there). You can view my work on the Enemy AI here:

https://pastebin.com/raw/mjfRFNsZ

.---.
| QSI FEATURE |
| |
| Make sure to make use of the "Quick Search Index" Feature! |
| When searching for a particular Enemy or Area, surround the criteria in |
| braces {} keys above []. This will take you directly to that entry, |
| without having to spend endless time navigating! |
'---'

PICTURE ALBUMS:

Enemy Picture Album: https://photos.app.goo.gl/y6BH42NkS2dijfu86
Field Map Picture Album: https://photos.app.goo.gl/ogPM12mcW8TE93ZF8
Battleground Picture Album: https://photos.app.goo.gl/xbzTRuKb8FWJ41Gi8
Party Picture Album: https://photos.app.goo.gl/KDH4oc7TKcCic9bN7

It's worth noting that I have also submitted this section of my guide as a stand-alone FAQ to various websites. To save from having massive amounts of editing to do between version updates, I have referenced links to the walkthrough you are reading as if it were an external source; pay no mind to these references. You can find this section of my guide as a FAQ here:

https://gamefaqs.gamespot.com/ps/197341-final-fantasy-vii/faqs/77403

--G.09 A - Introduction

 -- Encounter Rates
 -- Pre-Emptive Level
 -- Area Encounter Rates
 -- Encounter Types and Flags
 -- Steal and Drop Rates
 -- Hit Chances And Other Chance Rates
 -- Damage Calculations
 -- Damage Overflow
 -- Elements And Statuses
 -- Enemy Notes
 -- Bugs And Glitches

//>~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||> {ENCOUNTER RATES} <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~<//

When a battle occurs, the game *firstly* considers the chance of a "Special Battle" as an x/64 chance, and if that check fails it then moves onto the 64/64 "Normal Battle" chances (works slightly differently on World Maps).

Take the Sector 6 Destroyed Road as an example:

	Area Enc Rate:	
Sector 6 Destroyed Road	72	Medium

Average: EXP: 60.9 AP: 6.5 GIL: 252.7 Enemy QTY: 2.02

<C> The Whole Eater [A] covers the Whole Eater [C]
The Whole Eater [B] covers the Whole Eater [D]

[42/64]	Nrml Bat #1	EXP - 44	1st Row: 1x Hell House	
	Pre-Emp OFF	AP - 6		
		GIL - 250		#380
[22/64]	Nrml Bat #2	EXP - 96	1st Row: 2x Whole Eater <C>	
		AP - 8	2nd Row: 2x Whole Eater	
		GIL - 280		#381
[8/64]	Side Attack	EXP - 44	1st Row: 1x Hell House	
		AP - 6		

```
|                        GIL - 250                                      #382 |
|                                                                             |
|   [8/64]  Pinc Attack  EXP - 72      1st Grp: 2x Whole Eater                |
|                        AP  - 6       2nd Grp: 1x Whole Eater                |
|                        GIL - 210                                      #383 |
'-----------------------------------------------------------------------------'
```

NOTES - The values you see on the right (#380 etc.) are the Formation IDs for the encounters. They exist primarily to enable me to error check my work in the future and you can ignore them unless you plan to work with FFVII on a coding level. The values are in decimal.

The Hell House battle is a good example of a battle in which the Battle Spoils vary; if you kill the Hell House in its 1st Form, you will get 50 more gil than if you had killed it in its 2nd Form. The spoils displayed always show the *max possible* spoils for the encounter (and as such the "Averages" also reflect the max potential spoils).

Firstly the game will consider the check for the "Special Battles", which in this case is the Side Attack and the Pincer Attack. Together they produce a 16/64 chance of occurring; if that 16/64 chance fails, then the game moves onto the final 64/64 chance of one of two Normal Battles occurring.

Because of this, the normal battles have an overall 48/64 (75%) chance of occurring, seeing as there is a 16/64 (25%) chance they will *not* occur. This gives each encounter the following *actual* chances of occurring:

```
  Normal Battle 1 - [63/128]
  Normal Battle 2 - [33/128]
      Side Attack - [16/128]
    Pincer Attack - [16/128]
```

The mechanics on the World Map works slightly differently. Instead of having two x/64 checks as it does on the Field Maps (one for the Special Battles and another for the Normal Battles), the World Map has FOUR x/64 chances:

- The first x/64 check considers the Back Attack chance (both of them together if there are two Back Attack encounters).
- The second x/64 considers the Side Attack chance.
- The third considers the Pincer Attack chance.
- Finally, if those three checks have failed, then it moves onto the remaining 64/64 chance of the Normal Battle.

For the sake of simplicity I have worked out the exact encounter chances as a per cent, also factoring the default Pre-Emp Lv of 16 on the World Maps reducing the likelihood of receiving all Special Battles by 16/256; read below.

So, Sector 6 Destroyed Road will be displayed as:

```
.-----------------------------------------------------------------------------.
|  [49.2%]  Nrml Bat #1                                                       |
|  [25.8%]  Nrml Bat #2                                                       |
|  [12.5%]  Side Attack                                                       |
|  [12.5%]  Pinc Attack                                                       |
'-----------------------------------------------------------------------------'
```

These per cent chances will *not* factor in the possibilities of encountering the Mystery Ninja or Chocobo, nor will the calculated average EXP/AP/Gil values earned factor in the impact of meeting the Mystery Ninja/Chocobo.

!! NOTE !!

!! The chances worked out for the Chocobos will assume you to have a LEVEL 1 CHOCOBO LURE Materia. For more info on the Chocobo Encounter chances, visit the Chocobos section further below in the "Extra Enemies" section. !!

You will find an "Average EXP/AP/Gil" calculated for each screen 'grouping'. These averages should be considered as mathematically correct figures, as they have taken into consideration the overall encounter chance each formation has.

Take, for example, the Corel Prison Desert screen:

```
 60/64  Land Worm     gil = 256
  4/64  Cactuar       gil = 10,000
```

To calculate the average gil earned, we go:

```
  Average gil earned = ((60 * 256) + (4 * 10,000)) / 64
  Average gil earned = ((15,360) + (40,000)) / 64
  Average gil earned = 55,360 / 64 = 865
```

The 'average' figures have then been used to formulate a "Training Rating" for each screen grouping within the game. Credit to NFITC1 for help with the mathematics behind the 'average spoils per screen'.

{PRE-EMPTIVE LEVEL}

Your base chance of performing a Pre-Emptive Strike is always 16/256. This increases to (and can stack up to a maximum of 85/256):

- 32/256 With a Lv 1 Pre-Emptive Materia
- 38/256 With a Lv 2 Pre-Emptive Materia
- 44/256 With a Lv 3 Pre-Emptive Materia
- 50/256 With a Lv 4 Pre-Emptive Materia
- 64/256 With a Mastered Pre-Emptive Materia

The chances are the same for both Field and World Maps. Note that the Pre-Emptive chance occurs *after* a Normal Battle has been selected as a fresh (default) 16/256 chance (provided the Encounter itself allows for Pre-Emptive Strikes).

!! NOTE !!

!! A Pre-Emptive Strike will *only* be considered if the Battle Type

```
  !!  is a Normal Battle, and will never occur for a Back-Attack,        !!
  !!  Side-Attack or Pincer-Attack. Random Encounters *must* be enabled  !!
  !!  on that screen, and  the "Pre-Emp OFF" Flag must not be used for   !!
  !!  the encounter.                                                     !!
  ''-                                                                  -''
```

Please note that I will not be denoting the use of the 'Pre-Emp OFF' Flag during instances whereby the flag will be off by default, such as a Boss Battle on a screen with no random encounters, or if random encounters have been disabled.

Let's say you pass the 25.8% chance of receiving Normal Battle #2 in the example given above; you will have a follow-up 6.25% chance of back-attacking the 4x Whole Eaters (with no Pre-Emp Materia). This will provide you with an *overall* 24.2% chance of fighting them normally, and a 1.6% chance of back-attacking them while traversing on that screen.

On the World Maps, you have a default "Pre-Emptive Level" of 16, which reduces your chances of receiving a Special Battle (including Side-Attacks) by 16/256. This decreases to:

- 64/256 With a Lv 1 Pre-Emptive Materia
- 76/256 With a Lv 2 Pre-Emptive Materia
- 88/256 With a Lv 3 Pre-Emptive Materia
- 100/256 With a Lv 4 Pre-Emptive Materia
- 128/256 With a Mastered Pre-Emptive Materia

The maximum the Pre-Emptive Materia can stack to reduce the chance of receiving a special battle on the World Maps by is 170/256.

On the Field Maps, a Lv 1 Pre-Emptive Materia does nothing to the Special Battle chance (it only affects your chance of gaining a Pre-Emptive Strike). It will just affect the Special Battle chance once you have mastered it, at which point it will straight halve your chances of receiving Back Attacks and Pincer Attacks (but not Side Attacks).

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {AREA ENCOUNTER RATES}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<///
```

The Encounter rate will produce a HIGHER chance of an encounter the LOWER the value, and vice-versa. Also, while on the World Map the encounter chances have been halved, so a World Map Enc rate of 64 is the equivalent of 128 on a Field Map.

Field FIELD MAPS:

- Enc Rate 24 - Insanely High!!!
- Enc Rate 32 - Extremely High
- Enc Rate 40 - Very High
- Enc Rate 48 - High
- Enc Rate 72 - Medium
- Enc Rate 128 - Low
- Enc Rate 192 - Very Low
- Enc Rate 240 - Extremely Low

WORLD MAPS:

  Enc Rate 12 - Very High
  Enc Rate 20 - High
  Enc Rate 32 - Medium
  Enc Rate 64 - Low
  Enc Rate 96 - Very Low

Equipping a Mastered Enemy Lure Materia with a Lv 1 Enemy Lure Materia would give you the maximum boost in "Enemy Lure Rating", and would effectively double your chances of receiving a battle on both World and Field Maps.

Equipping a Mastered Enemy Away Materia with a Lv 1 Enemy Away Materia would give you the maximum decline in "Enemy Lure Rating", and would make it so you were eight times less likely to receive a battle.

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {ENCOUNTER TYPES & FLAGS}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<///
```

  Pre-Emp Strike - When the Player attacks the Enemy from behind
     Back Attack - When the Enemy attacks the Player from behind
     Side Attack - When the Player attacks the Enemy from both sides
     Pinc Attack - When the Enemy attacks the Player from both sides

The most amount of varying Encounter types you can find on a single map is ten: 6x Normal Battles, 2x Back Attacks, 1x Side Attack, and 1x Pincer Attack. Note that you cannot escape a Pincer Attack until you have destroyed one group. The only area to make use of all ten slots is the Cosmo 'Canyon' Terrain on the World Map.

The World Map also uses four additional slots reserved for the Chocobo encounters. The Mystery Ninja encounters are hard-coded in a separate file to the standard World Map Formation data.

When you are attacked via a Back Attack, your rows will be reversed, and you will have to manually change them back to normal via the "Change" Command if you want your standard rows back. During a Back Attack, the damage taken from the enemy is *not* considered as Back-Damage; a flaw in the game's coding means that the Player will take normal instead of double damage when back attacked. The Player does, however, take double damage when taking back damage during a Pincer Attack encounter.

During a Pincer Attack, the "Grp 1" enemies will be on the left side, and the "Grp 2" enemies will be on the right.

Your outside characters will be facing the left (Grp 1) enemies, and your central character will be facing the right (Grp 2) enemies. Every time the enemy attacks from behind, you will take double damage and then turn to face your last attacker. You will then be vulnerable to taking double damage from the enemies you have your back exposed to.

Various Encounters will have enabled/disabled the use of specific flags, such as the "Can't Escape" Flag, or the "Pre-Emptive Strike" Flag, and I have

noted the particular occasions where a Battle does not use the default settings.

This also includes the times where an Encounter deactivates the end-of-battle Victory Pose or the Victory "Fanfare" Theme. Normally, a randomly encountered Battle should play the "Fighting" Theme, and a Boss Battle should play the "Still More Fighting" Theme; wherever a non-regular Battle Themes is scripted to play out, I will have made a note of it.

!! NOTE !!

!! If random encounters are OFF by default on a particular screen (or if the field scripts have manually disabled Random Encounters), then by default then the "Pre-Emp" Flag will also be OFF, meaning that you cannot perform a Pre-Emptive Strike against the Forced Encounters on that screen. !!

Because of this, the developers overlooked five occasions whereby they had needed to disable the Pre-Emp Flag for boss battles on field maps where Random Encounters are *enabled*, those five being:

- Aps
- Jenova-BIRTH
- Turks Gongaga Battle
- Snow (Boss Battle)
- Turks Raid on Midgar Battle

Note that the Snow enemy can be back-attacked when you encounter her normally, so this may not have been an oversight.

It is uncommonly known that a 6th encounter also falls victim to this same bug; the forced battles on the first screen in the Cave of The Gi with the Gi Spector should also have made use of the 'Pre-Emp OFF' Flag, seeing as the other randomly encountered Gi Spector cannot be back-attacked.

The Attack Squad in Mt. Corel Reactor on Disc 2 can also be Pre-Empted.

For a normal regular Battle, the "Run Count" will be set to 1, which means that your chances of escaping while holding L1+R1 will be normal. For Back-Attacks, this value will commonly be set to 2, which means that you will have a harder time escaping. If it set to 3, then you may find yourself waiting a while before you can escape.

If the Run Count is set to 9, then that means that it will automatically trigger the "Can't Escape" Flag (and in such cases, I won't bother to note that a Run Count of 9 has been used; I'll just note it as "can't Escape").

If an enemy is in a row that ISN'T the Font Row, then it will automatically have the Back Row flag set for damaging purposes. Once all of the enemies in the front row have been killed, all of the enemies in the row behind it jump forwards by one row.

Take for example the 6x Battery Caps, which have enemies in rows 1, 2 and 3. If you take out the Battery Cap in Row 1 then and all of the Battery Caps in Row 2 become the Row 1 Battery Caps, and the ones in Row 3 jump to Row 2.

The Battery Caps also make use of the "Cover" Flag, whereby the enemies in

the front row must first be killed before the ones behind it can be targeted. There are several examples of this flag being misused, see the Bugs And Glitches section below.

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {STEAL AND DROP RATES}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<///
```

You will find a list of Enemy Loot for each area. Here is an example of how it will look:

```
       .-------------------------------------------------------------------------.
       |          DROP          |         STEAL          |       MORPH       |
       '------------------------+------------------------+-------------------|
  POTION  |                     |                        |                   |
----------'                     |                        |                   |
       | MP               [8]  | Guard Hound       [32] | MP                |
       | Guard Hound      [8]  |                        | Guard Hound       |
       | Mono Drive       [8]  |                        | Grunt             |
       | Grunt x2         [8]  |                        | 1st Ray           |
       |                       |                        | Sweeper           |
       '-------------------------------------------------------------------------'
```

Drop chances are easy enough to work out. It is simply: (rate + 1)/64. So, a drop rate of [8] has a 9/64 (14.06%) chance of being dropped; [32] has a 33/64 (51.56%) chance, and [63] has a 100% chance. Sometimes you will see an Item drop rate of [2], which will only be a 4.69% chance.

The Steal mechanics work slightly more complex. In short, if you were ten levels above your target, you would have the same chances as the Drop mechanics. If you were 60 levels above your target, then the Steal rates effectively become doubled.

Equipping a Sneak Glove sets your level (for stealing purposes only) automatically to 60 levels above your target, so a Steal rate of [32] would be an automatic steal with the Sneak Glove equipped.

Note that you cannot obtain the Steal AND the Drop; it's one or the other. You can, however, receive the Morphed Item if you have already stolen from the enemy.

Here is formula for the Steal chances:

```
  [ Item Steal Chance * (((40 + Player Lv - Target Lv) * 512) / 100) ] / 256
```

This gives you your new Item Steal rate, which again can be considered as a (rate + 1)/64 chance.

So, let's say you were Lv 13 trying to steal the Striking Staff which has an [8] Steal chance from the Eligor, who is Lv 12:

```
  [8 * (((40 + 13 - 12) * 512) / 100)] / 256
              [8 * ((41 * 512) / 100)] / 256
                  [8 * (20,992 / 100)] / 256
```

[8 * 209] / 256
1672 / 256 = [6] Steal Rate

Remember that this is Integer division, which means you always have to round down at the end of every division.

The final Steal chance is [6], so (6 + 1)/64 gives us a 10.94% chance of getting the steal. Had the Steal rate been 32, then we would have a 42.19% chance, or (26 + 1)/64.

If you were greater than 40 levels lower than your target, then you will have a 0% chance of stealing. If you were between 40 - 34 levels lower, then you would have a 1/64 chance; 33 level difference or less and your chance starts to improve.

Some Enemies will have more than one Drop or Steal. In these instances, you will have a check occur *for each Item*, which plays out sequentially. Take, for example, the Mighty Grunt:

```
  '--------------'
 /  Mighty Grunt  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  Level:     12  ||   Strength:  20  ||    Drop: Tranquilizer  [8]          |
|  HP:       230  ||    Defence: 100  || Steal 1: Tranquilizer  [32]         |
|  MP:         0  ||      Magic:   6  || Steal 2: Grenade       [8]          |
|                 ||   MDefence:  64  ||   Morph: /                          |
|  EXP:       50  ||  Dexterity:  40  ||                                      |
|   AP:        4  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:       98  ||      Evade:   0  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
```

Let's pretend that the nominated "thief" (which should always be your highest levelled character; Cloud) is ten levels greater than the Mighty Grunt; this would give you a 33/64 (51.5625%) chance to steal the Tranquilizer from it.

If that check fails, you then move onto the 9/64 (14.0625%) chance of stealing the Grenade. This means that you have only a 31/64 (48.4375%) chance of getting the 9/64 chance of getting the Grenade, which means that your *exact* chances of receiving the Grenade is 279/4096 (6.8115%).

The greater the level of the Player, the greater the chance of stealing the Tranquilizer, and in turn lowers the chance of stealing the Grenade.

There is a cut-off point in which the Grenade can no longer be stolen, and that is once the thief has a 100% chance of getting the Tranquilizer; in this instance that is once the thief has reached Lv 71.

The most classic example of an enemy carrying an Item that becomes locked off once your Lv is too high is the Bagrisk's infamous Vagyrisk Claw, which cannot be obtained if you are level 78 or higher (see notes on the Bagrisk for more info). The Vagyrisk Claw is permanently missable as a result.

!! NOTE !!

```
..-                                                              -..
!!  The per cent chances that you see for the Steal rates are based on !!
!!  the 'Thief' being the *SAME LEVEL* as the enemy.                  !!
''-                                                              -''
```

I will typically work our the Steal chance as a per cent in the "Notes" section for each enemy, assuming Cloud's average level at the time of encountering the enemy.

When an enemy has more than one Drop, the checks play out in the same way, the only difference being that the chances are fixed and not dependant on the Player/Target's Lv.

The Mono Drive's Potion Drop chance is [8], or 9/64 (14.0625%), and the Ether drop chance is [2], or 3/64 (4.6875%). Seeing as there is 9/64 chance of the Potion chance succeeding, and a 55/64 chance of it failing, this gives the Ether a "true" Drop chance of 165/4096 (4.0283%).

For the enemy listings, I have worked out the Item Drop chances as a per cent, accounting for the impact that the first Drop chance has on the second, so that the Mono Drive will be displayed as:

```
  '------------'
 /  Mono Drive  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  Level:      2  ||   Strength:   3  ||  Drop 1: Potion  [8] 14.06%         |
|  HP:        28  ||    Defence:   6  ||  Drop 2: Ether   [2]  4.03%         |
|  MP:        28  ||      Magic:   3  ||   Steal: /                          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
```

When an enemy steals from the Player, the steal chance will always be 100%, *providing* there is at least one Item in the Player's inventory list that is flagged as stealable. This list is limited to all Items that can be sold in shops; if it cannot be sold, then it cannot be stolen.

Here is a list of all Items that cannot be sold/stolen:

- ALL Limit Break Manuals
- Battery
- Save Crystal
- Combat Diary
- Autograph
- Gambler
- Desert Rose
- Earth Harp
- Buster Sword
- Gatling Gun
- Seraph Comb
- Silver Barrette

Only four enemies in the game can steal from the Player: the Vice (Midgar Sector 5); the Prowler (Midgar Area World Map); the Bandit (Corel Prison; and the Magic Pot (North Crater Swamp Area).

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {HIT CHANCES AND OTHER CHANCE RATES}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<///
```

```
 >  HIT CHANCE  <
```

''''''''''

  Firstly, I would like to briefly explain how the player's 'base' stats (Strength, Magic etc.) affect the way the in-battle stats are considered (Attack, Magic atk etc).

Note that a bug exists in the earlier versions of FFVII involving the MDef not being set correctly. Instead of the 'Magic def' value being set to your Armour's MDef + Spirit, it will instead be set to just your Spirit stat. This means that the weapons you equip have no positive or negative effect on the damage you take from Magical attacks. This bug was fixed in the Steam and subsequent releases.

Stat:	In-Menu:	Player:		Enemy:
Att	Attack	Weapon Attack	+ Strength	Strength
Att%	Attack%	Weapon Attack%		Attack's Att%
Def	Defense	Armour Defense	+ Vitality	Defence
Def%	Defense%	Armour Defense%	+ (Dexterity / 4)	Evade
MAtt	Magic atk	Magic		Magic
MDef	Magic def	Armour Magic def	+ Spirit	MDefence
MDef%	Magic def%	Armour Magic def%		Evade

 - Actor's Level is used for Magical Hit chance
 - Actor's Level is used for Critical chance
 - Actor's Level is used for Manipulate chance
 - Actor's Dexterity is used for Physical Hit chance
 - Actor's Att% is used for Physical Hit chance
 - Actor's Att% is used for Magical Hit chance
 - Actor's Def% is used for Physical Hit chance
 - Actor's Luck is used for 'Lucky Evade' Physical chance
 - Actor's Luck is used for 'Lucky Hit' Physical chance
 - Actor's Luck is used for Critical chance

 - Target's Level is used for Magical Hit chance
 - Target's Level is used for Critical chance
 - Target's Level is used for Manipulate chance
 - Target's Def% is used for Physical Hit chance
 - Target's MDef% is used for Magical 'Lucky Evade' chance
 - Target's Luck is used for Physical 'Lucky Evade' chance

  Att, Def, MAtt and MDef are all used for damage calculations only (and also Level).

A Player's Magic stat is often increased by the weapon they have equipped; however, the amount it is raised by is hidden from the player (without comparing before-and-after stats).

The Dexterity stat not only contributes to your chances of avoiding attacks, but also how fast it takes for the actor's ATB gauge to fill. I will *not* be explaining how the turn-timer work in this guide; they are long-winded and unnecessary to go into (one for another FAQ).

When the player uses a *Physical* attack, the Attack% value of the Weapon equipped is considered for 'Att%'. For the enemy, the individual Att% of the ability used is considered.
For *Magical* attacks, the Att% of the *ability* used is always considered

for both the Player and enemy.

Any attack that has Att% of 255 will gain an automatic hit.

Fury will decrease Att% to 70% of its normal value for Physical and Magical attacks. Darkness will reduce Att% by 50% *for the Player's physical attack 'Command' only*. This does not mean that the ability used gains an *overall* 30%/50% drop (respectively) in hit chance, as the below formulas will demonstrate:

PHYSICAL ATTACKS:

For Physical Attack, the 'Lucky Hit' chance is firstly considered. This applies to both the enemy and the Player.

Lucky Hit Chance = (Actor's Luck / 4) + 1

This is considered as a per cent (x/100). The *base* Luck value (without Sources and/or Materia modification) only range from around 14 at the start of the game to a max of 30 at Lv 99; this means your Lucky Hit chance will range from 4% to 7% throughout the game, unless of course you manually boost your Luck stat.

If the initial Lucky Hit chance has failed, the normal Hit Chance formula is then applied:

Hit Chance = [Att% + Actor's Def% + (Actor's Dexterity / 4)] - Target's Def%

The Hit Chance can also be considered as a per cent (x/100). As you can see, the actor's own Def% value contributes to the chance they have of connecting.
An Att% of 100 will usually have a 100% chance of connecting unless the target has a high Def% (Evade) stat.
If your Dexterity and/or Defence% is high enough, you can still gain a 100% hit chance even with nerfs in place that reduce your Att%, such as Fury or Darkness. This is why the Mystile can be extremely useful (raises Defence% by 50) for your chances of hitting, not just avoiding attacks.

If at this point the chance to hit has succeeded, the 'Lucky Evade' chance comes into effect *which applies to the Player only* (when attacked by an enemy only). The enemy does *not* get a Lucky Evade chance.

Lucky Evade Chance = [(Player's Luck / 4) - (Enemy's Luck / 4)]

The Lucky Evade chance will *only* occur if the Player's Luck is higher than the attacker's Luck; you will gain a +1% Lucky Evade chance for every four levels difference (again, consider the value as x/100).

Almost two-thirds of all enemies have a Luck of 0, which means you'll have a 3% - 7% chance of gaining the 'Lucky Evade' throughout the game against most enemies, *without* modifying your base Luck value via Sources.

If any of the following apply, then the physical attack will be an automatic hit:
- Hitting a target that is covering another target (via Cover Materia)
- Hitting a target for a Back-Attack

- Hitting a target with an Element that it has a Death weakness to
- Hitting a target with an Element that it has an Auto Hit weakness to
- Hitting a target with an Element that it has an immunity to
- Hitting a target with an Element that it absorbs
- Hitting a target that has Death, Sleep, Confusion, Stop, Petrify, Manipulate and/or Paralyzed

MAGICAL ATTACKS:

Magical attacks do not have a preliminary 'Lucky Hit' chance; instead they just have a 'Lucky Evade' chance which is first considered, and *only the Player* gets a Lucky Evade chance:

Lucky Evade Chance = Target's MDef%

Once again, this can be considered as a per cent (x/100).
The Mystile will has a MDefence value of 60, which means that all Magical abilities will have a 60% chance of missing with the Mystile equipped, excluding abilities that have Auto-Hit in place.

If the initial 'Lucky Evade' chance for the Player has failed (or the target is an enemy), the normal formula for Magical attacks are then applied:

Hit Chance = [(Att% + Actor's Lv) - (Target's Lv / 2)] - 1

As always, this can be considered as a per cent (x/100). Assuming the Att% of the ability used is 100%, you will always connect with your Magical attacks if you are greater than half the level of your target.

If any of the following apply, then the magical attack will be an automatic hit:

- Hitting a target with an Element that it has a Death weakness to
- Hitting a target with an Element that it has an Auto Hit weakness to
- Hitting a target with an Element that it has an immunity to
- Hitting a target with an Element that it absorbs
- Hitting a target with a Reflectable attack while the target has Reflect
- Hitting a target with a damaging attack while the target has Death, Sleep, Confusion, Stop, Petrify and/or Paralyzed

Also, a few non-common conditions also allow for an Auto-Hit:

- Inflicting/Curing/Toggling a target of Frog that already has Frog
- Inflicting/Curing/Toggling a target of Small that already has Small
- Inflicting/Curing/Toggling a *Party Member* of Haste, Berserk or Shield
- The chance of inflicting the Status is 100%.

If an attack attempts to inflict a Status where the Status chance is *less* than 100% (or other Auto-Hit conditions have failed) , then the attack must first pass the Physical/Magical chance of connecting before the chance of the Status is considered, which lowers the chances of some Statuses being inflicted where the overall hit chance is less than 100%.

> DEATHBLOW CHANCE <
''''''''''''''''

The Deathblow chance is straightforward to calculate. It uses the same formula as the normal Physical Hit Chance, except for the fact that the ATT% value is divided by three (higher Dexterity = higher Deathblow chance.

The Auto-Critical Flag is enabled for Deathblow, naturally. It's worth noting that you can attack a target in the back row for full damage using Deathblow, provided the attack connects.

You may think that an attack that drops your Att% by two thirds to gain 200% damage is a bad thing. It isn't. For most of the time, your Att% will exceed the value needed to achieve a 100% chance if hitting.

By the time you get Deathblow, your Dexterity should be in the early-mid '20s. This would mean a 45% (approx) chance of connecting with Deathblow against enemies with an evade stat of 0 or 1 (which two-thirds of all enemies do).

By the time your Dexterity reaches 30, you'll have a 50% chance of hitting with Deathblow. The Armour you have equipped will modify that value slightly, but not much, seeing as most Armour's Def% ranges between 0-5, with a few exceptions.

Equipping the Mystile will massively boost your chance of landing with Deathblow, as it increases your Def% by 50 (+ Dexterity / 4)! Also, Tifa's God's Hand, and Vincent's Long Barrel R & Sniper CR both have 255 Att%, which means they will always have a 100% chance of connecting with Deathblow against *most* enemies.

> CRITICAL CHANCE <

The base chance of inflicting a Critical strike (before the Weapon's Crit% value is considered) is as follows:

```
Critical Chance = ((Actor's Luck + Actor's Lv) - Target's Lv) / 4
```

Again, this can be considered as a per cent (x/100). For the player *only*, the Critical chance can be furthered modified based on the Weapon's Crit% value:

```
Critical Chance = Critical Chance + Weapon Crit%
```

Of the 128 weapons in the game, 102 have a Crit% value of 0. This stat is hidden in-game, and only the following 26 weapons have a Crit% higher than 0:

- 1 Weapon with Crit% of 1: Kaiser Knuckle
- 13 Weapons with Crit% of 2: Leather Glove, Metal Knuckle, Grand Glove, Tiger Fang, Diamond Knuckle, Dragon Claw, Crystal Glove, God's Hand, Striking Staff, Spiral Shuriken, Magic Shuriken, Battle Trumpet
- 2 Weapons with Crit% of 3: Drill Arm, Pile Banger
- 6 Weapons with Crit% of 4: Nail Bat, Work Glove, Rocket Punch, Superball, Trumpet Shell, Silver Rifle
- 3 Weapons with Crit% of 5: Hairpin, Umbrella, Mop
- 1 Weapon with Crit% of 255: Masamune (Sephiroth)

So, let's give some examples of your chances of causing a Critical strike using real examples at various points in the game from the save file I'm working on (remember to add the Crit% value if using one of the above weapons):

```
Cloud Lv 6    Luck 14   Target Lv 2   -  Critical Chance = 4.50%
Cloud Lv 14   Luck 20   Target Lv 12  -  Critical Chance = 5.50%
Cloud Lv 22   Luck 22   Target Lv 19  -  Critical Chance = 6.25%
Cloud Lv 30   Luck 23   Target Lv 25  -  Critical Chance = 7.00%
Cloud Lv 38   Luck 24   Target Lv 32  -  Critical Chance = 7.50%
Cloud Lv 46   Luck 25   Target Lv 37  -  Critical Chance = 8.50%
Cloud Lv 54   Luck 26   Target Lv 42  -  Critical Chance = 9.50%
Cloud Lv 62   Luck 27   Target Lv 48  -  Critical Chance = 10.25%
```

Cait Sith's 'Lucky Girl' Limit Break grants automatic Critical hits and acts as an inflicted status on the player.

> MANIPULATE CHANCE <

The chance of manipulating an enemy is reasonably straightforward. The only two factors considered are the Player's and Target's Lv.

Manipulate Chance = ((50 + Player's Lv) - Target's Lv) + 1

The manipulate chance can then be considered once again as a per cent (x/100). This means that if you were the same level as your target, your manipulate chance would be 51%. Ten levels greater and your chance becomes 61%; 20 levels greater and your chance to manipulate becomes 71% etc.

To gain a 100% chance of manipulating your target, the character used would need to be Lv 49 levels higher. The HypnoCrown gives you an automatic 100% success rate of manipulating (providing the enemy can be manipulated).

When you try to manipulate all targets using Mega All, a new chance to manipulate each target will occur. As soon as one succeeds, the subsequent checks remaining (if any) will be discarded, meaning, you can only manipulate one enemy at a time per character.

Also bear in mind that if you are selecting all targets when manipulating, the chance rate will be subject to split damage, and as a result, your Manipulate Chance will be reduced to 66% of its standard value.

Only a physical attack will remove the Manipulate Status from an enemy.

{DAMAGE CALCULATIONS}

There are two types of "common" formulas; one for Physical Attacks and one for Magical Attacks. These formulas have been used to calculate the "Base Damage" values that you will see for each Attack found upon each enemy.

Physical Damage Formula:

```
  ([ Att + (((Lv + Att) / 32) * ((Lv * Att) / 32)) ] * Power) / 16
```

Magical Damage Formula:

```
  [ ((Lv + Att) * 6) * Power ] / 16
```

Remember that this is Integer division, which means you always have to round down at the end of every division.

If an Attack is Physical, then the "Att" value is considered the enemy's Strength, and if the Attack is Magical, then the "Att" value is considered its Magic. For the Player, it's simply "Attack" or "MAttack", respectively.

Hero Drinks can raise ones Att/MAtt value by 30% mid-battle, and stack up to a maximum of +100%.

Unless otherwise stated, the above formulas will always be used for each Attack. Bear in mind that the Base Damage value you find for each Attack is not the final damage value; it needs first to consider the target's Defence (if Physical or MDefence if Magical), and secondly, Random Variation needs to be factored in.

Let's use a live example. Pretend we were Lv 60 with 200 Attack using a normal Physical Attack:

```
 ([ 200 + (((60 + 200) / 32) * ((60 * 200) / 32)) ] * Power) / 16
```

```
                                !! NOTE !!
  ..-                                                                  -..
  !!  Power, by default, is *16* This indicates 1x damage. An Attack     !!
  !!  Power of 32 would mean 2x damage, Power of 8 would mean 0.5x       !!
  !!  damage, and so on.                                                 !!
  ''-                                                                  -''
```

When the Player uses a regular Physical Attack, the Power will *usually* be 16; the only way to increase the Player's Power while attacking is through the use of Limit Breaks or Ultimate Weapons (see the Overflow section below).

Using Morph will (usually) divide the Power by eight which, sets the value to 2, except in the case of Yuffie's Conformer whereby the damage formula of the Weapon overrides the morph penalty and sets Power to the targets Lv (or average Lv if multiple targets are selected).

So, now we know the Power value of the Player's Attack:

```
 ([ 200 + (((60 + 200) / 32) * ((60 * 200) / 32)) ] * 16) / 16
             ([ 200 + ((260 / 32) * (12000 / 32)) ] * 16) / 16
                              ([ 200 + (8 * 375) ] * 16) / 16
                                   ([ 200 + 3000 ] * 16) / 16
                                             (3200 * 16) / 16
                                                   48000 / 16 = 3200 HP
```

Now that we have our Base Damage calculated at 3200, we can now factor in the target's Def. The impact that the target's Def has on the Base Damage is always proportionate to 512.

For example: if the target's Def were 256, then the damage Base Damage value would be halved; if the target's Def were 128, the Base Damage value would be

3/4.

Here is the calculation to factor in Target's Def:

```
  Damage = (Base Damage * (512 - Def)) / 512
```

So, let's say that we are dealing with an enemy that has 48 Def:

```
  Damage = (3200 * (512 - 48)) / 512
  Damage = (3200 * 464) / 512
  Damage = 1,484,000 / 512
  Damage = 2900 HP
```

The last thing to consider is Random Variation, that is assuming that no "modifiers" such as Critical, Barrier etc. have come into play.

Random Variation will deal as much as 4096/4096 (100%) of the Base Damage value, and as little as 3841/4096 (93.77%).

Here is the Random Variation formula:

```
  Damage = (Damage * (4096 - Random Number between 0-255)) / 4096
```

To calculate the lowest possible damage output value, we have to assume that the random number generated produced has a value of 255, which would mean that our final Damage value could have the following *potential* (minimum) output:

```
  Damage = (2900 * (4096 - 255)) / 4096
  Damage = (2900 * 3841) / 4096
  Damage = 11,138,900 / 4096
  Damage = 2719 HP
```

So to summarise, it doesn't matter if the Player is attacking the enemy or the enemy is attacking the Player in the example given; if the Actor is Lv 60 with 200 Att using a Physical Attack with a Power of 16 and striking a target with a Def of 48 then the value range will be between !! 2719 ~ 2900 !!

With this in mind, when you cast Magical spells such as Bolt/Ice/Fire that have the same Power value, the resulting Base Damage value range will always be the same. This also applies to Physical Attacks perform by the enemy that has equal Power value.

The only thing left for consideration are the various modifiers that could take effect *AFTER* the initial Base Damage calculation, *AFTER* Target's Def check, but *BEFORE* Random Variation kicks in, and these are as follows:

PHYSICAL:

```
  - Critical Hit       - Damage = [Damage * 2]       (200%)
  - Berserk on Actor   - Damage = [Damage * 3] / 2   (150%)
  - Back Row           - Damage = [Damage / 2]        (50%)
  - Target Defending   - Damage = [Damage / 2]        (50%)
  - Back Damage        - Damage = [Damage * MOD] / 8 (200%)
  - Frog On Actor      - Damage = [Damage / 4]        (25%)
  - Split Damage       - Damage = [Damage * 2] / 3    (66%)
  - Barrier on Target  - Damage = [Damage / 2]        (50%)
  - Mini on Actor      - Damage = 1
```

- Sadness on Target - Damage = [Damage - ((Damage * 3) / 10)] (70%)

Most of the time, the Back Damage modifier (MOD) will be set to 16, which means 2x damage. Only Air Buster, Aps and the Acrophies have a Back Damage modifier greater than 16, meaning they take increased damage from Back Attacks:

Air Buster - 40 Back Damage MOD (5x normal damage)
Aps   - 32 Back Damage MOD (4x normal damage)
Acrophies - 64 Back Damage MOD (8x normal damage)

It doesn't matter if the Player is in the Back Row; the enemy is in the Back Row; both enemy and Player in the Back Row - The damage dealt will always be halved when the Back Row modifier comes into play (and will *not* stack).

MAGICAL:

- Quadra Magic   - Damage = [Damage / 2]   (50%)
- Split Damage   - Damage = [Damage * 2] / 3   (66%)
- MBarrier on Target - Damage = [Damage / 2]   (50%)
- Sadness on Target - Damage = [Damage - ((Damage * 3) / 10)] (70%)
- MP Turbo   - Damage = [Damage * (10 + MP Turbo Lv)] / 10

MP Turbo will increase the damage by 10% with each level, and can only stack to the equivalent of a Mastered MP Turbo, which is +50%. The additional cost in MP is also increased by the same amount as the damage increase, although the max MP cost is capped at 255. The damage increase is *not* capped with the MP cost.

If an enemy's Attack targets all Players, then it will *usually* deal "Spilt Damage"; the same thing applies when the Player attacks all enemies. This effect will reduce the attack's damage output to 66% of its original value, *unless* the Players is using Quadra Magic, in which case the damage is reduced by 50%, and the Split Damage penalty will be ignored.

Most of the time when the enemy performs a Magical Attack which targets all opponents, the Split Damage Flag will be ON. There are exceptions to this, however, seeing as this flag can be manually disabled for individual attacks, such as Enemy Skills and a few other actions.

If an attack targets all opponents and is subject to Split Damage, the damage output will *not* be reduced by 33% if there is only one target available.

If a status-inflicting attack uses Split Damage, then the chances of inflicting the status are also reduced to 66% of their normal chance. There are seven instances whereby a damaging attack that also inflicts a Status is subject to Split Damage for the damage itself, but the Status chances will *not* be subject to Split Damage:

- Firing Line   - Heli Gunner
- Great Gale   - Zuu
- Toxic Powder - Bizarre Bug
- Great Gale   - Tonadu
- Dance   - Malldancer
- Great Gale   - Blue Dragon
- Revenge Stamp - Emerald Weapon

The other types of uncommon special damage formulas can be used are:

PHYSICAL:

```
Damage = Caster's Current HP                    (White Wind)
Damage = Caster's Max HP - Current HP           (???? Enemy Skill)
Damage = Caster's Current HP / 2                (unused)
Damage = Dice Sum * 100 * Repeated Dice         (Dice)
Damage = Quantity of Escapes                    (Chocobuckle)
Damage = Target's Current HP - 1                (Heartless Angel)
Damage = (Hours Played * 100) + Minutes Played (Time Damage)
Damage = Target's Kill Count * 10               (Everyone's Grudge)
Damage = Target's Materia Count * 1111          (Aire Tam Storm)
```

All of these Attacks have fixed damage, and will not consider the Target's Def, Random Variation or anything else that could modify the damage output past the initial calculation stage (including Status modifiers).

MAGICAL:		Rnd Var	Split Dam	Def Check	Status Check
Damage = HP * (Power / 32)	- % Based	No	No	No	No
Damage = Max HP * (Power / 32)	- % Based	No	No	No	No
Damage = Power * 20	- Fixed Dam	No	No	No	No
Damage = HP & MP * (Power / 32)	- Recovery	No	No	No	No

Finally, there is one last "special" Magical formula used for a few Restorative spells such as Cure, and is slightly stronger than the regular Magical formula used:

```
Damage = [ (Power * 22) + ((Lv + Att) * 6) * Power ] / 16
```

Unlike the other alternative Magical spells listed, this last formula *will* consider Rnd Var, Split Damage and Status modifiers (such as Split Damage), however, the Target's MDef *will not* be considered. The following Attacks use this enhanced healing Magical Formula:

- Cure
- Cure2
- Cure3
- Heart
- Hot Springs
- Emperor
- Aurora Fence
- Bizzarro Enegy

ITEMS:

```
Item Strength * 16
```

The Damaging Item formula does not consider the Actor's Lv or Att; however, it *will* consider the Target's Def along with Random Variation.

When using a damaging Item, the only Status modifiers that are considered are the Barrier/MBarrier and Sadness checks.

This formula means that Items such as Fire Veil/Bolt Plume etc. do not cast the magic spell as described in their description. For example, throwing a

Fire Veil (which should cast "Fire3" on all opponents) will always deal between 904 - 965 HP against the Touch Me (100 MDef), whereas casting the actual spell "Fire3" would greatly vary depending on how far into the game and how strong your characters are.

When you use the Throw Command, the basic Physical formula is used with two main differences; the first being that Split Damage is OFF, which doesn't matter anyway seeing as you cannot target all opponents with Throw (even with Mega All), and the second being that the Att value is replaced as follows:

```
Att = (Strength + Weapon Att) * 2
```

The damage output is still prone to Random Variation, Status checks and Target Defence checks when using Throw, just as they would when using a regular Physical Attack.

```
//>~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {DAMAGE OVERFLOW}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

OK, so before anything I want to note that I will *not* be explaining how or why overflow occurs here. I've already written an essay on that subject; use QSI Link [Damage Overflow Glitch] for more info. I do, however, wish to explain a little bit about the "Power Required to Overflow" notes that you will see for each enemy.

Take, for example, the Crawler (10 Def):

So, these values have factored in the enemy's Def & assume the following conditions are met:

- Player is Lv 99
- Player has 255 Att
- Player is using 4 Hero Drinks
- No negative Status modifiers are in effect

Crawler:

POWER req for Overflow:	
Base Damage Overflow:	141
Rnd Var Overflow 3x:	94
Rnd Var Overflow 4x:	71
Rnd Var Overflow 6x:	47

In some of the earlier areas of the game, these values are only hypothetical seeing as you cannot reach an Att value of 255 without the use of Power Sources (and you cannot inflict your Players with Berserk), but for the sake of completion I have worked out the Power values regardless. These values can be used to gauge the general (Physical) defence of an enemy.

As mentioned above, a Power value of 16 is equal to 1x damage, and your regular attacks will always have 16 Power *unless* using Limit Breaks or Ultimate Weapons.

It is important to note that there are two occasions in which Damage Overflow can occur, the first being at the Base Damage calculation stage (Barret and Vincent only), and the second at the Random Variance stage (everyone bar Aeris).

> BASE DAMAGE OVERFLOW <

''''''''''''''''''''

The reason only Barret and Vincent can overflow at the Base Damage stage is that the minimum Power value required to overflow (against an enemy with 0 Def) is *138*.

Yuffie falls slightly short of being able to reach this value with her Lv 4 Limit Break All Creation, which can reach 128 in Power.

Barret and Vincent's Power values increase accordingly with their Ultimate Weapons equipped:

Vincent's Death Penalty:
Has a base Power value of 10, and increases by 1 with every 128 kills he gets, up to a maximum of 521 Power (65,408 kills).

Barret's Missing Score:
Has a base Power value of 1, and increases by 1 with every 10,000 AP equipped on his weapon, up to a maximum of 401 Power (4,000,000 AP).

To cause Base Damage Overflow on the Crawler, you need a Power value of 141, which means that Vincent would need 16,768 kills, or Barret would need 1,400,000 AP on his weapon to reach the required Power value.

Note that it is possible for the Power value to be *too* high, in which case overflow will be negated, and the damage would become positive once more.

In the case of the Crawler, the Power value in which overflow would wrap back round to the positive again is 280, and, conversely, overflow would become negative once more once Power reached 422.

Four enemies have a Def value too high to cause Base Damage Overflow against; Ying, Lost Number (3rd Form), Armored Golem ('Special Stage') and Ruby Weapon; Ruby being the only enemy in the game that you cannot overflow on at all (not even Random Variation Overflow).

> RANDOM VARIATION OVERFLOW <

''''''''''''''''''''''''

The easiest way to explain how Random Variation overflow works is to show you the damage process from start to finish:

Base Damage > Status Modifiers > Random Variation > Elements > Final Checks

We already know how Base Damage works (Physical Formula weighed against Target's Def; see Damage Calculations section above). If overflow has not occurred by this point, then the next opportunity presents itself at the Random Variation stage, once the damage calculation has been subject to modifiers.

As you can see, the Elemental checks occur *after* Random Variation, and will not make any difference when trying to initiate overflow.

The only three modifiers that we are interested in are:

- Critical - 2x Damage

- Back Attack - 2x Damage
- Berserk - 1.5x Damage

These will stack to produce either 3x, 4x or 6x damage, and as such you will find the "Power required to Overflow" value calculated for each variation of damage potential. **2x damage will NOT be enough to cause Rnd Var overflow**.

- 3x Damage - Berserk & Critical
- 3x Damage - Berserk & Back Attack
- 4x Damage - Critical & Back Attack
- 6x Damage - Berserk, Critical & Back Attack

Since the damage value can be multiplied to a much higher value than it was during Base Damage calculations, a much lower Power value is required to cause Random Variation Overflow. As such, all characters excluding Aeris can cause Rnd Var overflow (her weapon affects the damage process during the Final Checks as opposed to the Power value).

If an enemy cannot be Back-Attacked or Side-Attacked, then they can only be hit for 3x Damage (Berserk and Critical).

The Character's Power values increase accordingly with their Ultimate Weapons equipped:

Cloud's Ultimate Weapon / Cait Sith's HP Shout:
Has a base Power value of 1, and increases by 1 with every 2.08% of HP they have; 33% HP = 17 Power, 66% HP = 33 Power, and 100% HP = 49 Power.

Red XIII's Limited Moon / Cid's Venus Gospel
Has a base Power value of 1, and increases by 1 with every 2.08% of MP they have; 33% MP = 17 Power, 66% MP = 33 Power, and 100% MP = 49 Power.

Tifa's Premium Heart:
Has a base Power value of 1, and increases according to her Limit Lv against how full her Limit Bar is; A full Lv 4 Limit = 64 Power.

Yuffie's Conformer:
Power is equal to Target's Lv (or average Lv if selecting multiple targets). Overrides the Morph penalty.

Note that due to the way Random Variation works, the Power Value required to cause Rnd Var Overflow will only give you a CHANCE of overflowing, and will not give you a 100% chance until the Power is slightly higher.

Take the Crawler for example. A Power of 47 has been calculated for 6x Damage, which would give you a 19/256 chance (7.42%) of causing Rnd Var Overflow; you would have a 100% chance once your Power value reaches 50.

There will be some occasions whereby an enemy cannot be Back-Attacked. During these instances, you will not be able to cause Rnd Var overflow with 4x or 6x damage, so I have not included the Power requirement to overflow for those multipliers.

!! NOTE !!

..- -..
!! If you have triggered Rnd Var Overflow by using either 3x, 4x or !!

```
  !!  6x damage, then it is possible to negate the effects of overflow   !!
  !!  by triggering overflow at the Base Damage stage, which happens     !!
  !!  when you Power reaches the required value to cause Base Damage     !!
  !!  Overflow (Barret and Vincent only).                                !!
  ''_                                                                  _''
```

> LIMIT BREAKS <

Seeing as you cannot use a Limit Break while in Berserk, only 4x Damage (Critical and Back Attack) is achievable when trying to cause Rnd Var overflow with Limit Breaks.

Because of this, a *minimum* Power of 69 is required (against an enemy with 0 Def), and as such only four characters can overflow with Limit Breaks: Cloud, Cait Sith, Red XIII and Yuffie.

Refer to this chart for the maximum Power value each character can reach:

CHARACTER	LIMIT BREAK	PWR	WEAPON	PWR	CONDITION
Cloud	2-2 Climhazzard	70	Ultima Weapon	49	HP = Max
Barret	2-1 Grenade Bomb	54	Missing Score	401	4,000,00 AP
Tifa	4 Final Heaven	42	Premium Heart	64	Full Lv 4 Limit
Red XIII	4 Cosmo Memory	125	Limited Moon	49	MP = Max
Yuffie	4 All Creation	128	Conformer	99	Target's Lv
Cait Sith	2 Toy Box Comets	80	HP Shout	49	HP = Max
Vincent	2 Gigadunk	42	Death Penalty	521	65,408+ kills
Cid	2-1 Hyper Jump	56	Venus Gospel	49	MP = Max

The most straightforward enemy to practise overflow against is the Bizarre Bug in Wutai Dirt Area, which has a Def value 0 while in its flying form, and can be Side-Attacked to cause back damage.

//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||> {ELEMENTS AND STATUSES} <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~</\/

You will find a listing of all Elements and Statuses used by each enemy for each section of the game, along with Elements + Statuses to defend from, and which Elements + Statuses to use yourself.

A quick note about the "Statuses To Use" section; this list will cite every Status that *ALL* Enemies in the area are vulnerable to, *EXCEPT* bosses.

If an enemy has an immunity to the Death Status, then they also gain immunity to the Death Sentence Status by default. The same thing applies to Haste and Slow; if an Enemy/Player is immune to one, then they will also gain immunity to the other.

You will gain immunity to the 'Status' Poison if you nullify the 'Element'

Poison (Lv 2 Elemental). However, if you absorb the Poison Element (Lv 3 Elemental), then you can still be inflicted with the Status; instead of taking 1/32 HP of damage periodically, you will instead be healed by 1/32 HP.

Similarly, you will nullify the 'Element' Poison if you equip Added Effect with Poison on your armour.

There are many enemies in the game that are considered as 'elevated', meaning that they are hovering slightly off the ground. This is not the same as a "Flying" enemy; a Flying enemy will have a Row value of 16, meaning that they cannot be hit with regular short-range attacks, such as Bottomswell or the Zemzelett (in its flying form).

An 'elevated' *can* be attacked with short-ranged attacks; the notable factor is that they all have a weakness to the Wind Element, and will Nullify the Earth Element.

Seeing as most elevated enemies can be found on Disc 1, you should utilise the Choco/Mog Materia for its Wind Element as soon as you obtain it (by equipping it on your Weapon with Elemental).

Note that all "Flying" enemies are considered elevated, but not all elevated enemies are considered flying. Visit the "Elevated Enemies" section further below for a listing of all elevated and flying enemies.

There are several areas in the game that contain Enemies considered to be "Undead". This means that they take Double Damage from Holy, and also absorb the Restorative Element. The following 9 Enemies fall into that category:

- Ghost - Sector 7 Train Graveyard
- Brain Pod - Shinra HQ Escape
- Zenene - Shinra HQ Escape
- Gi Spector - Cave of The Gi
- Gi Nattak - Cave of The Gi
- Soul Fire - Cave of The Gi*
- Black Bat - Nibelheim Shinra Mansion
- Ghost Ship - Junon Underwater Reactor Approach
- Parasite - North Crater Descent*
- Dragon Zombie - North Crater Right Path

*Note that the Soul Fire and Parasite are the only enemies that take Double Damage from Holy, but does not absorb Restorative.

Seeing as you do not obtain the only Holy Materia in the game (Alexander) until Disc 2, you can *only* exploit the Holy weakness for the Black Bat, Ghost Ship and Dragon Zombie. The Sculpture also takes instant-death from Holy based attacks.

You can, however, exploit the fact that Undead enemies absorb the Restorative Element. Spells that would typically cure an enemy will now inflict damage on them, and seeing as Cure is more Powerful than Fire/Ice/Bolt, using Cure+All on things like the Zenene will deal more damage than Fire+All.

Using a recovery item that would typically fully restore a Player's HP such as an X-Potion/Elixir/Megalixir will now have a 100% chance of instantly killing an Undead Enemy. This is because the item will heal 100% of their HP.

A Phoenix Down will restore a Player's HP by 25%, and therefore a Phoenix

Down would have a 25% chance of instantly killing an Undead Enemy (Potions/Greens etc. have a fixed healing amount, and will only damage the Undead enemies for that set amount).

When you have equipped the Added Effect Materia with a Status on your Weapon, you will have a 19% chance of inflicting your target with that Status, provided the target is vulnerable to said Status. If you have more than one Status on your Weapon (Hades), and/or you are attacking multiple targets, then a new 19% chance will occur for *each* Status, for *each* enemy.

If you are trying to inflict an enemy that is already inflicted with a timer-based Status via the use of Added Effect (such as Stop or Paralyzed), then you will *not* reset the timer of the Status should you pass the chance to inflict it with the Status.

When an enemy uses an attack which inflicts more that one Status on the player, a *single* check is performed; if this check passes, all of the Statuses will be inflicted at once (barring Status immunities).

The majority of bosses will void the Gravity Element, except for a small few:

- Hundred Gunner (Halves)
- Heli Gunner
- Midgar Zolom
- Bottomswell (Halves)
- Rapps
- Godo
- Emerald Weapon (Halves)

> STATUS ABNORMALITIES <

- The Ghost, Zenene, Ghost Ship and Dragon Zombie are the only four "Undead" enemies that absorb the Death Status. This means that any Player with Added Effect + Death on their Weapon would now cure the enemy with their Physical Attacks. In addition to this, if you were to pass the 19% chance to inflict Death upon that enemy it would instead use "Recovery" and fully cure them.

- The Ghost and Sculpture are the only two enemies in the game that are instantly killed via the use of the Holy Element.

- The Jemnezmy and 8 eye are the only two enemies that are instantly killed via the use of the Poison Element.

- The Sahagin, Ceasar and Desert Sahagin are the only three enemies that have the "Can't Miss" flag set for the Punch Element. This means that all of Cid's Weapons, some of Tifa's and some of Barret's Weapons will have a 100% hit rate for these enemies.

- The Sword Dance, SOLDIER:3rd and Corvette are the only three enemies that take Double Damage from Confusion. This means that a Player with Added Effect + Confusion on their weapon would hit for Double Damage, but would still only have a 19% chance of inflicting Confusion.

- Palmer is the only enemy in the game that takes Double Damage from Sleep,

in the same way the above enemies take Double Damage from Confusion. Note that Palmer is immune to the Status Sleep.

- A large number of enemies will be immune to the Seizure Status. This is pointless, seeing as there is no way for the Player to inflict an enemy with Seizure (also known as Dual Drain).

- As with Seizure, a large number of enemies are immune to Peerless. Again, there is no way to inflict the enemy with Peerless.

- Fifteen enemies are immune to Regen, those being Diamond Weapon, Emerald Weapon + Leg + Eye, Pyramid, Waterpolo, Gi Nattak, Manhole, Safer-Sephiroth, Ultimate Weapon (4 variants) and the Cactuar.

- You can defend from the Hidden Element by equipping the Elemental Materia with a non-element Materia (excluding Support Materia and Restore/Full Cure) on your Armour. The only attack in the game that causes Physical damage which uses the Hidden Element is Ultimate Weapon's Attack "Ultima Beam" which you can halve/negate/absorb according to the level of your Elemental Materia.

- There are eight Status inflicting Attacks which use the Hidden Element. The Player can defend from these Status inflictions by defending from Hidden using the Elemental on your Armour as described above.

  - Petrify Smog - Slow-numb - Cokatolis
  - Stone Stare - Slow-numb - Gagighandi
  - Stone Strike - Petrify - Bagrisk
  - Curses - Silence - Dorky Face
  - Funny Breath - Confusion - Dorky Face
  - Smoke Bullet - Sleep/Darkness - Marine/Attack Squad
  - Petrif-Eye - Slow-numb - Demons Gate

  With a Lv 1 Elemental equipped the chances of the Status being inflicted will be halved. With a Lv 2 or greater Elemental the chances will be dropped to 0%. When the enemy tries to perform it's "Hidden" based Attack, the word "Miss" will appear above the Player's head, which suggests that they are vulnerable to the Status being used. Technically they still are; instead, the Att% of the ability is dropped to 0%.

  Aeris's Lv 2-2 Limit Break Fury Brand also uses the Hidden Element. The Hell Rider VR2's Attack Electromag uses the Hidden Element, and this Attack will change the rows of the Players. This cannot be defended from by putting Hidden on your Armour.

- You can also defend against other Status-inflicting abilities in the game that use an Element by defending against it via the Elemental Materia, or, by equipping Armour/Accessories. Equipping Earth resistance via the Tetra Elemental, for example, will nullify the chances of the Desert Sahagin inflicting you with Darkness via the use of its Sandgun attack, which uses the Earth Element.

  The Ziedrich will not only halve the Physical damage taken from all Elements, but it will also halve the chances of being inflicted with Statuses that make use of an Element (such as the Kimara Bug's Stop Web). Note that the Ziedrich will *not* be affected by abilities that use Restorative, Shout, or Hidden Elements.

- If a party becomes non-controllable at any point (Vincent during his Limit Breaks or Sephiroth in Mt. Nibel), then they automatically gain immunity

to Confusion, Frog and Berserk.

- When an enemy becomes inflicted with Confusion, their AI Script will play out as standard, the main difference being that the 'Opponent' and Ally' flags will have been reversed.

As mentioned above in the Damage Calculations section, the Power value can be used to determine the strength of an Attack. Bolt, Ice and Fire all have a Power value of 8, which means they all produce the same damage output. Using the Power value for each Attack, we can categorise the strengths of the stronger Magical Attacks available to the Player:

FIRE:

- Flame Thrower - 14 PWR
- Fire2 - 20 PWR
- Hellfire - 27 PWR (Ifrit)
- Beta - 54 PWR
- Phoenix Flame - 60 PWR (Phoenix)
- Fire3 - 64 PWR
- Flare - 115 PWR
- Fire Fang - 60 PWR (Item)
- Fire Veil - 75 PWR (Item)

LIGHTNING:

- Bolt2 - 20 PWR
- Judgement Bolt - 30 PWR (Ramuh)
- Trine - 34 PWR
- Bolt3 - 64 PWR
- Bolt Plume - 26 PWR (Item)
- Swift Bolt - 75 PWR (Item)
- Dragon Fang - 150 PWR (Item)

WATER:

- Aqualung - 52 PWR
- Tidal Wave - 75 PWR (Leviathan)
- Dragon Scales - 230 PWR (Item)

HOLY:

- Judgement - 120 PWR (Alexander)

ICE:

- Ice2 - 20 PWR
- Diamond Dust - 24 PWR (Shiva)
- Ice3 - 64 PWR
- Freeze - 95 PWR
- Antarctic Wind - 75 PWR (Item)
- Ice Crystal - 130 PWR (Item)

EARTH:

- Quake2 - 24 PWR
- Anger Of The Land - 33 PWR (Titan)
- Quake3 - 70 PWR
- Break - 100 PWR
- Earth Drum - 40 PWR (Item)
- Earth Mallet - 160 PWR (Item)

POISON:

- Bio2 - 21 PWR
- Bio3 - 68 PWR
- Deadly Waste - 6 PWR (Item)
- M-Tentacles - 150 PWR (Item)

WIND:

- Tornado - 105 PWR
- Bird Wing - 65 PWR (Item)

NON-ELEMENT:

- Comet2 - 30 PWR (x4 Hits)
- Comet - 80 PWR
- Pandora's Box - 60 PWR (Ignores Target's Def)
- Magic Breath - 77 PWR
- Giga Flare - 80 PWR (Bahamut) (Ignores Target's Def)
- Mega Flare - 100 PWR (Neo Bahamut) (Ignores Target's Def)
- Ultima - 105 PWR
- Disintegration - 110 PWR (Typhon) (Ignores Target's Def)
- Tera Flare - 120 PWR (Bahamut ZERO) (Ignores Target's Def)

- Shadow Flare - 125 PWR
- Ultimate End - 80 PWR (x13 Hits) (Knights of The Round)

Remember that a different formula is used when casting a Magical spell from using an Item. Also, any Attack that ignores the target's Def can boost the damage output dramatically if the enemy has a high Def value.

A few final notes on Statuses; Slow and Stop (Time Materia) are the best to use on your Weapon until you get Contain and/or Hades, seeing as a large number of enemies including bosses are vulnerable to those two Statuses. Sleep and Silence (Seal Materia) are the 2nd best two to use.

Cait Sith's Death Joker and Game Over are the only two attacks in the game that ignore the Death immunity of the target, and as such Game Over can be used to one-hit Emerald Weapon (and every other enemy in the game).

Wherever possible, equip a Summon to your Elemental Materia as opposed to Magic Materia; this way, you will not gain a penalisation in Strength.

Only Physical attacks can cure Sleep, Confusion and Manipulate.

```
//>~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {ENEMY NOTES}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~</
```

I have listed each enemy in order of appearance, and as such there will be occasions whereby you can find an enemy listed in multiple areas, such as the Malboro which can be found in Gaea's Cliffs and the North Crater (Right Path). During these instances, I will *not* be duplicating the entry for that enemy.

The two optional 'Super' Bosses - Emerald and Ruby WEAPON, can be found at the very bottom of the Enemy And Encounter Listings. Note that Ultimate Weapon is also considered an optional Super Boss; however, it is not nearly as tough as Emerald or Ruby, and the Player should be able to defeat Ultimate when it becomes available to battle following the Diamond Weapon battle. Because of this, the various encounters with Ultimate shall be listed in the correct sequence (the first encounter with Ultimate is a mandatory battle in Mideel).

If an enemy appears in the Battle Square, then note that their HP values will have been doubled, and their Strength and Magic values will be multiplied by 125%.

The Chocobo and Mystery Ninja encounters are unique enemies, and as such, I have not listed them in appearance with the other enemies in the regular 'Enemy' listings (they still appear in the regular 'Encounters' listings). You can find all of the Chocobo and Mystery Ninja enemies in the "Extra Enemies" section below the normal enemy listings (remember to make use of the QSI feature).

Usually, an attack will *either* be set to attack All Opponents, *or* One Opponent. Uncommonly, the AI script will command an Attack to do both in separate situations. In these instances, the Attack's Target will state "1/A

Opponents" (One/All Opponents).

An Attack that is surrounded by hard brackets <> indicates that the Attack's name is hidden, and will not be displayed when the enemy uses that Attack.

An enemy will sometimes use an Attack entitled <[No Name]>; note that the Attack's name itself is actually blank; the term "No Name" is meant as a description for the Attack name, and not the actual name itself (the same thing applies for the [No Name] Enemies).

NOTES - The value you see underneath the Attack Name is the ID for the Attack. They exist primarily to enable me to error check my work in the future; you can ignore unless you plan to work with FFVII on a coding level. The values are in hexadecimal.

The maximum quantity of Attacks that can be assigned to an enemy is sixteen. Also, a single encounter can only contain a maximum of three *unique* enemies, and a maximum of six enemies per battle. The 2x Warning Board encounter is an excellent example of a Battle that makes use of every available slot (6 enemies, 3 of them unique).

You will find a simplified version of the Enemy's AI Script for each enemy, which I have labelled as the enemy's "Battle Plan". From time to time, you will find that certain enemies have been given "Stages", and others will use "Phases":

Stage - When an enemy goes through a process of a transformation, and then is able to transform back

Phase - When an enemy meets a condition to move onto the second part of its Battle Plan, and can usually not revert back

When an enemy uses "Phases", it occasionally means that it will move onto the second part of its Battle Plan once its HP is below a certain amount. When this happens, *sometimes* curing the enemy will revert it to its previous Phase; however, most of the time it will not.

A quick note regarding the layout of the 'Battle Plan' for each enemy. Be mindful of the way the Attacks run sequentially; take Lost Number (3rd Form) as an example:

```
1/4 Chance: Use Lost Blow on Rnd Target

3/4 Chance: Use <Punch> on Rnd Target
 Follow-Up: 1/2 Chance use <Punch> on Rnd Target
            1/2 Chance do nothing
```

This means that he has a 1/4 chance of using Lost Blow, and a 3/4 chance to use <Punch>. The follow-up chance will *only* be executed if Lost Number passed the 3/4 chance to use <Punch>.

Let us pretend that Lost Number's Battle Plan had instead looked like this:

```
1/4 Chance: Use Lost Blow on Rnd Target
3/4 Chance: Use <Punch> on Rnd Target
```

```
        Follow-Up: 1/2 Chance use <Punch> on Rnd Target
                   1/2 Chance do nothing
```

In this pretend scenario, the chance to use the follow-up Attack will be executed regardless of the initial Attack used.

You will often see the use of the 'grater than' and 'less than' symbols. Here is what each symbol means, for those not versed in mathematical jargon:

```
  <   means 'Less Than'
  <=  means "Less Than or Equal To'
  >   means 'Greater Than'
  >=  means 'Greater Than or Equal To'
```

So, the phrase "If the enemy's HP <= 75%" is the equivalent of saying "If the enemy's current HP is less than or equal to 75% of its max HP".

Towards the end of the game you will notice the use of Global Variables, or 'GlobalVars'. When a GlobalVar is used, the game will save the value of the variable to the save file, to then be called upon at a later date. For example, when you embark on the Ultimate Weapon mini-quest the game will record Ultimate's HP following each battle, to then call upon for the subsequent battle.

If you were to use Knights of The Round against Jenova-SYNTHESIS, then the GlobalVar [Jenova KOTR used] would be set, which would then be called upon by Bizarro-Sephiroth and Safer-Sephiroth's to modify their HP values.

Often, you will find that an enemy will target a Player that has the highest/lowest HP/MP etc. During these instances, if there are multiple targets with the same HP value (or MP, Def, MDef etc.), then one of those targets will be selected at random.

You will occasionally find examples where the "Group Enemy" Flag has been used, which indicate all enemies that share the same 'Letter Value'.
Take the 3x Chuse Tank + 2x Grashtrike encounter in Sector 4 as an example. The Chuse Tank "A" and Grashtrike "A" would share the same flag, both "B" Chuse Tank and Grashtrike would share the same flag, and the Chuse Tank "C" would not share its "Group Enemy" Flag with any other enemy.

Only three enemies act differently according to the Death Status of the other enemies within the same 'Group'; The Vargid Police, Flapbeat and Kelzmelzer. The 2 Faced should also have behaved differently when it is the only enemy alive left in its group; however, a flaw in the script means that the "Group Enemy" Flag is overlooked.

Whenever you see an enemy with a Physical/Magical Counter script, then that script will only be triggered with a Physical or Magical attack, respectively, *UNLESS* the counter is set to counter "All Actions made by All Players and Enemies" (such as the Sahagin's Shell Defense Counter Attack).

In these instances, it doesn't matter which Command is selected, anything and everything (including sneezing) will trigger this script. This includes things such as Steal, Change, Defend, and all other possible actions made by all players and enemies.

It is also worth pointing out that a Steal attempt counts as Physical damage,

and will trigger the Physical Counter script if there is one. A Steal attempt will also allocate the enemy's "Last Attacker" Target if the enemy is set to target the last Player to have attacked it.

An enemy will typically use a designated Attack when it has become inflicted with Berserk, and this Attack will be the first available "Manipulate Attack" if one is available.

A few enemies are vulnerable to Berserk, but do not have an Attack selected for their "Manipulate Attacks", and as such will try to use an Attack which costs 65,535 MP.

It is a good job that the Attack used costs more MP than the enemy will have, otherwise the game would likely crash when it tried to use that Attack. Instead, the "skill power is used" up message will appear. The following six enemies fall victim to this Berserk glitch:

- 2-Faced
- Doorbull
- Guardian
- Manhole
- XCannon
- Right Arm (Helletic Hojo)

An enemy will ONLY drop EXP AP and/or gil if the Battle is set to end upon that enemy's death when that enemy is the last enemy remaining. The Hundred Gunner Battle does not end when you kill Hundred Gunner, which is why you do not receive rewards for Hundred. The same goes for enemies that transform into another version of itself, such as the Hell House, Aero Combatant or Mighty Grunt as a few examples.

Some randomly encountered enemies have been marked as being 'powerful', and as such the "Pre-Emp" Flag will always be off for these enemies (with a few exceptions; see the "Bugs" section below). For a full list of every 'powerful' enemy that cannot be Pre-Empted, visit the "Helpful Lists" section further below.

```
//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {BUGS AND GLITCHES}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

I will *not* be listing every single error and inconsistency that I find with each enemy; this section would be massive otherwise. I will, however, cite the dozen or so main bugs that I've found related to enemy encounters:

- As mentioned above, five Boss Battles allow for a Pre-Emptive Strike:
    - Aps
    - Jenova-BIRTH
    - Turks Gongaga Battle
    - Snow Boss Battle (Snow can be Back-Attacked usually)
    - Turks Raid On Midgar Battle

The forced Gi Spector Battles inside the Caverns on the first screen of the Cave Of The Gi *should* have also made use of the "Pre-Emp OFF" Flag. The same applies to the forced encounter with the Attack Squad at Mt. Corel's Reactor on Disc 2.

- While battling in the Battle Square, after the Tiny Bronco but before the Highwind (Set 2), if you encounter the 2x Bahba Velamyu on your 6th battle while in "Pool B", then for the 7th battle you will be incorrectly moved over to "Pool A".

- In the Grasslands Grass Area, there have been several Encounters placed in the wrong "Battle Type" slots. This means that the game will consider the chance of receiving a Normal Battle as if it were a Special Battle, and vice-versa:

Normal Battle #2: 2x Levrikon (actually a Back Attack)
Normal Battle #4: 3x Levrikon (actually a Back Attack)
Back Attack #1: 2x Elfadunk (actually a Normal Battle)
Back Attack #2: 2x Elfadunk, 1x Levrikon (actually a Normal Battle)
Pincer attack: 1x Levrikon, 1x Elfadunk, 2x Mandragora (Normal Battle)

- Another glitch occurs in the Grasslands Grass Area involving the Chocobo Lure rate. Take the Vagyrisk Claw as an example; if you're Lv is too high, you cannot obtain that item since you will have a 100% chance of getting the first item. The same thing happens here with the Chocobo Lure rate; if your Chocobo Lure Materia Lv is too high, then you will have a 100% chance of receiving the first two Lv 13 Chocobos, and will never encounter the Lv 16 Chocobos.

This occurs once you Chocobo Lure Rating reaches 24:

Lv 1 Chocobo Lure Materia - 8 Chocobo Lure Rating
Lv 2 Chocobo Lure Materia - 12 Chocobo Lure Rating
Lv 3/4 Chocobo Lure Materia - 16 Chocobo Lure Rating

You can equip two Mastered Chocobo Lures for a maximum of Chocobo Lure Rating of 32. A Mastered Chocobo Lure with a Lv 1 Chocobo Lure would be enough to trigger the 100% chance of getting the Lv 13 Chocobos (voiding your chances of getting the Lv 16 Chocobos). The same thing occurs on the Junon tracks if your Chocobo lure Rating is 32.

- There are five screens which fall victim to an Encounter Rate overflow glitch. This occurs when the Encounter rate for a *Normal Battle* is set to 32 (50%) or higher. If this happens, then it will automatically trigger that battle, and the other five Normal Battle slots will not be considered.

This glitch only occurs while on a Field Map, and will only affect the "Normal Battles"; the Special Battle check occurs *before* the Normal Battle check, so the chances of receiving a Back/Side/Pincer Attack remain unaffected.

The following five screens fall victim:

Mt. Corel Long Roller-Coaster Screen: 3x Needle Kiss, 1x Cokatolis
Overrides: 2x Cokatolis

Mt. Corel Bridge: 1x Bomb
Overrides: 1x Bagnadrana

Mt. Nibel Wooden Bridge (Flashback): 3x Sonic Speed
Overrides: 2x Sonic Speed

Junon Conference Room Exterior (during escape): 1x SOLDIER:2nd
Overrides: 2x SOLDIER:2nd

Junon Red Submarine Dock (Past Barking Dog): 3x SOLDIER:2nd
Overrides: 2x SOLDIER:2nd

- There are two occasions whereby a Pincer Attack has been placed in the Pinc Att slot; however, the encounter rate has been mistakenly set to 0, so the encounter will not be considered:

Hojo's Lab 68th Floor (Upper Laboratories - 2nd Visit): 2x Zenene
Junon Conference Room Exterior (during escape) : 2x SOLDIER:2nd

- There are two screens whereby the field scripts have permanently disabled random encounters, where they should have turned them back on afterwards. The first is the screen in Hojo's Lab where you encounter Sample:H0512; This close-up screen of the test chamber disables rnd encs before the Boss Battle but does not activate them following the fight. The encounters on that map are identical to the adjacent screen and even changes the encounter table over to the second set of enemies following the escape from the prison cells.

The second screen is the final meeting point screen in the Whirlwind Maze (with the blinking eye). This is the only screen in the game where you could have encountered the Tonberry, yet you cannot traverse on that screen even if random encounters had not disabled.

While on the subject of the Tonberry, the Ho-chu is another enemy that cannot be typically encountered (Battle Square only). It was initially intended for you to face the Ho-chu in the Ancient Forest, however, for reasons unknown it was not included in any of the encounters found there. Perhaps it was supposed to be a forced encounter for getting caught in one of the Venus Fly Traps??

- The use of the "Cover" Flag has been misused in places, whereby a Back Row Enemy that should be covered by a Front Row Enemy is not.

Blood Taste (Reactor 5):
Back Attack Encounter: 2x Blood Taste in Front Row
1x Blood Taste in Back Row

Jayjujayme (Da-chao Statue):
Normal Encounter: 3x Jayjujayme [B] in Front Row should cover:
1x Garuda in Back Row

Kelzmelzer (Temple of The Ancients):
Normal Encounter: 2x Kelzmelzer in Front Row
2x Toxic Frog in Back Row

- Various enemies that have been denoted as 'powerful', and as such the "Pre-Emptive" Flag will usually be disabled for encounters in which those enemies appear in. There are a few instances, however, where a single encounter has been accidentally given the "Normal Battle" (Pre-Emp ON) Flag:

Rocket Launcher (Sector 4): 1x Rocket Launcher, 2x Blugu #342
Mighty Grunt (Shinra HQ): 1x Mighty Grunt #419

```
  Griffin            (Cosmo Area Canyon): 2x Skeeskee, 1x Griffin        #127
  Gi Spector            (Cave of The Gi): 2x Forced Encounters on 1st Screen
  Velcher Task             (Rocket Area): 2x Velcher Task   #149, #150 & #158
  Kelzmelzer           (Woodlands Grass): 2x Kelzmelzer                   #190
  Lessaloploth  (Icicle Area Snow Storm): 1x Lessaloploth                 #208
  Ice Golem     (Icicle Area Snow Storm): 2x Ice Golem                    #209
  Diablo                (Ancient Forest): 2x Diablo                       #976
  Cromwell            (Sector 8 Catwalk): 1x Crazy Saw, 1x Cromwell       #826
```

The 2x Diablo encounter can only be found in the final cavern of the Ancient Forest. It's worth noting that the 2x Rilfsak and 1x Epiolnis encounter *does* have the Pre-Emp flag disabled, and usually, those enemies can be back-attacked. Given that the Ancient Forest Cavern was a late addition to the game, it's likely that the developers had denoted the wrong formation to have the Pre-Emp Flag disabled (the Formation ID for the Diablo is 976, and the ID for the Rilfsak/Epiolnis is 977, so an easy mistake to make).

- The Bridges in Wutai Area on the World Map contain encounter data, however, given that the bridges have a swinging motion, Cloud's X, Y & Z coordinates on the World Map could not be appropriately identified post-battle, and as such the battle would end by returning Cloud to the beginning of the bridge (had battles been enabled). Because of this, random encounters have been disabled while on those two bridges, but the encounter data still exists within the coding (all of the encounters there have the same "Bridge Battle Background" as seen in Mt. Corel).

If Random Encounters had not been disabled for the Bridge terrain, then it would have been one of the best areas to train in on Disc 1!

- The Goblin Island has no Beach terrain; when you battle around on the Beach, the game recognises that you are still on the grass and you will always fight the Dual Horn or Under Lizard with the Grass Battleground. The data exists within the rest of the Goblin Island Formations for the Beach encounters, which would have been either 1x Desert Sahagin or 2x Desert Sahagin ('Beach' Sahagins?), but for reasons unknown, the beach area was not assigned a different walkmesh terrain from the grass.

And now for the featured content!

For a more in-depth look into the game's Formation Data, explore my Enemy Formations Chart: https://pastebin.com/raw/MUcyFwwi

{Enemy And Encounter Listings}

```
--G.09 B - Enemy And Encounter Listings
```

-- Midgar Sector 1 / Midgar Reactor 1
-- Midgar Sector 8
-- Midgar Sector 4
-- Midgar Reactor 5
-- Midgar Sector 5 / Midgar Sector 6
-- Sewers / Train Graveyard
-- Shinra HQ Ascent
-- Shinra HQ Escape

```
 -- Midgar Area / Mt. Nibel Flashback
 -- Grasslands Area
 -- Mythril Mines
 -- Junon Area / Fort Condor
 -- Junon Cargo Ship
 -- Corel Area
 -- Mt. Corel
 -- Corel Prison
 -- Gold Saucer Area
 -- Gongaga Area
 -- Gongaga
 -- Cosmo Area
 -- Cave Of The Gi
 -- Nibel Area
 -- Shinra Mansion
 -- Mt. Nibel
 -- Rocket Launch Pad Area / Nibel Forest
 -- Wutai Area
 -- Da-chao Statue
 -- Wutai Pagoda
 -- Woodlands Area
 -- Temple Of The Ancients
 -- Icicle Area
 -- Corral Valley / Forgotten Capitol
 -- Icicle Area Snow
 -- Great Glacier
 -- Gaea's Cliffs
 -- Whirlwind Maze
 -- Junon Escape
 -- World Map Secrets
 -- Mideel Area
 -- Huge Materia Missions
 -- Ancient Forest
 -- Junon Paths Towards Reactor
 -- Junon Underwater Reactor
 -- Sunken Gelnika
 -- Rocket Mission / Forgotten Cap. Revisited
 -- Raid on Midgar / Shinra HQ Revisited
 -- Mako Cannon
 -- North Crater Descent
 -- North Crater Left Path
 -- North Crater Right Path
 -- Final Bosses
 -- Super WEAPON Bosses


-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-.-
              o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
              ||    {Midgar Sector 1} / {Midgar Reactor 1}    ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - These areas cannot be revisited.

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                              Training Rating:  ||
||                                                                            ||
||  Sector 1 Train Station (Opening Screen)                *                 ||
||  Sector 1 "Meet Avalanche"                              *                 ||
```

```
||  Sector 1 Back Alleyways                                  *                ||
||  Sector 1 "T" Shaped Walkway                              *                ||
||  Reactor 1 Interior With Locked Doors                     *                ||
||  Reactor 1 Large Interior Complex W Stairs                *                ||
||  Reactor 1 Upper Catwalk (Ladder Tutorial)                ***    BEST      ||
||  Reactor 1 Core (Save Point)                              **               ||
||  Reactor 1 Valve (Guard Scorpion)                         N/A              ||
\|                                                                            |/
 \                                                                           /
  |      Enemies:                                                            |
  |                                                                          |
  |      MP                                                                  |
  |      Guard Hound                                                         |
  |      Mono Drive                                                          |
  |      Grunt                                                               |
  |  L4  1st Ray                                                             |
  |  L4  Sweeper                                                             |
  |  L4  Guard Scorpion  (Boss)                                              |
  \                                                                          /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE:                                 ]
 [                                                                             ]
 [    Lightning - 1st Ray           - Double                                   ]
 [    Lightning - Sweeper           - Double                                   ]
 [    Lightning - Guard Scorpion    - Double  (Boss)                           ]
 [         Wind - Mono Drive        - Double                                   ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                                ]
 [                                                                             ]
 [        Earth - Mono Drive        - Nullify                                  ]
 [      Gravity - Guard Scorpion    - Nullify  (Boss)                          ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                            ]
 [                                                                             ]
 [         Fire - Mono Drive        - Fire                                     ]
 [                                                                             ]
 [          Hit - MP                - Tonfa                                    ]
 [          Hit - Guard Hound       - Bite                                     ]
 [          Hit - Guard Hound       - Tentacle                                 ]
 [        Punch - Mono Drive        - Drilldrive                               ]
 [        Punch - Grunt             - Handclaw                                 ]
 [        Shoot - MP                - Machine Gun                              ]
 [        Shoot - Grunt             - Mean Gun                                 ]
 [        Shoot - 1st Ray           - Laser Cannon                             ]
 [        Shoot - Sweeper           - Machine Gun                              ]
 [        Shoot - Sweeper           - W Machine Gun                            ]
 [        Shoot - Sweeper           - Smoke Shot                               ]
 [        Shoot - Guard Scorpion    - Rifle                                    ]
 [        Shoot - Guard Scorpion    - Scorpion Tale                            ]
 [        Shoot - Guard Scorpion    - Search Scope (0 Damage)                  ]
 [        Shoot - Guard Scorpion    - Tail laser                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                      STATUSES TO DEFEND FROM: None!                         ]
```

```
[                                                                          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          STATUSES TO USE:                                ]
[                                                                          ]
[   Death, Confusion, Silence, Slow, Petrify                               ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

NOTE - Steal & Morph not available at this point in the game.

	DROP		STEAL		MORPH
POTION					
	MP	[8]	Guard Hound	[32]	MP
	Guard Hound	[8]			Guard Hound
	Mono Drive	[8]			Grunt
	Grunt	[8]			1st Ray
	Grunt	[8]			Sweeper
ETHER					
	Mono Drive	[8]			Mono Drive
GRENADE					
			MP	[8]	
			Grunt	[8]	
ASSAULT GUN					
	Guard Scorpion	[63]			

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Sector 1 Train Station (Opening Screen)	128	Low
Sector 1 "Meet Avalanche"	128	Low
Sector 1 Back Alleyways	128	Low

Average: EXP: 27.9 AP: 3.1 GIL: 17.1 Enemy QTY: 1.57

"Battle Victory Music" Flag disabled.
"Bombing Mission" Theme plays throughout battles.
Forced Attack on the screen "Sector 1 Train Station (Opening Screen)" only.
Random Encounters disabled for Opening Screen until you leave and reenter.

```
.--------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 32      1st Row: 2x MP                      |
|                        AP  - 4                                           |
```

```
|                        GIL - 20                                        #301 |
|                                                                             |
|  [30.1%]  Nrml Bat #2  EXP - 20      1st Row: 1x Guard Hound                |
|                        AP  - 2                                              |
|                        GIL - 12                                        #302 |
|                                                                             |
|  [24.6%]  Nrml Bat #3  EXP - 36      1st Row: 1x MP, 1x Guard Hound         |
|                        AP  - 4                                              |
|                        GIL - 22                                        #303 |
|                                                                             |
|  [12.5%]  Back Attack  EXP - 20      1st Row: 1x Guard Hound                |
|            Run = 2     AP  - 2                                              |
|                        GIL - 12                                        #304 |
|                                                                             |
|         Forced Attack  EXP - 32      1st Row: 2x MP                         |
|       Can't Escape     AP  - 4                                              |
|                        GIL - 20                                        #300 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: *                                 Area Enc Rate:

  Sector 1 "T" Shaped Walkway                         48   High

   Average:   EXP: 37.9       AP: 5.4       GIL: 21.0        Enemy QTY: 2.27

  "Battle Victory Music" Flag disabled.
  "Bombing Mission" Theme plays throughout battles.
.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 36      1st Row: 2x Mono Drive                 |
|                        AP  - 6                                              |
|                        GIL - 16                                        #305 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 50      1st Row: 2x MP                         |
|                        AP  - 7       2nd Row: 1x Mono Drive                 |
|                        GIL - 28                                        #306 |
|                                                                             |
|  [45.3%]  Nrml Bat #3  EXP - 32      1st Row: 2x MP                         |
|                        AP  - 4                                              |
|                        GIL - 20                                        #307 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: *                                 Area Enc Rate:

  Reactor 1 Interior With Locked Doors                48   High

   Average:   EXP: 47.5       AP: 4.2       GIL: 28.4        Enemy QTY: 2.72

  "Battle Victory Music" Flag disabled.
  "Bombing Mission" Theme plays throughout battles.
  Random Encounters disabled until after Guard Scorpion Battle.
.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 44      1st Row: 2x Grunt                      |
|                        AP  - 4                                              |
|                        GIL - 30                                        #310 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 46      1st Row: 1x 1st Ray, 1x Grunt          |
|                        AP  - 4       2nd Row: 1x 1st Ray                    |
|                        GIL - 25                                        #311 |
```

```
|                                                                              |
|  [23.4%]  Nrml Bat #3  EXP - 36      1st Row: 3x 1st Ray                     |
|                        AP  - 3                                               |
|                        GIL - 15                                      #312    |
|                                                                              |
|  [21.9%]  Nrml Bat #4  EXP - 66      1st Row: 1x Grunt                       |
|                        AP  - 6       2nd Row: 2x Grunt                       |
|                        GIL - 45                                      #313    |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 4: *                                 Area Enc Rate:

  Reactor 1 Large Interior Complex W Stairs           128  Low

   Average:   EXP: 44.1       AP: 4.6       GIL: 24.2        Enemy QTY: 2.62

  "Battle Victory Music" Flag disabled after Guard Scorpion Battle.
  "Bombing Mission" Theme plays throughout battles after Guard Scorpion.
.------------------------------------------------------------------------------.
|  [19.1%]  Nrml Bat #1  EXP - 48      1st Row: 2x Mono Drive                  |
|                        AP  - 7       2nd Row: 1x 1st Ray                     |
|                        GIL - 21                                      #308    |
|                                                                              |
|  [16.4%]  Nrml Bat #2  EXP - 24      1st Row: 2x 1st Ray                     |
|                        AP  - 2                                               |
|                        GIL - 10                                      #309    |
|                                                                              |
|  [15.0%]  Nrml Bat #3  EXP - 44      1st Row: 2x Grunt                       |
|                        AP  - 4                                               |
|                        GIL - 30                                      #310    |
|                                                                              |
|  [13.7%]  Nrml Bat #4  EXP - 46      1st Row: 1x 1st Ray, 1x Grunt           |
|                        AP  - 4       2nd Row: 1x 1st Ray                     |
|                        GIL - 25                                      #311    |
|                                                                              |
|  [12.3%]  Nrml Bat #5  EXP - 36      1st Row: 3x 1st Ray                     |
|                        AP  - 3                                               |
|                        GIL - 15                                      #312    |
|                                                                              |
|  [10.9%]  Nrml Bat #6  EXP - 66      1st Row: 1x Grunt                       |
|                        AP  - 6       2nd Row: 2x Grunt                       |
|                        GIL - 45                                      #313    |
|                                                                              |
|  [6.25%]  Back Att #1  EXP - 36      1st Row: 2x Mono Drive                  |
|            Run = 2     AP  - 3                                               |
|                        GIL - 16                                      #314    |
|                                                                              |
|  [6.25%]  Back Att #2  EXP - 66      1st Row: 1x Grunt                       |
|            Run = 2     AP  - 6       2nd Row: 2x Grunt                       |
|                        GIL - 45                                      #315    |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 5: ***    BEST                       Area Enc Rate:

  Upper Catwalk (Ladder Tutorial)                     72   Medium

   Average:   EXP: 79.7       AP: 9.5       GIL: 47.2        Enemy QTY: 3.93
```

"Battle Victory Music" Flag disabled after Guard Scorpion Battle.
"Bombing Mission" Theme plays throughout battles after Guard Scorpion.

[32.8%]	Nrml Bat #1	EXP - 80 AP - 10 GIL - 46	1st Row: 2x Grunt 2nd Row: 2x Mono Drive	#316
[30.1%]	Nrml Bat #2	EXP - 98 AP - 13 GIL - 54	1st Row: 2x Grunt 2nd Row: 3x Mono Drive	#317
[24.6%]	Nrml Bat #3	EXP - 66 AP - 6 GIL - 45	1st Row: 2x Grunt 2nd Row: 1x Grunt	#318
[12.5%]	Back Attack Run = 2	EXP - 62 AP - 7 GIL - 38	1st Row: 2x Grunt 2nd Row: 1x Mono Drive	#319

SCREEN GROUPING 6: ** Area Enc Rate:

Reactor 1 Core (Save Point) 72 Medium

Average: EXP: 53.2 AP: 5.3 GIL: 46.4 Enemy QTY: 2.22

"Battle Victory Music" Flag disabled after Guard Scorpion Battle.
"Bombing Mission" Theme plays throughout battles after Guard Scorpion.

[32.8%]	Nrml Bat #1 Pre-Emp OFF	EXP - 27 AP - 3 GIL - 30	1st Row: 1x Sweeper	#320
[30.1%]	Nrml Bat #2 Pre-Emp OFF	EXP - 71 AP - 7 GIL - 60	1st Row: 1x Sweeper 2nd Row: 2x Grunt	#321
[24.6%]	Nrml Bat #3 Pre-Emp OFF	EXP - 71 AP - 7 GIL - 60	1st Row: 2x Grunt 2nd Row: 1x Sweeper	#322
[12.5%]	Back Attack Run = 2	EXP - 44 AP - 4 GIL - 30	1st Row: 2x Grunt	#323

SCREEN GROUPING 7: Area Enc Rate:

Reactor 1 Valve OFF

"Bombing Mission" Theme plays throughout battle.

	Forced Attack Can't Escape	EXP - 100 AP - 10 GIL - 100	1st Row: Guard Scorpion	#324

```
                                  oo~~~~~~~~~~~oo
                                  ||  ENEMIES  ||
                                  oo~~~~~~~~~~~oo

  .------.
 /  {MP}  \
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|  https://photos.app.goo.gl/uKa9B1uJe8TfV8ii8                        | ID:  10 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      2  ||   Strength:   6  ||    Drop: Potion   [8] 14.06%        |
|  HP:        30  ||    Defence:   4  ||   Steal: Grenade  [8] 10.94%        |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                     |
|                 ||   MDefence:   0  ||                                     |
|  EXP:       16  ||  Dexterity:  50  ||                                     |
|   AP:        2  ||       Luck:   4  || Back Damage: Normal (2x Damage)     |
|  GIL:       10  ||      Evade:   0  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Sector 1 Train Station (Opening Screen)          57% |  Grenade Combatant  |
| Sector 1 "Meet Avalanche"                        57% |  Marine             |
| Sector 1 Back Alleyways                          57% |  Attack Squad       |
| Sector 1 "T" Shaped Walkway                      72% |  Submarine Crew     |
| Sector 8 Back Alley Bridge                       N/A |  Captain            |
| Sector 5 Back of The Church                      N/A |  Underwater MP      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                                  |  Manip Attack 1: Machine Gun       |
|   MP's ATTACKS:                                  |  Manip Attack 2: Tonfa             |
|                                                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                       |
|  Attack 1:  Machine Gun          Target: One Opponent      Berserk Attack    |
|  [110]       Physical           Element: Shoot                                |
|                                    Att%: 100                                  |
|                                   Power: 16                                   |
|                              Base Damage: 6 HP                                |
|                                                                               |
|  Attack 2: <Tonfa>               Target: One Opponent                         |
|  [111]       Physical           Element: Hit                                  |
|                                    Att%: 85                                   |
|                                   Power: 24                                   |
|                              Base Damage: 9 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   MP's BATTLE PLAN: (Repeats)                                                 |
|                                                                               |
|  MP is in Front Row: 1/2 Chance use Machine Gun on Rnd Target                 |
|                      1/2 Chance use <Tonfa> on Rnd Target                     |
|                                                                               |
|  MP is in Back Row: 1/6 Chance use <Tonfa> on Rnd Target                      |
|                     5/6 Chance use Machine Gun on Rnd Target                  |
```

```
|                                                                                |
|                                                                                |
|  NOTE - The MP's AI Script is flawed, and does not play out as intended.       |
|          Here is how the MP's Battle Plan *should* have looked:                |
|                                                                                |
|                                                                                |
|   MP's Unused BATTLE PLAN:                                                     |
|                                                                                |
|  All Players are in Back Row: 1/4 Chance use Machine Gun on Rnd Target         |
|                               3/4 Chance use <Tonfa> on Rnd Target             |
|                                                                                |
|  All Players are in Front Row: 1/8 Chance use <Tonfa> on Rnd Target            |
|                                 7/8 Chance use Machine Gun on Rnd Target       |
|                                                                                |
|  If the Players Rows are mixed:                                                |
|                                                                                |
|   MP is in Front Row: 1/2 Chance use Machine Gun on Rnd Target                 |
|                       1/2 Chance use <Tonfa> on Rnd Target                     |
|                                                                                |
|   MP is in Back Row:  1/6 Chance use <Tonfa> on Rnd Target                     |
|                       5/6 Chance use Machine Gun on Rnd Target                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On MP:                                |   POWER req for Overflow:      |
|                                               |                                |
| The MP is the first enemy you encounter in    |  Base Damage Overflow: 139     |
|  the game.                                    |  Rnd Var Overflow  3x:  93     |
| "MP" stands for Military Police.              |  Rnd Var Overflow  4x:  70     |
| In the 1996 Demo Release, the MP was much     |  Rnd Var Overflow  6x:  47     |
|  darker, and named "Security Troops".         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The MP is encountered in an area that cannot                                   |
|  be revisited; once you progress past a certain point in the game, you can     |
|  no longer fight the enemy.                                                    |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------.
 /  {Guard Hound}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/hbyzDHVTBABBeaa1A                     | ID:  11 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      3  ||   Strength:   8  ||    Drop: Potion  [8]  14.06%        |
|  HP:        42  ||    Defence:   4  ||   Steal: Potion  [32] 40.63%        |
|  MP:         0  ||      Magic:   2  ||   Morph: Potion                      |
|                 ||   MDefence:   2  ||                                      |
|  EXP:       20  ||  Dexterity:  64  ||                                      |
|   AP:        2  ||       Luck:   6  || Back Damage: Normal (2x Damage)     |
|  GIL:       12  ||      Evade:   6  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:          |
```

Sector 1 Train Station (Opening Screen)	67%	Blood Taste
Sector 1 "Meet Avalanche"	67%	Dark Nation
Sector 1 Back Alleyways	67%	
Sector 7 Train Graveyard "Moving Trains" 1st	27%	
Sector 5 Back of The Church	N/A	

Guard Hound's ATTACKS:

Manip Attack 1: Bite
Manip Attack 2: Tentacle

Attack 1: <Bite> — Physical [112]
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 8 HP
Berserk Attack

Attack 2: Tentacle — Physical [113]
Target: One Opponent
Element: Hit
Att%: 90
Power: 24
Base Damage: 12 HP

Guard Hound's BATTLE PLAN: (Repeats)

1/3 Chance: Use Tentacle on Target with Lowest Current HP
2/3 Chance: Use <Bite> on Target with Lowest Current HP

NOTE - The Guard Hound's AI Script is flawed, and does not play out as intended. Here is how the Guard Hound's Battle Plan *should* have looked:

Guard Hound's Unused BATTLE PLAN:

1/3 Chance: Use Tentacle on Target in Back Row with Lowest Current HP; If at least one Target is in Front Row, select Target with Lowest Current HP.

2/3 Chance: Use <Bite> on Target in Front Row with Lowest Current HP; If at least least one Target is in Back Row, select Target with Lowest Current HP.

Notes On Guard Hound:

Guard Hound is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 1

In the JORG version a group of Test Enemies could be fought in the Well of Corel Prison named êúô0(äñ). These test subjects took the same form as the Guard Hound, although in the later releases the Test Enemy was changed to the Pyramid Enemy. Explore the "Extra Enemies" section for more info on êúô0(äñ).

The Guard Hound is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow: 139
Rnd Var Overflow 3x: 93
Rnd Var Overflow 4x: 70
Rnd Var Overflow 6x: 47

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  .--------------.
 /  {Mono Drive}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/itqvjHUnUUutnuNUA                    | ID:  12 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      2  ||   Strength:   3  ||  Drop 1: Potion  [8] 14.06%         |
|  HP:        28  ||    Defence:   6  ||  Drop 2: Ether   [2]  4.03%         |
|  MP:        28  ||      Magic:   3  ||   Steal: /                          |
|                 ||   MDefence:   4  ||   Morph: Ether                       |
|  EXP:       18  ||  Dexterity:  49  ||                                      |
|   AP:        3  ||       Luck:   2  || Back Damage: Normal (2x Damage)     |
|  GIL:        8  ||      Evade:   6  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [Nullify]     |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [Double]      |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 1 "T" Shaped Walkway                      55% |  Scrutin Eye         |
| Reactor 1 Large Interior Complex W Stairs        25% |                      |
| Reactor 1 Upper Catwalk (Ladder Tutorial)        75% |                      |
| Sector 7 Train Graveyard "Moving Trains" 1st     52% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Drilldrive       |
|   Mono Drive's ATTACKS:                  |  Manip Attack 2: Fire             |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Drilldrive>          Target: One Opponent      Berserk Attack   |
|  [114]       Physical          Element: Punch                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                             Base Damage: 3 HP                              |
|                                                                            |
|  Attack 2:  Fire                 Target: One Opponent      Reflectable      |
|  [01B]       Magical             Element: Fire                             |
|                                   Att%: 100                                |
|                                  Power: 8                                  |
|                                 MP Cost: 4 MP                              |
|                             Base Damage: 15 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Mono Drive's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  OPENING ATTACK: 1/2 Chance Display String: [Enemy Sighted!]               |
|                  1/2 Chance Display String: [Warning! Warning!]            |
|                                                                            |
|                                                                            |
|  THEREAFTER: 1/3 Chance use Fire on Target with Lowest MDef; If Mono       |
|                   Drive's MP < 4, use <Drilldrive> on Target with Lowest   |
|                   Def                                                      |
|              2/3 Chance use <Drilldrive> on Target with Lowest Def         |
|                                                                            |
```

NOTE - The Mono Drive's AI Script is flawed, and does not play out as intended. Here is how the Mono Drive's Battle Plan *should* have looked:
Mono Drive's unused BATTLE PLAN:
OPENING ATTACK: 1/2 Chance Display String: [Enemy Sighted!] 1/2 Chance Display String: [Warning! Warning!]
THEREAFTER: 1/3 Chance use Fire on Rnd Target in Back Row; If at least one Target is in Front Row, select Target with Lowest MDef; If Mono Drive's MP < 4, use <Drilldrive> on Target with Lowest Def
2/3 Chance use <Drilldrive> on Rnd Target in Front Row; If at least one Target is in the Back Row, select Target with Lowest Def

Notes On Mono Drive:	POWER req for Overflow:
Mono Drive is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 1	Base Damage Overflow: 140 Rnd Var Overflow 3x: 93 Rnd Var Overflow 4x: 70 Rnd Var Overflow 6x: 47
The Mono Drive is the only enemy in the first bombing mission that drops Ethers.	
The Mono Drive is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.	
The Mono Drive is an 'elevated' enemy; although, you cannot exploit an enemy's weakness to the Wind Element until you reach the Chocobo Ranch.	

{Grunt}

https://photos.app.goo.gl/jZzmaXAaD9qciZgV7 | ID: 13

Level:	7	Strength:	12	Drop 1: Potion	[8] 14.06%		
HP:	40	Defence:	10	Drop 2: Potion	[8] 12.09%		
MP:	0	Magic:	2	Steal: Grenade	[8] 10.94%		
		MDefence:	2	Morph: Potion			
EXP:	22	Dexterity:	58				
AP:	2	Luck:	8	Back Damage: Normal (2x Damage)			
GIL:	15	Evade:	4				

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Reactor 1 Interior With Locked Doors	77%	Special Combatant
Reactor 1 Large Interior Complex W Stairs	46%	Senior Grunt

Grunt's ATTACKS:

Manip Attack 1: Handclaw
Manip Attack 2: Beam Gun

Attack 1: <Handclaw> [115] Physical — Berserk Attack
Target: One Opponent
Element: Punch
Att%: 100
Power: 16
Base Damage: 12 HP

Attack 2: Beam Gun [116] Physical — Can't Cover
Target: One Opponent
Element: Shoot
Att%: 100
Power: 18
Base Damage: 13 HP

Grunt's BATTLE PLAN: (Repeats)

Grunt is in Front Row: 1/2 Chance use Beam Gun on Rnd Target
1/2 Chance use <Handclaw> on Rnd Target

Grunt is in Back Row: 1/12 Chance use <Handclaw> on Rnd Target
11/12 Chance use Beam Gun on Rnd Target

NOTE - The Grunt's AI Script is flawed, and does not play out as intended. Here is how the Grunt's Battle Plan *should* have looked:

Grunt's unused BATTLE PLAN:

All Players are in Front Row: 1/8 Chance use Beam Gun on Rnd Target
7/8 Chance use <Handclaw> on Rnd Target

All Players are in Back Row:

Grunt is in Front Row: 1/6 Chance use <Handclaw> on Rnd Target
5/6 Chance use Beam Gun on Rnd Target

Grunt is in Back Row: 1/15 Chance use <Handclaw> on Rnd Target
15/16 Chance use Beam Gun on Rnd Target

The Players Rows are mixed:

Grunt is in Front Row: 1/2 Chance use Beam Gun on Rnd Target
1/2 Chance use <Handclaw> on Rnd Target

Grunt is in Back Row: 1/12 Chance use <Handclaw> Rnd Target
11/12 Chance use Beam Gun on Rnd Target

Notes On Grunt:	POWER req for Overflow:

| Grunt is found in Battle Square:
| Set - 1 (Before Tiny Bronco) Battle - 1
|
| In the 1996 Demo Release, the Grunts were
| called Combatants, and appeared alongside
| the boss, which was a large version of the
| Sweeper as opposed to the Guard Scorpion.
| The writing on their arm translates as "Flammable".
| The test Enemy êúô1() originally took the same model as the Grunt in the
| JORG release, however, in the later releases the model was changed to
| that of the Pyramid. Visit the "Extra Enemies" section for more info on
| êúô1().
| The Grunt is encountered in an area that cannot be revisited; once you
| progress past a certain point in the game, you can no longer fight the
| enemy.

| Base Damage Overflow: 141 |
| Rnd Var Overflow 3x: 94 |
| Rnd Var Overflow 4x: 71 |
| Rnd Var Overflow 6x: 47 |

.-----------.
/ {1st Ray} \

https://photos.app.goo.gl/kLjrjXGij6a9yHJ46 | ID: 14

| Level: 4 | Strength: 10 | Drop: /
| HP: 18 | Defence: 2 | Steal: /
| MP: 0 | Magic: 0 | Morph: Potion
| | MDefence: 0 |
| EXP: 12 | Dexterity: 40 |
| AP: 1 | Luck: 0 | Back Damage: Normal (2x Damage)
| GIL: 5 | Evade: 0 | Susceptible to L4 Suicide

| Fire [-] | Death [VUL] | Petrify [VUL]
| Ice [-] | Sleep [-] | D. Sentence [-]
| Lightning [Double] | Poison [-] | Paralyzed [-]
| Earth [-] | Confusion [VUL] | Darkness [-]
| Poison [-] | Silence [VUL] |
| Gravity [-] | Slow [VUL] | Sadness [-]
| Water [-] | Stop [VUL] | Fury [-]
| Wind [-] | Frog [-] | Haste [VUL]
| Holy [-] | Small [-] | Manipulate [VUL]
| Restorative [-] | Slow-numb [VUL] | Berserk [VUL]

| MAPS: | APPEARANCE RATE: | LOOKALIKES:
| Reactor 1 Interior With Locked Doors 50% | Laser Cannon
| Reactor 1 Large Interior Complex W Stairs 62% |

| Manip Attack 1: Laser Cannon

1st Ray's ATTACKS:

| Attack 1: <Laser Cannon> Target: One Opponent Berserk Attack
| [117] Physical Element: Shoot Can't Cover
| Att%: 100
| Power: 16
| Base Damage: 10 HP

1st Ray's BATTLE PLAN: (Repeats)

| 1ST ATTACK: Use <Laser Cannon> on Target with Highest Current HP
| 2ND ATTACK: Skip a turn

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|   Notes On 1st Ray:                               |   POWER req for Overflow:   |
|                                                   |                             |
| The 1st Ray's Laser Cannon is one of the          |  Base Damage Overflow: 139  |
|  slowest Attacks in the game.                     |  Rnd Var Overflow  3x:  93  |
| Although the 1st Ray takes Double Damage          |  Rnd Var Overflow  4x:  70  |
|  from Lightning Attacks, your normal              |  Rnd Var Overflow  6x:  47  |
|  Physical Attacks will deal between 30 - 40       o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  HP worth of Damage, which is more than                                         |
|  enough to 1-shot the 1st Ray.                                                  |
| The 1st Ray is encountered in an area that cannot be revisited; once you        |
|  progress past a certain point in the game, you can no longer fight the         |
|  enemy.                                                                         |
\                                                                                 /
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  .-----------.
 /  {Sweeper}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/NGHnS8barg4hBEsp8                     | ID:  15 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      8  ||   Strength:  18  ||    Drop: /                           |
|  HP:       140  ||    Defence:  20  ||   Steal: /                           |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                      |
|                 ||   MDefence:   4  ||                                      |
|  EXP:       27  ||  Dexterity:  48  ||                                      |
|   AP:        3  ||       Luck:   1  ||                                      |
|  GIL:       30  ||      Evade:   0  || Susceptible to L4 Suicide            |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Reactor 1 Core (Save Point)                      88% |  Custom Sweeper       |
| Sector 7 Train Graveyard "Moving Trains" 1st     22% |  Death Machine        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Machine Gun         |
|   Sweeper's ATTACKS:                   |  Manip Attack 2: W Machine Gun       |
|                                        |  Manip Attack 3: Smoke Shot          |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Machine Gun>          Target: One Opponent      Berserk Attack    |
|  [110]       Physical           Element: Shoot                               |
|                                    Att%: 100                                 |
|                                   Power: 16                                  |
|                              Base Damage: 18 HP                              |
|                                                                              |
|  Attack 2:  W Machine Gun         Target: One Opponent                       |
|  [118]       Physical           Element: Shoot                               |
|                                    Att%: 100                                 |
|                                   Power: 28                                  |
|                              Base Damage: 31 HP                              |
```

Attack 3: Smoke Shot	Target: One Opponent	Can't Cover
[119] Physical	Element: Shoot	
	Att%: 75	
	Power: 24	
	Base Damage: 27 HP	

Sweeper's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/3 Chance start from 1st Attack
1/3 Chance start from 2nd Attack
1/3 Chance Start from 3rd Attack

1ST ATTACK: Use Smoke Shot on Rnd Target without Darkness; If all Targets have Darkness, select Rnd Target
2ND ATTACK: Use <Machine Gun> on Target with Lowest Current HP
3RD ATTACK: Use W Machine Gun on Target with Highest Current HP

Notes On Sweeper:	POWER req for Overflow:
Sweeper is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 2	Base Damage Overflow: 144 Rnd Var Overflow 3x: 96

The Sweeper's Smoke Shot searches for a Player that is not inflicted with Darkness, however, the Player cannot be inflicted with Darkness at this stage in the game. This suggests that Smoke Shot should have inflicted Darkness (the name also supports that theory). The Custom Sweeper uses the same Attack, and the same check for Darkness is carried out.
In the 1996 Demo, a larger version of the Sweeper could be found as the boss instead of the Guard Scorpion.
The Sweeper cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.
The Sweeper is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

{Guard Scorpion} !! BOSS BATTLE !!

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Level: 12	Strength: 30	Drop: Assault Gun [63] 100%	
HP: 800	Defence: 40*	Steal: /	
MP: 0	Magic: 15	Morph: /	
	MDefence: 300*		
EXP: 100	Dexterity: 60		
AP: 10	Luck: 1		
GIL: 100	Evade: 0	Susceptible to L4 Suicide	

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [-]	
Poison [-]	Silence [-]		
Gravity [Nullify]	Slow [VUL]	Sadness [-]	
Water [-]	Stop [VUL]	Fury [-]	

```
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:       |
|                                                       |                     |
| Reactor 1 Valve                                       |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Guard Scorpion's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Rifle               Target: One Opponent                        |
|  [11A]       Physical          Element: Shoot                               |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 41 HP                               |
|                                                                             |
|  Attack 2:  Scorpion Tale       Target: One Opponent                        |
|  [11B]       Physical          Element: Shoot                               |
|                                   Att%: 95                                  |
|                                  Power: 28                                  |
|                            Base Damage: 71 HP                               |
|                                                                             |
|  Attack 3:  Search Scope        Target: One Opponent      Selects Next      |
|  [11C]       Physical 0 Dam    Element: Shoot              Target          |
|                                   Att%: 255                                 |
|                                                                             |
|  Attack 4:  Rifle               Target: One Ally          Never Used        |
|  [11D]       Physical          Element: Shoot                               |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 41 HP                               |
|                                                                             |
|  Attack 5:  Tail Laser          Target: All Opponents     Split Damage      |
|  [11E]       Physical          Element: Shoot                               |
|                                   Att%: 120                                 |
|                                  Power: 48                                  |
|                            Base Damage: 123 HP                              |
|                                                                             |
|  Attack 6: <[No Name]>          Target: Self              Transformation    |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           to Stage 2       |
|                                                                             |
|  Attack 7: <[No Name]>          Target: Self              Transformation    |
|  [120]       Physical 0 Dam       Att%: Auto Hit           to Stage 1       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Guard Scorpion's BATTLE PLAN: (Repeats)                                   |
|                                                                             |
|  SETUP: Change MDef from 300 to 256                                         |
|                                                                             |
|                                                                             |
|  STAGE 1: (Tail Down)                                                       |
|                                                                             |
|   1ST ATTACK: Use Search Scope on Rnd Target, selects Target for next       |
|                turn. Display String: [Locked on Target]                     |
|                                                                             |
|   2ND ATTACK: 1/3 Chance use Scorpion Tale on Selected Target               |
|               2/3 Chance use Scorpion Tale on Selected Target; If Guard     |
|                    Scorpion's HP <= 50%, use Rifle                          |
|                                                                             |
|   3RD ATTACK: Same as 1st Attack                                            |
```

4TH ATTACK: Same as 2nd Attack

5TH ATTACK: Use <[No Name]> on Self, transform to Stage 2 (Tail Up)
Set Defence to 255 and MDefence to 384

STAGE 2: (Tail Up)

The following strings of text are displayed once only, the first time the Guard Scorpion enters Stage 2:

If Cloud is alive & Barret is dead:
Display String: [Cloud "It's gonna fire that laser…"]
["Attack while it's tail's up!]
[It's gonna counterattack with its laser."]

If Cloud & Barret are both alive:
Display String: [Cloud "Barret, be careful!"]
["Attack while it's tail's up!]
[It's gonna counterattack with its laser."]

If Cloud is dead & Barret is alive:
Display String: [Barret "I dunno what's goin' on, but…]
[it looks pretty bad.]
[Let's see what it does when it's tail's up…"]

1ST ATTACK: Skip a turn
2ND ATTACK: Skip a turn

3RD ATTACK: Use <[No Name]> on Self, transform to Stage 1 (Tail Down)
Set Defence back to 40 and MDefence back to 256

COUNTER: [All Physical and Magical Attacks]

STAGE 1: Do nothing
STAGE 2: Use Tail Laser on All Targets

Notes On Guard Scorpion:

Even though the Guard Scorpion's base MDef value is 300, the AI Script sets the MDef to 256 as the default stat.

1st Stage: Def = 40 MDef = 256
2nd Stage: Def = 255 MDef = 384

POWER req for Overflow:

1st Stage:
Base Damage Overflow: 150
Rnd Var Overflow 3x: 100

2nd Stage:
Base Damage Overflow: 275
Rnd Var Overflow 3x: 183

There is an unused "Rifle" Attack that is set to target the Guard Scorpion by default. It is unclear what this Attack was intended for.
The line "Attack while it's tail's up!" is a classically misleading line, which confused many players in the early days. It was meant as a warning, but instead was interpreted as an instruction.
In the 1996 Demo, the Guard Scorpion was replaced with a larger version of the Sweeper (alongside 2x Grunt).
If the Guard Scorpion is killed while in its 2nd Form, it will first revert back to its original Form before playing the death animation.
Tail Laser Attacks all Targets, and therefore has the "Split Damage" Flag enabled, meaning it will hit for 66% of its normal Damage.
Instead of hearing the normal "Still More Fighting" Boss Theme, you will hear the normal "Bombing Mission" Theme.

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              ||              {Midgar Sector 8}              ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

oo.......................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                      ||
||   Screens:                                          Training Rating: ||
||                                                                      ||
||  Sector 8 Back Alley Bridge                         N/A              ||
||  Sector 7 Train Graveyard "Moving Trains" 1st Visit  **              ||
\|                                                                      |/
 \                                                                      /
  |      Enemies:                                                      |
  |                                                                   |
  |      MP                                                           |
  |      Guard Hound                                                  |
  |      Mono Drive                                                   |
  |  L4  Sweeper                                                      |
  \                                                                   /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE:                             ]
 [                                                                         ]
 [    Lightning - Sweeper           - Double                               ]
 [         Wind - Mono Drive        - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                            ]
 [                                                                         ]
 [        Earth - Mono Drive        - Nullify                              ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                        ]
 [                                                                         ]
 [         Fire - Mono Drive        - Fire                                 ]
 [                                                                         ]
 [          Hit - MP                - Tonfa                                ]
 [          Hit - Guard Hound       - Bite                                 ]
 [          Hit - Guard Hound       - Tentacle                             ]
 [        Punch - Mono Drive        - Drilldrive                           ]
 [        Shoot - MP                - Machine Gun                          ]
 [        Shoot - Sweeper           - Machine Gun                          ]
 [        Shoot - Sweeper           - W Machine Gun                        ]
 [        Shoot - Sweeper           - Smoke Shot                           ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                     STATUSES TO DEFEND FROM: None!                      ]
 [                                                                         ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
```

```
[                          STATUSES TO USE:                              ]
[                                                                        ]
[   Death, Confusion, Silence, Slow, Petrify                             ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

NOTE - Steal & Morph not available at this point in the game.

	DROP		STEAL		MORPH
POTION					
	MP	[8]	Guard Hound	[32]	MP
	Guard Hound	[8]			Guard Hound
	Mono Drive	[8]			Sweeper
ETHER					
					Mono Drive
GRENADE					
			MP	[8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: Area Enc Rate:

Sector 8 Back Alley Bridge — OFF

Forced Att #1	EXP - 32	1st Row: 2x MP		
Can't Escape	AP - 4			
	GIL - 20			#328
Forced Att #2	EXP - 48	1st Row: 2x MP		
Can't Escape	AP - 6	2nd Row: 1x MP		
	GIL - 30			#329
Forced Att #3	EXP - 48	1st Grp: 2x MP		
Can't Escape	AP - 6	2nd Grp: 1x MP		
Pinc Attack	GIL - 30			#330

SCREEN GROUPING 2: ** Area Enc Rate:

Sector 7 Train Graveyard "Moving Trains" 1st Visit — 128 Low

Average: EXP: 44.4 AP: 6.4 GIL: 25.3 Enemy QTY: 2.30

[28.1%]	Nrml Bat #1	EXP - 54 AP - 9 GIL - 24	1st Row: 3x Mono Drive	#392
[26.6%]	Nrml Bat #2	EXP - 40 AP - 4 GIL - 24	1st Row: 2x Guard Hound	#393
[23.4%]	Nrml Bat #3	EXP - 54 AP - 9 GIL - 24	1st Row: 2x Mono Drive 2nd Row: 1x Mono Drive	#394
[21.9%]	Nrml Bat #4 Pre-Emp OFF	EXP - 27 AP - 3 GIL - 30	1st Row: 1x Sweeper	#395

ENEMIES

NOTE - All Enemies in this area have been listed above (Midgar Sector 1).

{Midgar Sector 4}

NOTE - This area cannot be revisited.

Screens:	Training Rating:
Sector 4 Winding Tunnels (Repeated Screen)	**
Sector 4 Winding Tunnels Guard Post	**** BEST
Sector 4 1st Grate After Winding Tunnels (Ether)	***
Sector 4 Upper Narrow Catwalk W Ladders	**
Sector 4 Large Open Platform Area	**
Sector 4 2nd Grate (Jessie)	***
Sector 4 Tent & Save Point	**

Enemies:

- L4 Grashtrike
- Rocket Launcher
- Special Combatant
- Chuse Tank
- L4 Blugu

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Lightning	Rocket Launcher	Double
Lightning	Blugu	Double
Wind	Blugu	Double

ELEMENTS TO AVOID:

Earth	Blugu	Nullify

ELEMENTS USED BY ENEMIES:

Cut	Grashtrike	Sickle
Hit	Chuse Tank	Claw
Hit	Chuse Tank	Rolling Claw
Hit	Blugu	Bodyblow
Punch	Special Combatant	Handclaw
Shoot	Rocket Launcher	Rocket Launcher
Shoot	Special Combatant	Beam Gun
Shout	Special Combatant	Wave

STATUSES TO DEFEND FROM:

Sleep	Blugu	Hell Bubbles (79% Inflict)
Slow	Grashtrike	Silk (100% Inflict)

STATUSES TO USE:

Death, Confusion, Silence, Slow, Petrify

ENEMY LOOT

NOTE - Steal & Morph not available at this point in the game.

	DROP	STEAL	MORPH
POTION	Chuse Tank [8] Blugu [8]	Chuse Tank [32]	Rocket Launcher Chuse Tank Blugu
HI-POTION			Special Combatant
ANTIDOTE	Special Combatant [8]		

```
      '----------------------+----------------------+-------------------'
 GRENADE  |                   |                      |                   |
----------'                   |                      |                   |
      | Special Combatant  [2] |                      |                   |
      '----------------------+----------------------+-------------------'
 SPIDER WEB  |                |                      |                   |
-------------'                |                      |                   |
      | Grashtrike         [2] | Grashtrike        [32] | Grashtrike        |
      '----------------------+----------------------+-------------------'
 EYE DROP  |                   |                      |                   |
-----------'                   |                      |                   |
      |                       | Special Combatant [32] |                   |
      |                       | Blugu             [32] |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Sector 4 Winding Tunnels (Repeated Screen) 72 Medium

Average: EXP: 64.8 AP: 8.7 GIL: 56.9 Enemy QTY: 3.70

[32.8%] Nrml Bat #1	EXP - 52	1st Row: 2x Rocket Launcher	
Pre-Emp OFF	AP - 12	2nd Row: 2x Rocket Launcher	
Run = 2	GIL - 28		#332
[30.1%] Nrml Bat #2	EXP - 60	1st Row: 2x Grashtrike	
Run = 2	AP - 6	2nd Row: 1x Grashtrike	
	GIL - 60		#333
[24.6%] Nrml Bat #3	EXP - 80	1st Row: 2x Grashtrike	
Run = 2	AP - 8	2nd Row: 2x Grashtrike	
	GIL - 80		#334
[12.5%] Back Attack	EXP - 80	1st Row: 4x Grashtrike	
Run = 3	AP - 8		
	GIL - 80		#335

SCREEN GROUPING 2: ***** BEST Area Enc Rate:

Sector 4 Winding Tunnels Guard Post OFF

Unique training area.

Forced Attack	EXP - 84	1st Row: 2x Special Combatant	
Can't Escape	AP - 9	2nd Row: 1x Special Combatant	
	GIL - 120		#367

SCREEN GROUPING 3: *** Area Enc Rate:

```
  Sector 4 1st Grate After Winding Tunnels (Ether)     72   Medium
  Sector 4 2nd Grate (Jessie)                          72   Medium

   Average:   EXP: 85.8       AP: 7.9       GIL: 101.9       Enemy QTY: 3.95

 <C> The Grashtrike [A] covers the Chuse Tank [A]
     The Grashtrike [B] covers the Chuse Tank [B]
.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 86      1st Row: 2x Grashtrike <C>         |
|                        AP  - 8       2nd Row: 2x Chuse Tank             |
|                        GIL - 100                                  #336 |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 69      1st Row: 1x Chuse Tank             |
|                        AP  - 6       2nd Row: 2x Chuse Tank             |
|                        GIL - 90                                   #337 |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 109     1st Row: 3x Chuse Tank             |
|                        AP  - 10      2nd Row: 2x Grashtrike             |
|                        GIL - 130                                  #338 |
|                                                                         |
|  [12.5%]  Pinc Attack  EXP - 80      1st Grp: 2x Grashtrike             |
|                        AP  - 8       2nd Grp: 2x Grashtrike             |
|                        GIL - 80                                   #339 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4: **                              Area Enc Rate:

  Sector 4 Upper Narrow Catwalk W Ladders             72   Medium
  Sector 4 Large Open Platform Area                   72   Medium
  Sector 4 Tent & Save Point                          72   Medium

   Average:   EXP: 53.1       AP: 8.7       GIL: 68.0        Enemy QTY: 3.43

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 39      1st Row: 1x Rocket Launcher        |
|        Pre-Emp OFF     AP  - 9       2nd Row: 2x Rocket Launcher        |
|                        GIL - 21                                   #340 |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 62      1st Row: 2x Rocket Launcher        |
|        Pre-Emp OFF     AP  - 10      2nd Row: 2x Blugu                  |
|                        GIL - 84                                   #341 |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 49      1st Row: 1x Rocket Launcher        |
|                        AP  - 7       2nd Row: 2x Blugu                  |
|                        GIL - 77                                   #342 |
|                                                                         |
|  [12.5%]  Back Attack  EXP - 77      1st Row: 1x Chuse Tank             |
|            Run = 2     AP  - 8       2nd Row: 3x Blugu                  |
|                        GIL - 135                                  #343 |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

  .--------------.
 /  {Grashtrike}  \
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Level:	8	Strength:	12	Drop: Spider Web [2]	4.69%
HP:	42	Defence:	18	Steal: Spider Web [32]	40.63%
MP:	0	Magic:	15	Morph: Spider Web	
		MDefence:	2		
EXP:	20	Dexterity:	58		
AP:	2	Luck:	6	Back Damage: Normal (2x Damage)	
GIL:	20	Evade:	3	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 4 Winding Tunnels (Repeated Screen)	67%	Head Hunter
Sector 4 1st Grate After Winding Tunnels	37%	
Sector 4 2nd Grate (Jessie)	37%	

Grashtrike's ATTACKS:

Manip Attack 1: Sickle
Manip Attack 2: Silk

Attack 1: <Sickle> — Berserk Attack
[121] Physical
Target: One Opponent
Element: Cut
Att%: 100
Power: 16
Base Damage: 12 HP

Attack 2: Silk
[122] Magical 0 Dam
Target: One Opponent
Att%: 90
Status Inflict: Slow (100%)

Grashtrike's BATTLE PLAN: (Repeats)

Use Silk on Rnd Target without Slow; If all Targets have Slow, use <Sickle> on Rnd Target

Notes On Grashtrike:

Grashtrike is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 1

The Player should increase the Battle Speed in the menus up all the way to deal with the Grashtrike's Silk Attack.

Although a rare drop, it's worth trying to grab a few Spider Webs (casts Slow on all opponents), seeing as many Enemies and Bosses are vulnerable to Slow.

The Grashtrike is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow:	143
Rnd Var Overflow 3x:	96
Rnd Var Overflow 4x:	72
Rnd Var Overflow 6x:	48

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  .-------------------.  NOTE - This is Rocket Launcher Version 1 found in
 /  {Rocket Launcher}  \         Sector 4, NOT the one found with Guard System
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/4csDT9B5gV4vH2kZ6                     | ID:  18 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      5  ||   Strength:  30  ||    Drop: /                          |
|  HP:        50  ||    Defence:   2  ||   Steal: /                           |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                      |
|                 ||   MDefence: 200  ||                                      |
|  EXP:       13  ||  Dexterity:  50  ||                                      |
|   AP:        3  ||       Luck:   0  || Back Damage: Normal (2x Damage)      |
|  GIL:        7  ||      Evade:   0  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 4 Winding Tunnels (Repeated Screen)       33% |  Rocket Launcher     |
| Sector 4 Upper Narrow Catwalk W Ladders          88% |                      |
| Sector 4 Large Open Platform Area                88% |                      |
| Sector 4 Tent & Save Point                       88% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Rocket Launcher    |
|   Rocket Launcher's ATTACKS:          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Rocket Launcher     Target: One Opponent      Berserk Attack    |
|  [123]       Physical          Element: Shoot             Can't Cover       |
|                                   Att%: 75                                  |
|                                  Power: 24                                  |
|                            Base Damage: 51 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Rocket Launcher's BATTLE PLAN: (Repeats)                                  |
|                                                                             |
|  1ST ATTACK: Skip a turn                                                    |
|  2ND ATTACK: Use Rocket Launcher on Target with Lowest Current HP           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Rocket Launcher: (Sector 4)       |   POWER req for Overflow:    |
|                                              |                              |
| This Rocket Launcher looks identical to the  |  Base Damage Overflow: 139   |
|  Rocket Launcher found as part of the Guard  |  Rnd Var Overflow  3x:  93   |
|  System (Junon Disc 2).                      |  Rnd Var Overflow  4x:  70   |
| There are four formations in which the       |  Rnd Var Overflow  6x:  47   |
|  Rocket Launcher appears in, and in three of o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  these formations the "Pre-Emp" Flag has                                    |
|  been disabled, meaning you should not be able to Back Attack the Rocket    |
|  Launcher. However, due to an oversight you will have a chance of Back     |
|  Attacking the single Rocket Launcher alongside the 2x Blugu in Sector 4    |
|  (Formation ID #343).                                                       |
| Given the Rocket Launcher's high MDef stat, avoid using Magical Attacks.    |
```

| The Rocket Launcher is encountered in an area that cannot be revisited; once you progress past a certain in the game, you can no longer fight the enemy. |

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.--------------------.
/ {Special Combatant} \

https://photos.app.goo.gl/Hu7zw7yMn5wxjG7M7 | ID: 1E

Level: 9	Strength: 15	Drop 1: Antidote [8]	14.06%
HP: 60	Defence: 24	Drop 2: Grenade [2]	4.03%
MP: 0	Magic: 2	Steal: Eye drop [32]	40.63%
	MDefence: 32	Morph: Hi-Potion	
EXP: 28	Dexterity: 58		
AP: 3	Luck: 12	Back Damage: Normal (2x Damage)	
GIL: 40	Evade: 5		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 4 Winding Tunnels Guard Post	100%	Grunt
Reactor 5 Large Interior Complex W Slide	52%	Senior Grunt
Reactor 5 Upper Catwalk	52%	
Reactor 5 Panel Pushing & Save Point	58%	

Special Combatant's ATTACKS:

Manip Attack 1: Handclaw
Manip Attack 2: Beam Gun
Manip Attack 3: Wave

Attack 1: <Handclaw> Target: One Opponent Berserk Attack
[115] Physical Element: Punch
Att%: 100
Power: 16
Base Damage: 15 HP

Attack 2: Beam Gun Target: One Opponent Can't Cover
[116] Physical Element: Shoot
Att%: 100
Power: 18
Base Damage: 16 HP

Attack 3: Wave Target: One Opponent Can't Cover
[12B] Physical Element: Shout
Att%: 92
Power: 32
Base Damage: 30 HP

Special Combatant BATTLE PLAN: (Repeats)

```
|                                                                                |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                              |
|                  1/2 Chance start from 5th Attack                              |
|                                                                                |
|                                                                                |
|  1ST ATTACK: Use <Handclaw> on Rnd Target                                      |
|  2ND ATTACK: Use <Handclaw> on Rnd Target                                      |
|  3RD ATTACK: Use <Handclaw> on Rnd Target                                      |
|  4TH ATTACK: Use Wave on Target with Lowest Current HP                         |
|  5TH ATTACK: Use Beam Gun on Rnd Target                                        |
|  6TH ATTACK: Use Beam Gun on Rnd Target                                        |
|  7TH ATTACK: Use Beam Gun on Rnd Target                                        |
|  8TH ATTACK: Use Wave on Target with Lowest Current HP                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Special Combatant:                |   POWER req for Overflow:       |
|                                              |                                 |
| The Special Combatant is a great enemy to Lv |  Base Damage Overflow: 145      |
|  up from in the early stages of the game,    |  Rnd Var Overflow  3x:  97      |
|  seeing as you can encounter endless battles |  Rnd Var Overflow  4x:  73      |
|  without having to run around; head to the   |  Rnd Var Overflow  6x:  49      |
|  southern-most screen in the Winding Tunnels o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  and keep selecting "Stay Here" after every                                    |
|  battle.                                                                       |
| The Special Combatant is encountered in an area that cannot be revisited;      |
|  once you progress past a certain in the game, you can no longer fight the     |
|  enemy.                                                                        |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .--------------.
 /  {Chuse Tank}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/zLRfzioGduKuck2e7                     | ID:  1A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      6  ||   Strength:  10  ||    Drop: Potion  [8]  14.06%        |
|  HP:        36  ||    Defence:   6  ||   Steal: Potion  [32] 40.63%        |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                      |
|                 ||   MDefence:  66  ||                                      |
|  EXP:       23  ||  Dexterity:  57  ||                                      |
|   AP:        2  ||       Luck:   5  || Back Damage: Normal (2x Damage)      |
|  GIL:       30  ||      Evade:   3  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:          |
|                                                      |                        |
| Sector 4 1st Grate After Winding Tunnels         88% |  Malldancer            |
| Sector 4 Upper Narrow Catwalk W Ladders          13% |                        |
| Sector 4 Large Open Platform Area                13% |                        |
| Sector 4 2nd Grate (Jessie)                      88% |                        |
| Sector 4 Tent & Save Point                       13% |                        |
```

```
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Claw               |
|   Chuse Tank's ATTACKS:                  |  Manip Attack 2: Rolling Claw       |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                |
|  Attack 1: <Claw>                  Target: One Opponent      Berserk Attack    |
|  [124]       Physical              Element: Hit                                |
|                                       Att%: 110                                |
|                                      Power: 16                                 |
|                                Base Damage: 10 HP                              |
|                                                                                |
|  Attack 2:  Rolling Claw           Target: One Opponent                        |
|  [125]       Magical               Element: Hit                                |
|              % Based                  Att%: 75                                 |
|                                      Power: 4                                  |
|                                Base Damage: 12.5% Current HP                   |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Chuse Tank's BATTLE PLAN: (REpeats)                                          |
|                                                                                |
|  1/2 Chance: Use <Claw> on Rnd Target in the Front Row; If all Targets are     |
|               in the Back Row, select Rnd Target                               |
|  1/2 Chance: Use Rolling Claw on Target with Highest Current HP                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Chuse Tank:                       |   POWER req for Overflow:       |
|                                              |                                 |
| Chuse Tank is found in Battle Square:        |  Base Damage Overflow: 140      |
|  Set - 1 (Before Tiny Bronco)  Battle - 1    |  Rnd Var Overflow  3x:  93      |
|                                              |  Rnd Var Overflow  4x:  70      |
| The Chuse Tank is one of a number of enemies |  Rnd Var Overflow  6x:  47      |
|  that are elevated above the ground, but     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  will not take double damage from the Wind                                     |
|  Element, nor will it nullify Earth.                                          |
| The Chuse Tank is encountered in an area that cannot be revisited; once        |
|  you progress past a certain point in the game, you can no longer fight        |
|  the enemy.                                                                    |
\                                                                                /
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  .---------.
 /  {Blugu}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/BuEbRe2NQkLdxBH38                    | ID:  1B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      4  ||   Strength:   8  ||    Drop: Potion    [8]  14.06%      |
|  HP:       120  ||    Defence: 180  ||   Steal: Eye drop  [32] 40.63%      |
|  MP:         0  ||      Magic:  24  ||   Morph: Potion                      |
|                 ||   MDefence: 128  ||                                      |
|  EXP:       18  ||  Dexterity:  52  ||                                      |
|   AP:        2  ||       Luck:   2  || Back Damage: Normal (2x Damage)      |
|  GIL:       35  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [Double]       |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 4 Upper Narrow Catwalk W Ladders	67%	Bloatfloat
Sector 4 Large Open Platform Area	67%	
Sector 4 Tent & Save Point	67%	

Blugu's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Hell Bubbles

Attack 1: <Bodyblow> [126] Physical
Target: One Opponent
Element: Hit
Att%: 95
Power: 16
Base Damage: 8 HP
Berserk Attack

Attack 2: Hell Bubbles [127] Magical 0 Dam
Target: One Opponent
Att%: Auto Hit
Status Inflict: Sleep (79%)

Blugu's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use <Bodyblow> on Rnd Target with Paralyzed; If no Targets have Paralyzed, select Rnd Target

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

After 3rd Attack: 1/3 Chance jump to 4th Attack for next turn
2/3 Chance jump to 2nd Attack for next turn

4TH ATTACK: Use Hell Bubbles on Rnd Target without Paralyzed; If all Target have Paralyzed, use <Bodyblow> on Rnd Target

Notes On Blugu:

Blugu is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 2

The Blugu's Attacks are coded to target Players that are inflicted with Paralyzed, which is a redundant feature of the AI Script seeing as there is no way for the Player to be inflicted with Paralyzed at that point in the game.

The Blugu has unusually high Def and MDef compared to other enemies encountered at that point in the game; it Defence is that of Emerald Weapon's.

The Blugu is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

The Blugu is an 'elevated' enemy; although, you cannot exploit an enemy's weakness to the Wind Element until you reach the Chocobo Ranch.

POWER req for Overflow:

Base Damage Overflow: 213
Rnd Var Overflow 3x: 142
Rnd Var Overflow 4x: 107
Rnd Var Overflow 6x: 71

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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||              {Midgar Reactor 5}            ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                             Training Rating: ||
||                                                                          ||
||  Reactor 5 Large Interior Complex W Slide              ***               ||
||  Reactor 5 Upper Catwalk                               ***    BEST       ||
||  Reactor 5 Core (Save Point)                           **                ||
||  Reactor 5 Valve (No Guard Scorpion)                   **                ||
||  Reactor 5 Panel Pushing & Save Point                  **                ||
||  Reactor 5 "T" Shaped Walkway (Air Buster)             N/A               ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                                                          |
  |                                                                        |
  |      Special Combatant                                                 |
  |  L4  Smogger                                                           |
  |  L4  Proto Machinegun                                                  |
  |  L4  Blood Taste                                                       |
  |      Air Buster  (Boss)                                                |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE:                               ]
 [                                                                           ]
 [    Lightning - Proto Machinegun  - Double                                 ]
 [    Lightning - Air Buster        - Double  (Boss)                         ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                              ]
 [                                                                           ]
 [       Poison - Smogger           - Absorb                                 ]
 [      Gravity - Air Buster        - Absorb   (Boss)                        ]
 [                                                                           ]
 [        Earth - Air Buster        - Nullify  (Boss)                        ]
 [                                                                           ]
 [         Fire - Air Buster        - Halve    (Boss)                        ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                          ]
 [                                                                           ]
 [          Hit - Smogger           - Punch                                  ]
 [          Hit - Blood Taste       - Bite                                   ]
 [          Hit - Air Buster        - Bodyblow                               ]
 [        Punch - Special Combatant - Handclaw                               ]
 [        Shoot - Special Combatant - Beam Gun                               ]
```

```
[        Shoot - Proto Machinegun  - Machine Gun                          ]
[        Shoot - Air Buster        - Rear Gun                             ]
[        Shoot - Air Buster        - Big Bomber                           ]
[        Shout - Special Combatant - Wave                                 ]
[        Shout - Air Buster        - Energy Ball                          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                         ]
[                                                                         ]
[       Poison - Smogger           - Smog  (87%  Inflict)                 ]
[     Darkness - Smogger           - Smog  (91%  Inflict)                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             STATUSES TO USE:                            ]
[                                                                         ]
[   Death, Confusion, Silence, Slow, Petrify                              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                              oo~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~oo
```

NOTE - Steal & Morph not available at this point in the game.

	DROP	STEAL	MORPH
POTION			
			Proto Machinegun
			Blood Taste
HI-POTION			
			Special Combatant
			Smogger
ANTIDOTE			
	Special Combatant [8]		
	Blood Taste [8]		
SMOKE BOMB			
		Smogger [8]	
GRENADE			
	Special Combatant [2]		
DEADLY WASTE			
	Smogger [8]		
EYE DROP			
		Special Combatant [32]	
		Blood Taste [32]	
TITAN BANGLE			

```
      | Air Buster        [63] |                        |                   |
      '-------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~oo


 SCREEN GROUPING 1: ***    BEST                        Area Enc Rate:

  Reactor 5 Large Interior Complex W Slide             128  Low
  Reactor 5 Upper Catwalk                              72   Medium

   Average:   EXP: 87.4       AP: 8.8       GIL: 144.6       Enemy QTY: 3.02

.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 92      1st Row: 1x Special Combatant          |
|                        AP  - 9       2nd Row: 2x Smogger                    |
|                        GIL - 160                                      #352 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 80      1st Row: 2x Smogger                    |
|                        AP  - 8       2nd Row: 1x Proto Machinegun           |
|                        GIL - 135                                      #353 |
|                                                                             |
|  [23.4%]  Nrml Bat #3  EXP - 112     1st Row: 2x Special Combatant          |
|                        AP  - 12      2nd Row: 2x Special Combatant          |
|                        GIL - 160                                      #354 |
|                                                                             |
|  [21.9%]  Nrml Bat #4  EXP - 64      1st Row: 2x Smogger                    |
|                        AP  - 6                                              |
|                        GIL - 120                                      #355 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: **                                 Area Enc Rate:

  Reactor 5 Core (Save Point)                          72   Medium
  Reactor 5 Valve (No Guard Scorpion)                  72   Medium

   Average:   EXP: 81.4       AP: 8.2       GIL: 112.8       Enemy QTY: 3.66

 <C> The Blood Taste [A] and [B] *do not* cover the Blood Taste [C]
     Cover Flag set incorrectly!
.-----------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 80      1st Row: 2x Proto Machinegun           |
|        Pre-Emp OFF     AP  - 10      2nd Row: 3x Proto Machinegun           |
|                        GIL - 75                                       #356 |
|                                                                             |
|  [30.1%]  Nrml Bat #2  EXP - 88      1st Row: 2x Smogger                    |
|                        AP  - 8       2nd Row: 1x Blood Taste                |
|                        GIL - 152                                      #357 |
|                                                                             |
|  [24.6%]  Nrml Bat #3  EXP - 80      1st Row: 1x Smogger, 2x Blood Taste    |
|                        AP  - 7                                              |
|                        GIL - 124                                      #358 |
|                                                                             |
|  [12.5%]  Back Attack  EXP - 72      1st Row: 2x Blood Taste <C>            |
|            Run = 2     AP  - 6       2nd Row: 1x Blood Taste                |
|                        GIL - 96                                       #359 |
```

SCREEN GROUPING 3: ** Area Enc Rate:

Reactor 5 Panel Pushing & Save Point 72 Medium

Average: EXP: 81.2 AP: 8.3 GIL: 105.9 Enemy QTY: 3.48

[20.5%]	Nrml Bat #1	EXP - 84 AP - 9 GIL - 120	1st Row: 2x Special Combatant 2nd Row: 1x Special Combatant	#344
[19.1%]	Nrml Bat #2 Pre-Emp OFF	EXP - 48 AP - 6 GIL - 45	1st Row: 2x Proto Machinegun 2nd Row: 1x Proto Machinegun	#345
[17.8%]	Nrml Bat #3	EXP - 88 AP - 10 GIL - 110	1st Row: 2x Proto Machinegun 2nd Row: 2x Special Combatant	#346
[16.4%]	Nrml Bat #4	EXP - 104 AP - 10 GIL - 144	1st Row: 2x Blood Taste 2nd Row: 2x Special Combatant	#347
[13.7%]	Nrml Bat #5	EXP - 96 AP - 8 GIL - 128	1st Row: 2x Blood Taste 2nd Row: 2x Blood Taste	#348
[3.13%]	Back Att #1 Run = 2	EXP - 72 AP - 8 GIL - 95	1st Row: 2x Special Combatant 2nd Row: 1x Proto Machinegun	#349
[3.13%]	Back Att #2 Run = 2	EXP - 72 AP - 6 GIL - 96	1st Row: 3x Blood Taste	#350
[6.25%]	Pinc Attack	EXP - 72 AP - 6 GIL - 96	1st Grp: 2x Blood Taste 2nd Grp: 1x Blood Taste	#351

SCREEN GROUPING 4: Area Enc Rate:

Reactor 5 "T" Shaped Walkway (Air Buster) OFF

"Battle Victory Music" and "Victory Pose" Flags disabled.

	Forced Attack Can't Escape Side Attack	EXP - 180 AP - 16 GIL - 150	1st Row: Air Buster	#364

ENEMIES

NOTE - The Special Combatant can also be fought here; however, I will not be duplicating that entry. You can find the Special Combatant within the "Midgar Sector 4" listings just above.

.-----------.
/ {Smogger} \

https://photos.app.goo.gl/K5NBG9YPknm5jA4e7	ID: 1D

Level: 8	Strength: 22	Drop: Deadly Waste [8] 14.06%	
HP: 90	Defence: 24	Steal: Smoke Bomb [8] 10.94%	
MP: 0	Magic: 4	Morph: Hi-Potion	
	MDefence: 64		
EXP: 32	Dexterity: 47		
AP: 3	Luck: 1	Back Damage: Normal (2x Damage)	
GIL: 60	Evade: 1	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[VUL]	Darkness	[-]
Poison	[Absorb]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[-]
Water	[-]	Stop	[VUL]	Fury	[-]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Reactor 5 Large Interior Complex W Slide	77%	Slalom
Reactor 5 Upper Catwalk	77%	Gas Ducter
Reactor 5 Core (Save Point)	55%	
Reactor 5 Valve (No Guard Scorpion)	55%	

Smogger's ATTACKS:

- Manip Attack 1: Punch
- Manip Attack 2: Smog
- Manip Attack 3: Smog

Attack 1: <Punch>	Target: One Opponent	Berserk Attack	
[128] Physical	Element: Hit		
	Att%: 100		
	Power: 16		
	Base Damage: 22 HP		
Attack 2: Smog	Target: One Opponent	Can't Cover	
[129] Physical	Element: None	Status Inflict:	
	Att%: 90	Poison (87%)	
	Power: 12		
	Base Damage: 16 HP		
Attack 3: Smog	Target: One Opponent	Can't Cover	
[12A] Physical	Element: None	Status Inflict:	
	Att%: 105	Darkness (91%)	
	Power: 12		
	Base Damage: 16 HP		

Smogger's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/5 Chance start from 1st Attack

```
|                 1/5 Chance start from 2nd Attack                          |
|                 1/5 Chance start from 3rd Attack                          |
|                 1/5 Chance start from 4th Attack                          |
|                 1/5 Chance start from 5th Attack                          |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use <Punch> on Rnd Target with Darkness; If no Targets have  |
|              Darkness, select Rnd Target                                  |
|                                                                           |
|  2ND ATTACK: Same as 1st Attack                                           |
|  3RD ATTACK: Same as 1st Attack                                           |
|                                                                           |
|    After 3rd Attack: 1/2 Chance jump to 1st Attack for next turn          |
|                      1/4 Chance jump to 4th Attack for next turn          |
|                      1/4 Chance jump to 5th Attack for next turn          |
|                                                                           |
|  4TH ATTACK: Use Smog [Poison] on Rnd Target without Poison; If all       |
|              Targets have Poison, use 1st Attack                          |
|                                                                           |
|             Jump to 1st Attack for next turn                              |
|                                                                           |
|  5TH ATTACK: Use Smog [Darkness] on Rnd Target without Darkness; If all   |
|              Targets have Darkness, use <Punch> on Rnd Target             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Smogger:                          |   POWER req for Overflow:  |
|                                              |                            |
| Obtaining Deadly Wastes can be beneficial at |  Base Damage Overflow: 145 |
|  this early stage in the game (casts Bio2).  |  Rnd Var Overflow  3x:  97 |
| The Smogger is encountered in an area that   |  Rnd Var Overflow  4x:  73 |
|  cannot be revisited; once you progress past |  Rnd Var Overflow  6x:  49 |
|  a certain point in the game, you can no     o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  longer fight the enemy.                                                  |
\                                                                           /
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  .--------------------.
 /  {Proto Machinegun}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/hXCw21LuZHM2LtCA9                    | ID:  20 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      4  ||   Strength:  12  ||    Drop: /                        |
|  HP:       100  ||    Defence:   2  ||   Steal: /                        |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                   |
|                 ||   MDefence: 128  ||                                   |
|  EXP:       16  ||  Dexterity:  45  ||                                   |
|   AP:        2  ||       Luck:   0  || Back Damage: Normal (2x Damage)    |
|  GIL:       15  ||      Evade:   0  || Susceptible to L4 Suicide         |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]      |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
```

Reactor 5 Large Interior Complex W Slide 27%	Machine Gun
Reactor 5 Upper Catwalk 27%	Quick Machine Gun
Reactor 5 Core (Save Point) 33%	
Reactor 5 Valve (No Guard Scorpion) 33%	
Reactor 5 Panel Pushing & Save Point 40%	

Proto Machinegun's ATTACKS:

Manip Attack 1: Machine Gun

Attack 1: Machine Gun — Target: One Opponent — Berserk Attack
[110] Physical — Element: Shoot
Att%: 100
Power: 16
Base Damage: 12 HP

Proto Machinegun's BATTLE PLAN: (Repeats)

1ST ATTACK: Use Machine Gun on Target with Lowest Current HP
2ND ATTACK: Skip a turn

Notes On Proto Machinegun:

All + Lightning works well to dispatch the groups of Proto Machineguns you encounter. Only some of the formations have the "Pre-Emp" Flag off, meaning you can back-attack some but not all of the Proto Machinegun encounters. If there are three or more Proto Machineguns then you cannot Back-Attack them; less than three and you can Back-Attack them.

The Proto Machinegun is encountered in an area that cannot be revisited; once you progress past a certain in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow:	139
Rnd Var Overflow 3x:	93
Rnd Var Overflow 4x:	70
Rnd Var Overflow 6x:	47

{Blood Taste}

https://photos.app.goo.gl/tfzpas5zrNGs7x1K7 | ID: 1F

Level: 8	Strength: 12	Drop: Antidote [8] 14.06%	
HP: 72	Defence: 22	Steal: Eye drop [32] 40.63%	
MP: 0	Magic: 14	Morph: Potion	
	MDefence: 24		
EXP: 24	Dexterity: 65		
AP: 2	Luck: 6	Back Damage: Normal (2x Damage)	
GIL: 32	Evade: 8	Susceptible to L4 Suicide	

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Reactor 5 Core (Save Point)	67%	Guard Hound
Reactor 5 Valve (No Guard Scorpion)	67%	Dark Nation
Reactor 5 Panel Pushing & Save Point	39%	

Blood Taste's ATTACKS:

Manip Attack 1: Bite
Manip Attack 2: Tentacle Drain

Attack 1: <Bite> — Physical [112]
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 12 HP
Berserk Attack

Attack 2: Tentacle Drain — Physical [12C]
Target: One Opponent
Element: None
Att%: 110
Power: 10
Base Damage: 7 HP
Drains HP

Blood Taste's BATTLE PLAN:

NOTE - The Blood Taste targets the last Player to attack it. If it hasn't taken any damage, select a Rnd Target and keep attacking that target until damage is taken.

1st Attack and 2nd Attacks gave set chances of being triggered based on Blood Taste's Current HP:

Blood Taste's HP > 75%: 1/8 Chance use 1st Attack
7/8 Chance use 2nd Attack

Blood Taste's HP <= 75%: 1/3 Chance use 1st Attack
2/3 Chance use 2nd Attack

Blood Taste's HP <= 50%: 1/2 Chance use 1st Attack
1/2 Chance use 2nd Attack

Blood Taste's HP <= 25%: Use 1st Attack

1ST ATTACK: Blood Taste's HP = 100%: Use <Bite> on Last Attacker; If Last Attacker has Death, select Rnd Target

Blood Taste's HP < 100%: Use Tentacle Drain on Last Attacker; If Last Attacker has Death, select Target with Highest Current HP

2ND ATTACK: Use <Bite> on Last Attacker; If Last Attacker has Death, select Rnd Target

Follow-Up: Blood Taste's HP > 75%: 1/8 Chance repeat 2nd Attack
Blood Taste's HP <= 75%: 1/3 Chance repeat 2nd Attack
Blood Taste's HP <= 50%: 1/2 Chance repeat 2nd Attack

Notes On Blood Taste:

POWER req for Overflow:

There are two screens in which you can encounter 3x Blood Taste as a Back-Attack: Reactor 5 Save Point core, and Reactor 5 "Valve" (where you previously fought the Guard Scorpion). The "Cover" Flag is not working correctly here, which means you can attack the Blood Taste in the Back Row before killing the first two.	Base Damage Overflow: 144 Rnd Var Overflow 3x: 96 Rnd Var Overflow 4x: 72 Rnd Var Overflow 6x: 48
The lower the Blood Taste's HP, the higher the chance it'll have of using <Bite> twice consecutively in one turn, until its HP is less then 25%. At which point, the Blood Taste will only use Tentacle Drain until its HP is greater than 25% again (seeing as Tentacle Drain will absorb roughly 5 HP per use).	
The Blood Taste is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.	

{Air Buster} !! BOSS BATTLE !!

https://photos.app.goo.gl/AtZhVnqaNJnyvi9AA | ID: 21

Level: 15	Strength: 24	Drop: Titan Bangle [63] 100%	
HP: 1200	Defence: 80	Steal: /	
MP: 0	Magic: 12	Morph: /	
	MDefence: 320		
EXP: 180	Dexterity: 75		
AP: 16	Luck: 2	Back Damage: Multiplied (5x Damage)	
GIL: 150	Evade: 3		

Fire [Halve]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [Nullify]	Confusion [-]	Darkness [-]	
Poison [-]	Silence [-]		
Gravity [Nullify]	Slow [VUL]	Sadness [-]	
Water [-]	Stop [VUL]	Fury [-]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:

Reactor 5 "T" Shaped Walkway

LOOKALIKES:

No Manipulate Attacks!

Air Buster's ATTACKS:

Attack 1: Rear Gun
[130] Physical
[133]
Target: One Opponent
Element: Shoot
Att%: 115
Power: 20
Base Damage: 43 HP

Attack 2: Big Bomber
[12E] Physical
[131]
Target: One Opponent
Element: Shoot
Att%: 100
Power: 50
Can't Cover

	Base Damage: 109 HP	
Attack 3: Energy Ball [12F] [132]	Target: One Opponent Physical Element: Shout Att%: 100 Power: 30 Base Damage: 65 HP	Can't Cover
Attack 4: <Bodyblow> [12D] [1A9]	Target: One Opponent Physical Element: Hit Att%: 95* Power: 40 Base Damage: 87 HP	
Attack 5: <[No Name]> [11F] [120]	Target: Self Physical 0 Dam Att%: Auto Hit	Turning Animation
Attack 6: <Destroyed> [396] [397]	Target: Self Physical 0 Dam Att%: Auto Hit	Death Animation

Air Buster's BATTLE PLAN:

NOTE - When Air Buster's HP reaches less than 20%, it will display the text string: [Turn Function non-operational]. Air Buster will not be able to turn from this point onwards.

SETUP: Disable default Death handling, start facing Cloud

PHASE 1:

Display String: [Program 1 Operation]

1ST ATTACK: Use Big Bomber on Rnd Target
2ND ATTACK: Use Big Bomber on Rnd Target
3RD ATTACK: Use Big Bomber on Rnd Target
4TH ATTACK: Use Big Bomber on Rnd Target

Uses Turning Animation if not facing Selected Target.

After 4 uses of Big Bomber Air Buster moves onto Phase 2. If its HP <= 25% before this point, it will move onto Phase 2 early ONLY if it's facing Cloud's Row and cloud has Death or Petrify, OR, if it is facing Barret's Row and Barret and Tifa both have Death or Petrify.

PHASE 2: (Repeats)

OPENING ATTACK: Display String: [Big Bomber's out of ammo.]
[Program 2 Operation]

THEREAFTER: Use Energy Ball on Rnd Target; If Air Buster is not facing Selected Target, use Rear Gun

COUNTER: [All Physical and Magical Attacks]

```
|   Facing Attacker: Do nothing                                             |
|                                                                           |
|   Back to Attacker: Display String: [Counter Attack]                      |
|                                                                           |
|    Air Buster's HP  > 20%: 2/3 Chance use <Bodyblow> on Last Attacker     |
|                                Use Turning Animation                      |
|                            1/3 Chance use Rear Gun on Last Attacker       |
|                                                                           |
|    Air Buster's HP <= 20%: Use Rear Gun on Last Attacker                  |
|                                                                           |
|                                                                           |
|  DEATH: Use <[Destroyed]> on Self, end Battle                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Air Buster:                         |   POWER req for Overflow:  |
|                                                |                            |
| This Boss-Battle is a Side-Attack formation,  |  Base Damage Overflow: 164 |
|  with Cloud on the right, and Barret & Tifa   | Rnd Var Overflow   3x: 109 |
|  on the left.                                  | Rnd Var Overflow   5x:  66 |
| No Victory Pose will be seen once Air Buster  | Rnd Var Overflow 7.5x:  44 |
|  has been defeated; also, Air Buster has a    | Rnd Var Overflow  10x:  33 |
|  unique death animation.                       | Rnd Var Overflow  15x:  22 |
| The Air Buster is one of three enemies that   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  takes greater than normal Back Damage, the                               |
|  other two being Aps and Acrophies. Air Buster takes 5x normal Damage from |
|  Back-Attacks, and therefore one can be hit for 10x Damage if one also     |
|  land a critical, which will be roughly a 4% ~ 6% chance against Air       |
|  Buster for this stage in the game.                                       |
| The Player should utilise this weakness as a strategy; although Air Buster |
|  has a weakness to Lightning, the Player can deal more than twice as much |
|  damage if they can coordinate their Attacks so they always attack Air    |
|  Buster Physically from behind. Cloud's "Braver" Limit Break will hit for |
|  over 700 if used from behind.                                            |
| Air Buster actually has 12 Attacks instead of 6; each one of his Attacks  |
|  has been duplicated, and it will call on one or the other depending on   |
|  which direction he is facing.                                            |
| A slight mistake was made with the <Bodyblow> Attack; the two variants    |
|  should have been identical, however, the <Bodyblow> Air Buster uses when |
|  facing Cloud has an Att% of 95, and when facing Barret/Tifa it has an    |
|  Att% of 90. In real terms, this shouldn't make any noticeable difference, |
|  seeing as your Def% should be about 4 at this stage in the game, and as  |
|  such <Bodyblow> will have a 100% chance of hitting, until your Def%      |
|  reaches 12 if the Att% is 90, or your Def% reaches 17 if the Att% is 95. |
| If the Attack does miss, that's because you have a "Lucky Evade Chance"   |
|  every time you are attacked, and at that stage in the game your chance of |
|  evading all (Physical) Attacks is approximately 4.5% (based on a Luck    |
|  value of 20).                                                            |
| When Air Buster checks to see which Characters are KO'd, it also checks to |
|  see if any of them have Petrified. This suggests that one of its Attacks |
|  may have originally been designed to inflict Petrify, or, the check could |
|  just be there as a Copy + Pasted "safety net".                           |
| Air Bomber is one of a number 'elevated' enemies that Nullifies the Earth |
|  Element, but will no take double damage from Wind.                       |
\                                                                           /
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              o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
              ||    {Midgar Sector 5} / {Midgar Sector 6}    ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o
```

NOTE - Sector 5 Back of The Church and Sector 5 Church Rafters Opening to
The Roof cannot be revisited.

Screens:	Training Rating:
Sector 5 Back of The Church	*
Sector 5 Church Rafters Opening to The Roof	*
Sector 5 Slums Save Point Screen (From Church)	*
Sector 5 Slums "Y" Split	*
Sector 6 Destroyed Road	** BEST
Corneo's Mansion 2nd Floor Eastern Wing	N/A

	Enemies:
	MP
	Guard Hound
	Hedgehog Pie
	Whole Eater
	Vice
	Hell House 1st Form
	Hell House 2nd Form
L4	Corneo's Lackey
	Scotch (Mini Boss)

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Ice	Hedgehog Pie	Double

ELEMENTS TO AVOID: None!

ELEMENTS USED BY ENEMIES:

Fire	Hedgehog Pie	Fire
Earth	Hell House	Suicide Drop
Cut	Whole Eater	Sickle
Hit	MP	Tonfa
Hit	Guard Hound	Bite
Hit	Guard Hound	Tentacle
Hit	Hedgehog Pie	Bodyblow
Hit	Hell House 1st	Body Blow
Hit	Hell House 1st	Lunattack
Hit	Hell House 1st	Hell Press
Hit	Corneo's Lackey	Hit
Hit	Scotch	Hit
Shoot	MP	Machine Gun

```
[        Shoot - Hell House 2nd    - Erupt                                  ]
[        Shoot - Hell House 2nd    - Hell Bombe                             ]
[        Shoot - Corneo's Lackey   - Machine Gun                            ]
[        Shoot - Scotch            - Machine Gun                            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                          ]
[                                                                           ]
[     Darkness - Hell House        - Erupt (27% Inflict)                    ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             STATUSES TO USE:                              ]
[                                                                           ]
[    Death, Sleep, Poison, Silence, Slow, Stop, Paralyzed                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP		STEAL		MORPH
POTION					
	MP	[8]	Guard Hound	[32]	MP
	Guard Hound	[8]	Whole Eater	[32]	Guard Hound
	Hedgehog Pie	[8]			Whole Eater
	Vice	[8]			Vice
	Hell House	[8]			Hell House
					Corneo's Lackey
					Scotch
ETHER					
			Hedgehog Pie	[8]	Hedgehog Pie
SPEED DRINK					
			Vice	[32]	
GRENADE					
			MP	[8]	

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill the Hell House in its 1st Form.

SCREEN GROUPING 1: *	Area Enc Rate:	
Sector 5 Back of The Church	128	Low
Sector 5 Church Rafters Opening to The Roof	128	Low

Average: EXP: 53.6 AP: 8.0 GIL: 66.9 Enemy QTY: 2.68

"Battle Victory Music" Flag disabled after Cloud and Aeris separate.
"Hurry" Theme plays throughout battles after Cloud and Aeris separate.
Forced Attacks on the screen "Sector 5 Back of The Church" only.

[58.4%]	Nrml Bat #1	EXP - 60 AP - 9 GIL - 75	1st Row: 1x Hedgehog Pie 2nd Row: 2x Hedgehog Pie	#368
[22.9%]	Nrml Bat #2	EXP - 40 AP - 6 GIL - 50	1st Row: 2x Hedgehog Pie	#369
[9.38%]	Back Attack Run = 2	EXP - 40 AP - 6 GIL - 50	1st Row: 2x Hedgehog Pie	#370
[9.38%]	Pinc Attack	EXP - 60 AP - 9 GIL - 75	1st Grp: 1x Hedgehog Pie 2nd Grp: 2x Hedgehog Pie	#371
	Forced Att #1 Can't Escape	EXP - 16 AP - 2 GIL - 10	1st Row: 1x MP	#372
	Forced Att #2 Can't Escape	EXP - 40 AP - 4 GIL - 24	1st Row: 2x Guard Hound	#373
	Forced Att #3	EXP - 36 AP - 4 GIL - 22	1st Row: 1x Guard Hound, 1x MP	#374

SCREEN GROUPING 2: * Area Enc Rate:

Sector 5 Slums Save Point Screen (From Church) 128 Low
Sector 5 Slums "Y" Split 128 Low

Average: EXP: 49.8 AP: 5.6 GIL: 131.4 Enemy QTY: 2.18

Random Encounters disabled for Slums "Y" Split after you have slept in Aeris's house, before she rejoins your party.
<C> The Hedgehog Pie [A] covers the Hedgehog Pie [B]

[32.8%]	Nrml Bat #1	EXP - 48 AP - 4 GIL - 140	1st Row: 1x Whole Eater 2nd Row: 1x Whole Eater	#376
[30.1%]	Nrml Bat #2	EXP - 64 AP - 8 GIL - 120	1st Row: 1x Whole Eater, 1x Hedgehog Pie <C> 2nd Row: 1x Hedgehog Pie	#377
[24.6%]	Nrml Bat #3 Pre-Emp OFF	EXP - 48 AP - 6 GIL - 160	1st Row: 2x Vice	#378
[12.5%]	Back Attack Run = 2	EXP - 24 AP - 3 GIL - 80	1st Row: 1x Vice	#379

```
'-------------------------------------------------------------------------'

 SCREEN GROUPING 3: **     BEST                          Area Enc Rate:

  Sector 6 Destroyed Road                                72   Medium

   Average:   EXP: 60.9       AP: 6.5       GIL: 252.7       Enemy QTY: 2.02

 <C> The Whole Eater [A] covers the Whole Eater [C]
     The Whole Eater [B] covers the Whole Eater [D]
.-------------------------------------------------------------------------.
|  [49.2%]  Nrml Bat #1  EXP - 44      1st Row: 1x Hell House             |
|         Pre-Emp OFF    AP  - 6                                           |
|                        GIL - 250                                  #380 |
|                                                                         |
|  [25.8%]  Nrml Bat #2  EXP - 96      1st Row: 2x Whole Eater <C>        |
|                        AP  - 8       2nd Row: 2x Whole Eater            |
|                        GIL - 280                                  #381 |
|                                                                         |
|  [12.5%]  Side Attack  EXP - 44      1st Row: 1x Hell House             |
|                        AP  - 6                                           |
|                        GIL - 250                                  #382 |
|                                                                         |
|  [12.5%]  Pinc Attack  EXP - 72      1st Grp: 2x Whole Eater            |
|                        AP  - 6       2nd Grp: 1x Whole Eater            |
|                        GIL - 210                                  #383 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                Area Enc Rate:

  Corneo's Mansion 2nd Floor Eastern Wing          OFF

.-------------------------------------------------------------------------.
|          Forced Att #1  EXP - 24     1st Row: 1x Corneo's Lackey        |
|       Can't Escape      AP  - 0      2nd Row: 2x Corneo's Lackey        |
|                         GIL - 30                                   #384 |
|                                                                         |
|          Forced Att #2  EXP - 38     1st Row: 2x Corneo's Lackey,       |
|       Can't Escape      AP  - 0                                1x Scotch |
|                         GIL - 80                                   #385 |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The MP and Guard Hound can also be fought here; however, I will not be
        duplicating their entries. You can find those enemies within the
        "Midgar Sector 1" listings further above.

   .----------------.
  /  {Hedgehog Pie}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/J4vh2zxkJuLZ6xRQ8                  | ID:  1C |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      6  ||   Strength:  12  ||    Drop: Potion  [8] 14.06%      |
|  HP:        40  ||    Defence:  18  ||   Steal: Ether   [8] 10.94%      |
```

```
|  MP:        52  ||      Magic:   4  ||   Morph: Ether                      |
|                 ||   MDefence:  12  ||                                      |
|  EXP:       20  ||  Dexterity:  42  ||                                      |
|   AP:        3  ||       Luck:   8  || Back Damage: Normal (2x Damage)      |
|  GIL:       25  ||      Evade:   4  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 5 Back of The Church                     100% |  Boundfat            |
| Sector 5 Church Rafters Opening to The Roof     100% |                      |
| Sector 5 Slums Save Point Screen (From Church)   30% |                      |
| Sector 5 Slums "Y" Split                         30% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Bodyblow           |
|   Hedgehog Pie's ATTACKS:             |  Manip Attack 2: Fire               |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Bodyblow>           Target: One Opponent      Berserk Attack    |
|  [126]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                            Base Damage: 12 HP                               |
|                                                                             |
|  Attack 2:  Fire                Target: One Opponent      Reflectable       |
|  [01B]       Magical           Element: Fire                                |
|                                   Att%: 100                                 |
|                                  Power: 8                                   |
|                                MP Cost: 4 MP                                |
|                            Base Damage: 30 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Hedgehog Pie's BATTLE PLAN: (Repeats)                                     |
|                                                                             |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                           |
|                  1/3 Chance start from 2nd Attack                           |
|                  1/3 Chance start from 3rd Attack                           |
|                                                                             |
|                                                                             |
|  1ST ATTACK: Use <Bodyblow> on Rnd Target                                   |
|  2ND ATTACK: Use <Bodyblow> on Rnd Target                                   |
|  3RD ATTACK: 1/2 Chance use Fire on Rnd Target; If Hedgehog Pie's MP < 4,   |
|                   use <Bodyblow> on Rnd Target                              |
|              1/2 Chance use <Bodyblow> on Rnd Target                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hedgehog Pie:                     |   POWER req for Overflow:    |
|                                              |                              |
| Hedgehog Pie is found in Battle Square:      |  Base Damage Overflow: 143   |
|  Set - 1 (Before Tiny Bronco)  Battle - 2    |  Rnd Var Overflow  3x:  96   |
|                                              |  Rnd Var Overflow  4x:  72   |
| The Hedgehog Poe can be fought in the first  |  Rnd Var Overflow  6x:  48   |
```

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|  bombing mission in the 1996 Demo.          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
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  .---------------.
 /  {Whole Eater}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/aJW1pqBJULB2fWUSA                     | ID:  19 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      9  ||   Strength:  30  ||    Drop: /                          |
|  HP:        72  ||    Defence:  14  ||   Steal: Potion  [32] 40.63%        |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                     |
|                 ||   MDefence:  80  ||                                     |
|  EXP:       24  ||  Dexterity:  58  ||                                     |
|   AP:        2  ||       Luck:   4  || Back Damage: Normal (2x Damage)     |
|  GIL:       70  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 5 Slums Save Point Screen (From Church)   63% |  Zolokalter          |
| Sector 5 Slums "Y" Split                         63% |                      |
| Sector 6 Destroyed Road                          38% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~<|
|                                           |  Manip Attack 1: Sickle          |
|   Whole Eater's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Sickle>             Target: One Opponent      Berserk Attack     |
|  [121]       Physical          Element: Cut                                  |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                            Base Damage: 38 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Whole Eater's BATTLE PLAN: (Repeats)                                       |
|                                                                              |
|  NOTE - The Whole Eater targets the last Player to attack it. If it hasn't |
|          taken any damage, select a Rnd Target and keep attacking that      |
|          target until damage is taken. If the Last Attacker has Death,      |
|          select a Rnd Target.                                                |
|                                                                              |
|                                                                              |
|  Whole Eater's HP  > 50%: 1/8 Chance use <Sickle> on Last Attacker           |
|                           7/8 Chance do nothing                              |
|                                                                              |
|                Follow-Up: Use <Sickle> on Rnd Target                         |
|                                                                              |
|                                                                              |
|  Whole Eater's HP <= 50%: 1/2 Chance use <Sickle> on Last Attacker           |
|                           1/2 Chance do nothing                              |
|                                                                              |
```

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|               Follow-Up: Use <Sickle> on Rnd Target                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Whole Eater:                      |   POWER req for Overflow:     |
|                                              |                               |
| Whole Eater is found in Battle Square:       |  Base Damage Overflow: 142    |
|  Set - 1 (Before Tiny Bronco)  Battle - 2    |  Rnd Var Overflow  3x:  95    |
|                                              |  Rnd Var Overflow  4x:  71    |
| The Whole Eater shouldn't be underestimated, |  Rnd Var Overflow  6x:  48    |
|  specifically the encounters on the Sector 6 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Destroyed Road; they come in groups of 4,                                   |
|  and can double up on their uses of <Sickle>, so watch out! Especially in   |
|  Battle Square, where their Strength value has been multiplied by 1.25.     |
\                                                                              /
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  .--------.
 /  {Vice}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/jppMLRgHLraPbTmY6                      | ID:  22 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      7  ||   Strength:  14  ||    Drop: Potion       [8]  14.06%   |
|  HP:        68  ||    Defence:  14  ||   Steal: Speed Drink  [32] 40.63%   |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                     |
|                 ||   MDefence:   0  ||                                     |
|  EXP:       24  ||  Dexterity:  62  ||                                     |
|   AP:        3  ||       Luck:   6  ||                                     |
|  GIL:       80  ||      Evade:  16  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Sector 5 Slums Save Point Screen (From Church)   37% |  Prowler            |
| Sector 5 Slums "Y" Split                         37% |  Bandit             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Hit                  |
|   Vice's ATTACKS:                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Hit>               Target: One Opponent      Never Used          |
|  [134]       Physical         Element: Hit               Berserk Attack      |
|                                  Att%: 100                                   |
|                                 Power: 16                                    |
|                           Base Damage: 14 HP                                 |
|                                                                              |
|  Attack 2:  Steal              Target: One Opponent      Steals From         |
|  [135]       Physical 0 Dam      Att%: Auto Hit           Target             |
|                                                                              |
|  Attack 3:  Grind              Target: One Opponent      Steals From         |
|  [136]       Physical 0 Dam      Att%: Auto Hit           Target             |
|                                                                              |
|  Attack 4:  Seize              Target: One Opponent      Never Used          |
```

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|  [137]       Physical          Element: None                                |
|                                   Att%: 100                                 |
|                                 Power: 16                                   |
|                             Base Damage: 14 HP                              |
|                                                                             |
|  Attack 5: <Escape>             Target: Self              Disappearing      |
|  [138]       Physical 0 Dam       Att%: Auto Hit           Animation        |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Vice's BATTLE PLAN:                                                       |
|                                                                             |
|  NOTE - The Vice targets the last Player to attack it. If it hasn't taken   |
|          any damage, select a Rnd Target. If the Last Attacker has Death,   |
|          select a Rnd Target.                                               |
|                                                                             |
|                                                                             |
|  PHASE 1: (Repeats)                                                         |
|                                                                             |
|   1/6 Chance use Grind on Last Attacker                                     |
|   1/6 Chance use Steal on Last Attacker                                     |
|   4/6 Chance skip a turn                                                    |
|                                                                             |
|    After using Steal or Grind the Vice moves onto Phase 2.                  |
|                                                                             |
|                                                                             |
|  PHASE 2: (Repeats)                                                         |
|                                                                             |
|   OPENING ATTACK: 1/3 Chance use <Escape> on Self, remove Self from         |
|                        Battle, leave no rewards                             |
|                   2/3 Skip a turn                                           |
|                                                                             |
|                                                                             |
|   THEREAFTER: 1/2 Skip a turn                                               |
|               1/2 Chance use <Escape> on Self for next turn, remove Self    |
|                    from Battle, leave no rewards                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Vice:                          |   POWER req for Overflow:       |
|                                           |                                 |
| If the Vice manages to escape the battle, |  Base Damage Overflow: 142      |
|  then the Item stolen is lost forever.    |  Rnd Var Overflow  3x:  95      |
| When attempting to steal, the Vice will   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  always have a 100% success rate of                                         |
|  stealing. An item is always chosen at random from your available           |
|  inventory, provided that the Item can be sold in the shops. If the Vice    |
|  cannot steal an Item from you, it will still continue to flee the battle   |
|  after the steal attempt.                                                   |
| Killing the Vice that has stolen from you is the only way to retrieve the   |
|  item stolen.                                                               |
| The Vice can and will steal your most powerful Weapons, Armour and          |
|  Accessories, so always be cautious when battling them.                     |
| Although the Attacks <Hit> and Seize can be found on the Vice, they are     |
|  never scripted to be used, and <Hit> can only be seen if the Vice is       |
|  Manipulated or Berserked. This means that the Vice will never deal any     |
|  damage to the player.                                                      |
| Given its low MDef, using magic is a good idea to dispatch the Vice         |
|  quickly.                                                                   |
| Although risky, the Player can decide to try to "Vice-Versa" the situation  |
|  and attempt to steal from the Vice; Speed Drinks can be very useful early  |
|  on in the game, as there is no other way to cast Haste on your characters  |
|  until later on. You won't have the Steal Materia on your first encounter   |
|  with the Vice, so you'd have to steal from them following the first Turks  |
```

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|  Battle with Reno. A Lv 12 Cloud would have a 45.31% chance of stealing    |
|  from the Vice.                                                            |
| The Vice cannot be Back-Attacked or Side-Attacked, meaning that one cannot |
|  perform Random Variation Overflow with 4x or 6x Damage.                   |
\                                                                            /
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  .--------------.
 /  {Hell House}  \  NOTE - This is the Hell House in its 1st Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/QckUqEeBP6sd8yXq7                    | ID:  2C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     11  ||   Strength:  24  ||    Drop: Potion  [8] 14.06%        |
|  HP:       450  ||    Defence:   2  ||   Steal: /                         |
|  MP:         0  ||      Magic:  20  ||   Morph: Potion                    |
|                 ||   MDefence:  48  ||                                    |
|  EXP:       44  ||  Dexterity:  52  ||                                    |
|   AP:        6  ||       Luck:   2  || Back Damage: Normal (2x Damage)    |
|  GIL:     250* ||      Evade:   0  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sector 6 Destroyed Road                          62% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Hell House's ATTACKS: (1st Form)   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Erupt>             Target: One Opponent      Can't Cover       |
|  [13C]       Physical         Element: Shoot             Status Inflict:   |
|                                  Att%: 80                 Darkness (27%)   |
|                                 Power: 16                                  |
|                           Base Damage: 32 HP                               |
|                                                                            |
|  Attack 2:  Hell Bomber        Target: One Opponent      Can't Cover       |
|  [13D]       Physical         Element: Shoot                              |
|                                  Att%: 88                                  |
|                                 Power: 24                                  |
|                           Base Damage: 48 HP                               |
|                                                                            |
|  Attack 3:  Suicide Drop       Target: All Opponents     Split Damage      |
|  [13E]       Physical         Element: Earth                              |
|                                  Att%: 255                                 |
|                                 Power: 16                                  |
|                           Base Damage: 32 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Hell House 1st Form's BATTLE PLAN: (Repeats)                             |
|                                                                            |
|  1/3 Chance use <Erupt> on Rnd Target                                      |
|  2/3 Chance use Hell Bomber on Rnd Target                                  |
```

```
|                                                                                |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Hell House's HP >  75%: Do nothing                                           |
|                                                                                |
|   Hell House's HP <= 75%:                                                      |
|                                                                                |
|    1/2 Chance: Do nothing                                                      |
|    1/2 Chance: Use Suicide Drop on All Targets, transform to 2nd Form,         |
|                transfer remaining HP, leave no rewards                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hell House: (1st Form)            |   POWER req for Overflow:       |
|                                              |                                 |
| If you kill both versions of the Hell House, |  Base Damage Overflow: 139      |
|  then the end-of-battle rewards do NOT       |  Rnd Var Overflow  3x:  93      |
|  stack, which means if you manage to kill    |  Rnd Var Overflow  4x:  70      |
|  the Hell House while it is in its 1st Form  |  Rnd Var Overflow  6x:  47      |
|  you will receive 250 gil instead of 200.    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  The EXP and AP values remain the same.                                        |
| The Hell House gives a good amount of gil, which is helpful for the            |
|  upcoming Wall Market events.                                                  |
| Use Magic Attacks to deal with the Hell House's high HP.                       |
| The Suicide Drop Attack is the first Attack that we've seen that targets       |
|  All Opponents since the Guard Scorpion's Tail Laser.                          |
| Suicide Drop Attacks all Targets, and therefore has the "Split Damage"         |
|  Flag enabled, meaning it will hit for 66% of its normal Damage.               |
| The 1st Form Hell House is immune to Death Sentence, whereas the 2nd From      |
|  is vulnerable.                                                                |
| Given its low Def value, the Hell House is the 2nd best enemy for              |
|  practising Damage Overflow against (2nd to the Bizarre Bug).                  |
| The Hell House cannot be Back-Attacked, but it can be Side-Attacked.           |
\                                                                                /
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  .--------------.
 /  {Hell House}  \  NOTE - This is the Hell House in its 2nd Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/gy5TFk4JvBAAeZYK6                     | ID:  2D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     11  ||   Strength:  32  ||    Drop: Potion  [8] 14.06%         |
|  HP:       450  ||    Defence:   2  ||   Steal: /                          |
|  MP:         0  ||      Magic:  24  ||   Morph: Potion                     |
|                 ||   MDefence:  64  ||                                     |
|  EXP:       44  ||  Dexterity:  59  ||                                     |
|   AP:        6  ||       Luck:   4  || Back Damage: Normal (2x Damage)     |
|  GIL:     200* ||      Evade:   3  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
```

Sector 6 Destroyed Road	62%	

Hell House's ATTACKS: (2nd Form)	No Manipulate Attacks!

Attack 1: <Bodyblow>	Target: One Opponent		
[12D] Physical	Element: Hit		
	Att%: 90		
	Power: 40		
	Base Damage: 107 HP		
Attack 2: Suicide Drop	Target: All Opponents	Split Damage	
[13F] Physical	Element: Earth		
	Att%: 255		
	Power: 16		
	Base Damage: 43 HP		
Attack 3: Lunattack	Target: One Opponent		
[140] Physical	Element: Hit		
	Att%: 90		
	Power: 28		
	Base Damage: 75 HP		
Attack 4: Hell Press	Target: One Opponent		
[141] Physical	Element: Hit		
	Att%: 100		
	Power: 24		
	Base Damage: 64 HP		

Hell House 2nd Form's BATTLE PLAN: (Repeats)

1/4 Chance: Use Suicide Drop on All Targets
1/4 Chance: Use Use Hell Press on Rnd Target
1/2 Chance: Use <Bodyblow> on Rnd Target in the Front Row; If all Targets are in the Back row, select Rnd Target

COUNTER: [All Physical and Magical Attacks]

Hell House's HP > 25%: Do nothing

Hell House's HP <= 25%: 1/4 Chance use Lunattack on Last Attacker
3/4 Chance do noting

Notes On Hell House: (2nd Form)	POWER req for Overflow:
If you kill both versions of the Hell House, then the end-of-battle rewards do NOT stack, which means if you manage to kill the Hell House while it is in its 1st Form you will receive 250 gil instead of 200. The EXP and AP values remain the same.	Base Damage Overflow: 139 Rnd Var Overflow 3x: 93 Rnd Var Overflow 4x: 70 Rnd Var Overflow 6x: 47

The Hell House 2nd Form's HP is equal to the Hell House 1st Form's HP at the point in which it transformed, which will be after its first use of Suicide Drop.
The 2nd version of the Hell House has all of its stats slightly boosted, except for its Def stat which remains at 2. Regardless, you still want to use Magic Attacks to deal with the Hell House 2nd Form, as you'll only be dealing approximately 7HP less damage than you would against its

```
|  counterpart.                                                                |
| The 2nd Form Hell House is vulnerable to Death Sentence, whereas the 2nd     |
|  From is immune.                                                             |
| Suicide Drop Attacks all Targets, and therefore has the "Split Damage"       |
|  Flag enabled, meaning it will hit for 66% of its normal Damage.             |
| Given its low Def value, the Hell House is the 2nd best enemy for            |
|  practising Damage Overflow against (2nd to the Bizarre Bug).                |
| Watch out for the Hell House 2nd Form's <Bodyblow> Attack - it hits hard!    |
|  You should have acquired Cover by this point in the game, so it would be    |
|  a good idea to equip it on Cloud to protect Aeris, or, equip it on Aeris    |
|  to get a head start in her Limit levelling!                                 |
| The Hell House cannot be Back-Attacked, but it can be Side-Attacked.         |
\                                                                              /
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  .-------------------.
 /  {Corneo's Lackey}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/KhAZvHmYkiudejgS9                     | ID:  23 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      8  ||   Strength:  14  ||    Drop: /                          |
|  HP:        42  ||    Defence:  12  ||   Steal: /                          |
|  MP:         0  ||      Magic:  10  ||   Morph: Potion                     |
|                 ||   MDefence:   6  ||                                     |
|  EXP:        8  ||  Dexterity:  48  ||                                     |
|   AP:        0  ||       Luck:   8  || Back Damage: Normal (2x Damage)     |
|  GIL:       10  ||      Evade:   2  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                            |   LOOKALIKES:         |
|                                                   |                       |
| Corneo's Mansion 2nd Floor Eastern Wing           |  Scotch               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Hit                 |
|   Corneo's Lackeys ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Hit>                Target: One Opponent      Berserk Attack     |
|  [134]       Physical          Element: Hit                                  |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                             Base Damage: 14 HP                               |
|                                                                              |
|  Attack 2: <Machine Gun>        Target: One Opponent                         |
|  [110]       Physical          Element: Shoot                                |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                             Base Damage: 14 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Corneo's Lackey's BATTLE PLAN:                                             |
|                                                                              |
```

```
|  PHASE 1: (Repeats)                                                          |
|                                                                              |
|   Use <Hit> on Rnd Target                                                    |
|                                                                              |
|    Corneo's Lackey moves onto Phase 2 when one of the three following        |
|     conditions are met:                                                      |
|                                                                              |
|      An Enemy has died                                                       |
|      Scotch has been attacked                                                |
|      Corneo's Lackey's HP <= 50%                                             |
|                                                                              |
|                                                                              |
|  PHASE 2: (Repeats)                                                          |
|                                                                              |
|   Use <Machine Gun> on Rnd Target                                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Corneo's Lackey:                  |   POWER req for Overflow:     |
|                                              |                               |
| If Cloud gets chosen as Don Corneo's date,   |  Base Damage Overflow: 141    |
|  then you will never face Corneo's Lackey.   |  Rnd Var Overflow  3x:  94    |
| Corneo's Lackey is not a Boss nor Mini-Boss, |  Rnd Var Overflow  4x:  71    |
|  yet you cannot randomly encounter this      |  Rnd Var Overflow  6x:  47    |
|  enemy.                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------.
 /  {Scotch}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ncBmscqbZRZS1ZGc7                     | ID:  24 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     11  ||   Strength:  22  ||    Drop: /                          |
|  HP:       150  ||    Defence:  32  ||   Steal: /                          |
|  MP:         0  ||      Magic:  33  ||   Morph: Potion                     |
|                 ||   MDefence:  18  ||                                     |
|  EXP:       22  ||  Dexterity:  44  ||                                     |
|   AP:        0  ||       Luck:  10  || Back Damage: Normal (2x Damage)      |
|  GIL:       60  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Corneo's Mansion 2nd Floor Eastern Wing            |  Corneo's Lackey      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Hit                |
|   Scotch's ATTACKS:                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Hit>                Target: One Opponent      Berserk Attack     |
|  [134]       Physical          Element: Hit                                  |
|                                   Att%: 100                                  |
```

```
|                                 Power: 16                                  |
|                            Base Damage: 29 HP                              |
|                                                                            |
|  Attack 2: <Machine Gun>        Target: One Opponent                       |
|  [110]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                 Power: 16                                  |
|                            Base Damage: 29 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Scotch's BATTLE PLAN:                                                    |
|                                                                            |
|  NOTE - Scotch targets the last Player to attack it. If it hasn't taken    |
|          any damage, select a Rnd Target and keep attacking that target    |
|          until damage is taken. If the Last Attacker has Death, select Rnd |
|          a Target.                                                         |
|                                                                            |
|                                                                            |
|  PHASE 1: (Repeats)                                                        |
|                                                                            |
|   Use <Hit> on Last Attacker                                               |
|                                                                            |
|    Scotch moves onto Phase 2 when the following condition is met:          |
|      Any Corneo's Lackey's HP <= 50%                                       |
|                                                                            |
|    Scotch moves onto Phase 3 when one of the following conditions are met: |
|      An Enemy has died                                                     |
|      Scotch has been attacked                                              |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   Use <Machine Gun> on Last Attacker                                       |
|                                                                            |
|                                                                            |
|  PHASE 3: (Repeats)                                                        |
|                                                                            |
|   Use <Machine Gun> on Last Attacker                                       |
|   Use <Machine Gun> on Last Attacker (Follow-Up)                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Scotch:                           |   POWER req for Overflow:   |
|                                              |                             |
| Scotch is a unique enemy, and while he is    |  Base Damage Overflow: 147  |
|  technically considered a Mini-Boss, he      |  Rnd Var Overflow  3x:  98  |
|  should not be considered a threat. Four     |  Rnd Var Overflow  4x:  74  |
|  uses of your Physical Attacks, or two casts |  Rnd Var Overflow  6x:  49  |
|  of your Magic should be enough to kill him. o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| When Scotch is attacked (even from 0 Damaging Attacks/Items), it will      |
|  trigger Corneo's Lackey to move onto Phase 2 of its Battle Plan. It will  |
|  also trigger Scotch to start using <Machine Gun> twice consecutively in a |
|  single turn.                                                              |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,o
             ||         {Sewers} / {Train Graveyard}         ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - These areas cannot be revisited.
```

Screens:	Training Rating:
Sewers 1st Screen (Aps)	**
Sewers 2nd Screen (To Train Graveyard)	**
Sector 7 Train Graveyard From Sewers	**
Sector 7 Train Graveyard "Moving Trains" 2nd Visit	**
Sector 7 Long Stairwell 1st Screen	** BEST
Sector 7 Long Stairwell 2nd Screen	**
Sector 7 Support Pillar Roof (Reno)	N/A

Enemies:

- Aps (Boss)
- Sahagin
- L4 Ceasar
- Ghost
- L4 Cripshay
- Deenglow
- L4 Eligor
- Aero Combatant 1st Form
- Aero Combatant 2nd Form
- Turks:Reno I (Boss)
- Pyramid (Mini Boss)

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Fire - Aps	- Double	(Boss)
Fire - Ghost	- Double	
Ice - Ceasar	- Double	
Gravity - Aero Combatant 1st	- Double	
Gravity - Aero Combatant 2nd	- Double	
Gravity - Pyramid	- Death	(Mini Boss)
Wind - Deenglow	- Double	
Wind - Aero Combatant 1st	- Double	
Holy - Ghost	- Death	
Restorative - Ghost	- Absorb	

ELEMENTS TO AVOID:

Ice - Deenglow	- Absorb	
Death - Ghost	- Absorb	
Earth - Deenglow	- Nullify	
Earth - Ghost	- Nullify	
Earth - Aero Combatant 1st	- Nullify	
Gravity - Aps	- Nullify	(Boss)

```
[      Gravity - Deenglow            - Nullify                              ]
[      Gravity - Turks:Reno I        - Nullify  (Boss)                      ]
[        Water - Deenglow            - Nullify                              ]
[        Water - Ghost               - Nullify                              ]
[                                                                           ]
[          Ice - Ghost               - Halve                                ]
[    Lightning - Deenglow            - Halve                                ]
[    Lightning - Turks:Reno I        - Halve    (Boss)                      ]
[      Gravity - Eligor              - Halve                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS USED BY ENEMIES:                         ]
[                                                                           ]
[         Fire - Ghost               - Fire                                 ]
[    Lightning - Turks:Reno I        - Electro-mag Rod                      ]
[          Ice - Deenglow            - Ice                                  ]
[      Gravity - Deenglow            - Demi                                 ]
[        Water - Aps                 - Sewer Tsunami (Front)                ]
[        Water - Aps                 - Sewer Tsunami (Back)                 ]
[        Water - Ceasar              - Bubble                               ]
[                                                                           ]
[          Cut - Cripshay            - Scissors                             ]
[          Cut - Deenglow            - Wing Cutter                          ]
[          Cut - Eligor              - Sword Attack                         ]
[          Cut - Aero Combatant 1st  - Propellor                            ]
[          Cut - Aero Combatant 2nd  - Propeller Sword                      ]
[          Hit - Aps                 - Tail Attack                          ]
[          Hit - Ceasar              - Bodyblow                             ]
[          Hit - Ghost               - Scratch                              ]
[          Hit - Cripshay            - Dual Spike                           ]
[          Hit - Aero Combatant 1st  - Kick                                 ]
[          Hit - Aero Combatant 1st  - Sword Rush                           ]
[          Hit - Turks:Reno I        - Short Staff                          ]
[        Punch - Sahagin             - Harpoon                              ]
[        Shoot - Sahagin             - Water Gun                            ]
[        Shoot - Eligor              - Mono Laser                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          STATUSES TO DEFEND FROM:                         ]
[                                                                           ]
[        Sleep - Eligor            - Sleepel          (71%  Inflict)        ]
[      Silence - Eligor            - Silence          (79%  Inflict)        ]
[    Paralyzed - Turks:Reno I      - Electro-mag Rod  (23%  Inflict)        ]
[      Sadness - Aps               - Lick             (100% Inflict)        ]
[   Imprisoned - Turks:Reno I      - Pyramid          (100% Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             STATUSES TO USE:                              ]
[                                                                           ]
[    Death, Sleep, Poison, Slow, Petrify                                    ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                          oo~~~~~~~~~~~~~~oo
                          ||  ENEMY LOOT  ||
                          oo~~~~~~~~~~~~~~oo
```

NOTE - Morph not available at this point in the game.

	DROP	STEAL	MORPH
POTION			

	Sahagin [8]	Cripshay [32]	Sahagin
	Ceasar [8]	Aero Combatant [32]	Ceasar
	Cripshay [8]		Cripshay
	Aero Combatant [8]		Aero Combatant
ETHER			
	Turks:Reno I [63]	Deenglow [32]	Ghost
PHOENIX DOWN			
	Aps [63]		Deenglow
ECHO SCREEN			
	Eligor [2]		
HYPER			
	Sahagin [2]	Sahagin [8]	
TRANQUILIZER			
	Ceasar [2]	Ceasar [8]	
MUTE MASK			
			Eligor
GHOST HAND			
	Ghost [2]	Ghost [32]	
GRAVIBALL			
	Deenglow [8]		
STRIKING STAFF			
		Eligor [8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: **

	Area Enc Rate:	
Sewers 1st Screen (Aps)	72	Medium
Sewers 2nd Screen (To Train Graveyard)	72	Medium

Average: EXP: 75.2 AP: 7.2 GIL: 208.4 Enemy QTY: 2.77

Forced Attack on the screen "Sewers 1st Screen (Aps)" only.

[28.1%] Nrml Bat #1 EXP - 69 AP - 6 1st Row: 1x Ceasar 2nd Row: 2x Ceasar

```
|                        GIL - 165                                      #388 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 83      1st Row: 2x Sahagin                    |
|                        AP  - 8       2nd Row: 1x Ceasar                     |
|                        GIL - 233                                      #389 |
|                                                                             |
|  [23.4%]  Nrml Bat #3  EXP - 60      1st Row: 1x Sahagin                    |
|                        AP  - 6       2nd Row: 1x Sahagin                    |
|                        GIL - 178                                      #390 |
|                                                                             |
|  [21.9%]  Nrml Bat #4  EXP - 90      1st Row: 2x Sahagin                    |
|                        AP  - 9       2nd Row: 1x Sahagin                    |
|                        GIL - 267                                      #391 |
|                                                                             |
|         Forced Attack  EXP - 240     1st Row: 1x Aps                        |
|       Can't Escape     AP  - 22                                             |
|                        GIL - 253                                      #386 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: **                                Area Enc Rate:

  Sector 7 Train Graveyard From Sewers                192  Very Low

   Average:   EXP: 81.6       AP: 9.0       GIL: 130.5       Enemy QTY: 2.58

.-----------------------------------------------------------------------------.
|  [23.4%]  Nrml Bat #1  EXP - 87      1st Row: 2x Cripshay, 1x Deenglow      |
|                        AP  - 10                                             |
|                        GIL - 176                                      #396 |
|                                                                             |
|  [42.2%]  Nrml Bat #2  EXP - 70      1st Row: 2x Deenglow                   |
|                        AP  - 8                                              |
|                        GIL - 140                                      #397 |
|                                                                             |
|  [18.8%]  Nrml Bat #3  EXP - 90      1st Row: 1x Ghost                      |
|        Pre-Emp OFF     AP  - 9       2nd Row: 2x Ghost                      |
|                        GIL - 66                                       #398 |
|                                                                             |
|  [15.6%]  Nrml Bat #4  EXP - 95      1st Row: 1x Ghost, 1x Deenglow         |
|        Pre-Emp OFF     AP  - 10      2nd Row: 1x Ghost                      |
|                        GIL - 114                                      #399 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                                Area Enc Rate:

  Sector 7 Train Graveyard "Moving Trains" 2nd Visit   128  Low

   Average:   EXP: 77.3       AP: 8.4       GIL: 132.7       Enemy QTY: 2.33

.-----------------------------------------------------------------------------.
|  [23.4%]  Nrml Bat #1  EXP - 36      1st Row: 1x Eligor                     |
|        Pre-Emp OFF     AP  - 4                                              |
|                        GIL - 120                                      #400 |
|                                                                             |
|  [21.9%]  Nrml Bat #2  EXP - 105     1st Row: 2x Deenglow                   |
|                        AP  - 12      2nd Row: 1x Deenglow                   |
|                        GIL - 210                                      #401 |
|                                                                             |
```

```
|  [20.3%]  Nrml Bat #3  EXP - 70      1st Row: 2x Deenglow                  |
|                        AP  - 8                                             |
|                        GIL - 140                                    #397   |
|                                                                            |
|  [18.8%]  Nrml Bat #4  EXP - 90      1st Row: 1x Ghost                     |
|        Pre-Emp OFF     AP  - 9       2nd Row: 2x Ghost                     |
|                        GIL - 66                                     #398   |
|                                                                            |
|  [15.6%]  Nrml Bat #5  EXP - 95      1st Row: 1x Ghost, 1x Deenglow        |
|        Pre-Emp OFF     AP  - 10      2nd Row: 1x Ghost                     |
|                        GIL - 114                                    #399   |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 4: **     BEST                        Area Enc Rate:

  Sector 7 Long Stairwell 1st Screen                   72   Medium

   Average:   EXP: 82.2       AP: 8.2       GIL: 226.0       Enemy QTY: 2.05

  "Battle Victory Music" Flag disabled.
.----------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 80      1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 8       2nd Row: 1x Aero Combatant            |
|                        GIL - 220                                    #404   |
|                                                                            |
|  [30.1%]  Nrml Bat #2  EXP - 120     1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 12      2nd Row: 1x Aero Combatant            |
|                        GIL - 330     3rd Row  1x Aero Combatant      #405  |
|                                                                            |
|  [24.6%]  Nrml Bat #3  EXP - 40      1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 4                                             |
|                        GIL - 110                                    #406   |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 80      1st Row: 2x Aero Combatant            |
|            Run = 2     AP  - 8                                             |
|                        GIL - 220                                    #407   |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 5: **                               Area Enc Rate:

  Sector 7 Long Stairwell 2nd Screen                   72   Medium

   Average:   EXP: 82.0       AP: 8.2       GIL: 225.6       Enemy QTY: 2.05

  "Battle Victory Music" Flag disabled.
.----------------------------------------------------------------------------.
|  [30.5%]  Nrml Bat #1  EXP - 80      1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 8       2nd Row: 1x Aero Combatant            |
|                        GIL - 220                                    #404   |
|                                                                            |
|  [27.9%]  Nrml Bat #2  EXP - 120     1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 12      2nd Row: 1x Aero Combatant            |
|                        GIL - 330     3rd Row: 1x Aero Combatant      #405  |
|                                                                            |
|  [22.9%]  Nrml Bat #3  EXP - 40      1st Row: 1x Aero Combatant            |
|        Pre-Emp OFF     AP  - 4                                             |
|                        GIL - 110                                    #406   |
|                                                                            |
```

```
|  [9.38%]  Back Attack  EXP - 80      1st Row: 2x Aero Combatant            |
|            Run = 2     AP  - 8                                             |
|                        GIL - 220                                    #407   |
|                                                                             |
|  [9.38%]  Pinc Attack  EXP - 80      1st Grp: 1x Aero Combatant            |
|                        AP  - 8       2nd Grp: 1x Aero Combatant            |
|                        GIL - 220                                    #408   |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 6:                                  Area Enc Rate:

  Sector 7 Support Pillar Roof (Reno)                OFF

  "Battle Victory Music" and "Victory Pose" Flags disabled.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 290     1st Row: 1x Turks:Reno                 |
|       Can't Escape     AP  - 22                                             |
|                        GIL - 500                                    #412    |
'-----------------------------------------------------------------------------'


                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo


  .-------.
 /  {Aps}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/7WefPgcLux9AEdpH6                    | ID:  25 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     18  ||   Strength:  40  ||    Drop: Phoenix Down  [63] 100%    |
|  HP:      1800  ||    Defence:  36  ||   Steal: /                          |
|  MP:         0  ||      Magic:  40  ||   Morph: /                          |
|                 ||   MDefence: 160  ||                                      |
|  EXP:      240  ||  Dexterity:  63  ||                                      |
|   AP:       22  ||       Luck:   5  || Back Damage: Multiplied (4x Damage) |
|  GIL:      253  ||      Evade:   4  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:       |
|                                                     |                     |
| Sewers 1st Screen                                   |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Aps's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Tail Attack>        Target: One Opponent                        |
|  [142]       Physical          Element: Hit                                 |
|                                   Att%: 90                                  |
```

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|                                Power: 20                                |
|                           Base Damage: 77 HP                            |
|                                                                         |
|  Attack 2:  Lick              Target: One Opponent      Can't Cover     |
|  [143]       Physical        Element: None             Status Inflict: |
|                                 Att%: 100                Sadness (100%) |
|                                Power: 4                                 |
|                           Base Damage: 15 HP                            |
|                                                                         |
|  Attack 3:  Sewer Tsunami      Target: Whole Field       Front Attacks   |
|  [144]       Physical        Element: Water             Party          |
|                                 Att%: 100               Split Damage    |
|                                Power: 20                                |
|                           Base Damage: 77 HP                            |
|                                                                         |
|  Attack 4:  Sewer Tsunami      Target: Whole Field       Back Attack     |
|  [145]       Physical        Element: Water             Party          |
|                                 Att%: 100               Split Damage    |
|                                Power: 20                                |
|                           Base Damage: 77 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Aps's BATTLE PLAN:                                                    |
|                                                                         |
|  OPENING ATTACK: Use Sewer Tsunami on Whole Field (Front Attacks Party) |
|                                                                         |
|                                                                         |
|  PHASE 1: (Repeats)                                                     |
|                                                                         |
|   1/4 Chance use Lick on 2nd Target; If 2nd Target has Death, select Rnd |
|       Target                                                            |
|   3/4 Chance use <Tail Attack> on Rnd Target in Back Row; If all Targets |
|       are in Front Row, select Rnd Target                               |
|                                                                         |
|    If Aps takes Magical Damage at any point, OR Physical Damage once Aps |
|     HP <= 33%, move onto Phase 2                                        |
|                                                                         |
|                                                                         |
|  PHASE 2:                                                               |
|                                                                         |
|   1ST ATTACK: Skip a turn                                               |
|   2ND ATTACK: Use Sewer Tsunami on Whole Field (Front Attacks Party)    |
|   3RD ATTACK: Skip a turn                                               |
|   4TH ATTACK: Use Sewer Tsunami on Whole Field (Back Attacks Party)     |
|                                                                         |
|    After 4th Attack, move back to Phase 1 until the conditions are met to |
|     move onto Phase 2 once more.                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Aps:                          |   POWER req for Overflow:    |
|                                          |                              |
| The "2nd Target" is the Character that you |  Base Damage Overflow: 149  |
|  have placed in the middle, which will be  |  Rnd Var Overflow  3x:  99  |
|  Aeris by default if you didn't change the |  Rnd Var Overflow  4x:  75  |
|  order of your party before the fight.     |  Rnd Var Overflow  6x:  50  |
| Make sure your 2nd Player is the only Player |  Rnd Var Overflow  8x:  38  |
|  in the Back Row, seeing as they are likely |  Rnd Var Overflow 12x:  25  |
|  to be inflicted with Sadness when Aps uses  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Lick. This means they will always be                                   |
|  targeted when Aps uses <Tail Attack>, and will take less damage as a   |
|  result of Sadness. Aeris is the ideal Character to use for this, given |
|  her healing Limit Break ability. She will only take roughly 24 HP per hit |
```

```
|  of <Tail Attack> with this setup.                                          |
| Aps is one of three enemies that takes greater than normal back damage,     |
|  the other two being Air Buster and Acrophies. Aps takes 4x Normal Damage   |
|  from Back-Attacks, and therefore one can be hit for 8x Damage if one also  |
|  land a Critical with the Back-Attack, which will be roughly a 2.5% ~ 5%    |
|  chance against Aps for this stage in the game.                             |
| The Aps Boss Battle is one of five Boss Battles in which the "Pre-Emp"      |
|  Flag has been mistakenly enabled, meaning you have a chance of             |
|  encountering it as a Pre-Emptive Strike and can land a cheeky Back-Attack  |
|  for 4x Damage.                                                             |
| When Aps uses the Sewer Tsunami which Front Attacks your Party, Aps will    |
|  take Back Damage and be hit for 180 - 192 HP. When he uses the Sewer       |
|  Tsunami which Back Attacks your Party, Aps will take Normal Damage and be  |
|  hit for 45 - 48 HP.                                                        |
| Sewer Tsunami Attacks all Targets, and therefore has the "Split Damage"     |
|  Flag enabled, meaning it will hit for 66% of its normal Damage.            |
| If you have managed to unlock Cloud's Lv 1-2 Limit Cross Slash, or Aeris's  |
|  Lv 1-2 Limit Seal Evil, then you can use either to exploit Aps's           |
|  vulnerability to Paralyzed.                                                |
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  .-----------.
 /  {Sahagin}  \
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|  https://photos.app.goo.gl/Swa7o7ABTEsmaV7NA                    | ID:  26 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     10  ||   Strength:  23  ||  Drop 1: Potion  [8] 14.06%         |
|  HP:       150  ||    Defence:  32* ||  Drop 2: Hyper   [2]  4.03%         |
|  MP:         0  ||      Magic:   8  ||   Steal: Hyper   [8] 10.94%         |
|                 ||   MDefence:  64  ||   Morph: Potion                      |
|  EXP:       30  ||  Dexterity:  59  ||                                     |
|   AP:        3  ||       Luck:  12  || Back Damage: Normal (2x Damage)     |
|  GIL:       89  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Absorb]      |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|        Punch  [Can't Miss]  |                     |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sewers 1st Screen (Aps)                          72% |  Desert Sahagin     |
| Sewers 2nd Screen (To Train Graveyard)           72% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Harpoon              |
|   Sahagin's ATTACKS:                |  Manip Attack 2: Water Gun            |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Harpoon>            Target: One Opponent      Berserk Attack  |
|  [146]       Physical          Element: Punch                             |
|                                   Att%: 100                               |
|                                  Power: 16                                |
```

```
|                           Base Damage: 30 HP                                |
|                                                                             |
|  Attack 2:  Water Gun           Target: One Opponent      Can't Cover       |
|  [147]       Physical          Element: Shoot                               |
|                                   Att%: 90                                  |
|                                  Power: 22                                  |
|                           Base Damage: 41 HP                                |
|                                                                             |
|  Attack 3: <Shell Defense>      Target: Self              Raises Def to     |
|  [148]       Physical 0 Dam       Att%: Auto Hit           512              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sahagin's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
|  OPENING ATTACK: 3/4 Chance use Water Gun on Rnd Target                     |
|                  1/4 Chance skip a turn                                     |
|                                                                             |
|                                                                             |
|  THEREAFTER: 1/2 Chance use Water Gun on Rnd Target                         |
|              1/2 Chance use <Harpoon> on Rnd Target                         |
|                                                                             |
|                                                                             |
|  COUNTER: [All Actions made by All Players and Enemies]                     |
|                                                                             |
|    1/16 Chance: Use <Shell Defense> on Self, sets Def to 512 until the      |
|                  next action is performed                                   |
|   15/16 Chance: Do nothing                                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sahagin:                          |   POWER req for Overflow:    |
|                                              |                              |
| Sahagin is found in Battle Square:           |  Base Damage Overflow: 147   |
|  Set - 1 (Before Tiny Bronco)  Battle - 2    |  Rnd Var Overflow  3x:  98   |
|                                              |  Rnd Var Overflow  4x:  74   |
| The Sahagin is one of a few Enemies that     |  Rnd Var Overflow  6x:  49   |
|  has a weakness to one of the Physical       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Elements; any "Punch" Element Attack will                                  |
|  be an Automatic Hit. Unfortunately, none of your Weapons will will use     |
|  the Punch Element at this stage in the game.                               |
| Every single Action will trigger the 1/16 chance of the Sahagin casting     |
|  <Shell Defense>, regardless of the Target or the Caster. This includes     |
|  Actions made by the Sahagin. Even Actions such as Change/Defend will       |
|  trigger the Counter chance.                                                |
| Once the Sahagin has activated <Shell Defense>, its Def will be set to      |
|  512, meaning that Physical Attacks will land just 1 HP of damage. The      |
|  effect will only last until the next Player or Enemy performs an Action,   |
|  after which Def will be set back to its original value and a fresh 1/16    |
|  chance of reactivating <Shell Defense> occurs.                             |
| Stealing Hypers is a great idea at this stage in the game as they can       |
|  really help with Limit Levelling (to inflict Fury), although they can be   |
|  quite difficult to obtain. A Lv 12 Cloud would have a 10.94% chance of     |
|  stealing from the Sahagin.                                                 |
| The Sahagin is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the     |
|  enemy.                                                                     |
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  .----------.
 /  {Ceasar}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Cgfi3nYzFstN85Yu5                     | ID:  27 |
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Level: 8	Strength: 14	Drop 1: Potion [8] 14.06%
HP: 120	Defence: 108	Drop 2: Tranquilizer [2] 4.03%
MP: 0	Magic: 6	Steal: Tranquilizer [8] 10.94%
	MDefence: 32	Morph: Potion
EXP: 23	Dexterity: 47	
AP: 2	Luck: 10	Back Damage: Normal (2x Damage)
GIL: 55	Evade: 3	Susceptible to L4 Suicide

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [Double]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]
Punch [Can't Miss]		

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sewers 1st Screen (Aps)	55%	Castanets
Sewers 2nd Screen (To Train Graveyard)	55%	

Ceasar's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Bubble

Attack 1: <Bodyblow> [126] Physical
Target: One Opponent
Element: Hit
Att%: 95
Power: 16
Base Damage: 14 HP
Berserk Attack

Attack 2: Bubble [149] Physical
Target: One Opponent
Element: Water
Att%: 75
Power: 12
Base Damage: 10 HP
Can't Cover

Ceasar's BATTLE PLAN:

Ceasar's HP 100%: 1/4 Chance use <Bodyblow> on Rnd Target
3/4 Chance skip a turn

Ceasar's HP > 75%: 1/6 Chance use Bubble on Rnd Target
1/6 Chance use <Bodyblow> on Rnd Target
2/3 Chance skip a turn

Ceasar's HP <= 75%: 1/4 Chance use Bubble on Rnd Target
1/4 Chance use <Bodyblow> on Rnd Target
1/2 Chance skip a turn

Ceasar's HP <= 50%: 1/2 Chance use Bubble on Rnd Target
1/2 Chance use <Bodyblow> on Rnd Target

Ceasar's HP <= 25%: Use Bubble on Rnd Target
Follow-Up: Use <Bodyblow> on Rnd Target

```
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ceasar:                           |   POWER req for Overflow:   |
|                                              |                             |
| Ceasar is found in Battle Square:            |  Base Damage Overflow: 175  |
|  Set - 1 (Before Tiny Bronco)  Battle - 2    |  Rnd Var Overflow  3x: 117  |
|                                              |  Rnd Var Overflow  4x:  88  |
| The Ceasar is one of a few Enemies that has  |  Rnd Var Overflow  6x:  59  |
|  a weakness to one of the Physical Elements; o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  any "Punch" Element Attack will be an                                     |
|  Automatic Hit. Unfortunately, none of your Weapons will will use the      |
|  Punch Element at this stage in the game.                                  |
| Stealing Tranquilizers is a great idea at this stage in the game as they   |
|  can really help with Limit Levelling (to cure Fury), although they can be |
|  quite difficult to obtain. A Lv 12 Cloud would have a 12.5% chance of     |
|  stealing from the Ceasar.                                                 |
| Ceasar's Attacks hit for very low HP, so they shouldn't be feared, In      |
|  addition to this, they have a chance of skipping a turn if their HP is    |
|  above 50%. With that said, once their HP drops to below 25%, they will    |
|  always use both of their Attacks consecutively in one turn.              |
| The Ceasar is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy.                                                                    |
\                                                                            /
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  .---------.
 /  {Ghost}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/zaug27eVHf6LUR539                    | ID:  29 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     10  ||   Strength:  25  ||    Drop: Ghost Hand  [2]   4.69%    |
|  HP:       130  ||    Defence:   8  ||   Steal: Ghost Hand  [32] 40.63%    |
|  MP:        80  ||      Magic:  18  ||   Morph: Ether                      |
|                 ||   MDefence:  56  ||                                     |
|  EXP:       30  ||  Dexterity:  48  ||                                     |
|   AP:        3  ||       Luck:   6  || Back Damage: Normal (2x Damage)     |
|  GIL:       22  ||      Evade:  10  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [Absorb]|      Petrify  [VUL]   |
|          Ice  [Halve]        |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [Death]        |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [Absorb]       |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sector 7 Train Graveyard From Sewers            34% |                     |
| Sector 7 Train Graveyard "Moving Trains" 2nd    34% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Scratch           |
|   Ghost's ATTACKS:                    |  Manip Attack 2: Fire              |
|                                       |  Manip Attack 3: Drain             |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Scratch>            Target: One Opponent      Berserk Attack   |
|  [14C]       Physical          Element: Hit                                |
```

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|                                  Att%: 100                                  |
|                                 Power: 16                                   |
|                             Base Damage: 32 HP                              |
|                                                                             |
|  Attack 2:  Fire                Target: One Opponent      Reflectable       |
|  [01B]       Magical           Element: Fire                                |
|                                  Att%: 100                                  |
|                                 Power: 8                                    |
|                                MP Cost: 4 MP                                |
|                             Base Damage: 84 HP                              |
|                                                                             |
|  Attack 3:  Drain               Target: One Opponent      Drains HP         |
|  [14D]       Magical           Element: None                                |
|                                  Att%: 255                                  |
|                                 Power: 6                                    |
|                                MP Cost: 1 MP                                |
|                             Base Damage: 63 HP                              |
|                                                                             |
|  Attack 4: <Vanish>             Target: Self              Disappearing      |
|  [14E]       Physical 0 Dam       Att%: Auto Hit           Animation         |
|                                                                             |
|  Attack 5: <Appear>             Target: Self              Appearing         |
|  [14F]       Physical 0 Dam       Att%: Auto Hit           Animation         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ghost's BATTLE PLAN: (Repeats)                                            |
|                                                                             |
|  1ST ATTACK: Use <Scratch> on Rnd Target                                    |
|                                                                             |
|    After 1st Attack: 1/2 Chance jump to 1st Attack for next turn            |
|                      1/2 Chance jump to 2nd Attack for next turn            |
|                                                                             |
|  2ND ATTACK: Use Drain on Target with Highest Current HP                    |
|  3RD ATTACK: Use Fire on Rnd Target; If Ghost's MP < 4, use <Scratch> on    |
|               Rnd Target                                                    |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   Use <Vanish> on Self, disappears from Battle for one turn                 |
|   Use <Appear> on Self, reappears into Battle                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ghost:                          |   POWER req for Overflow:      |
|                                            |                                |
| Ghost is found in Battle Square:           |  Base Damage Overflow: 140     |
|  Set - 1 (Before Tiny Bronco)  Battle - 3  |  Rnd Var Overflow  3x:  94     |
|                                            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| One blast of All=Fire should be enough to                                   |
|  wipe out all Ghosts, which will save you from having to wait for their     |
|  disappear and reappear animations to play out.                             |
| A Lv 12 Cloud would have a 42.19% chance of stealing Ghost Hands, which     |
|  drains anywhere between 20 - 32 MP depending on Target's MDef.             |
| Ghost Hands are permanently missable. You will be able to obtain them from  |
|  the Ghosts at the Battle Arena (before obtaining the Tiny Bronco), and     |
|  while Ghost Hands are Morph-able from the Gi Spector and Sneaky Step in    |
|  the Cave of The Gi, you will not have obtained the Morph Materia by that   |
|  point in the game (although you can encounter the Cave of The Gi enemies   |
|  in the Battle Arena after obtaining the Tiny Bronco, but before the        |
|  Highwind, at which point you will have obtained the Morph Materia).        |
| The Ghost is considered an "Undead" enemy, which means that they will take  |
|  damage from healing items and spells such as Cure, Potions etc.            |
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|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Ghost, whereas a Megalixir/Elixir/X-Potion has a 100% chance.             |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Ghost takes Double Damage from the Holy Element, and seeing you will not  |
|  obtain any Holy based Materia (Alexander) till you reach disc 2, you      |
|  cannot exploit this weakness.                                             |
| All=Cure would deal more damage than All=Fire, but shouldn't be necessary  |
|  unless your Characters are under-levelled.                                |
| The Ghost is one of two Enemies that will be instantly killed with the use |
|  of the Holy Element, the other being the Sculpture.                       |
| The Ghost is one of four Enemies that absorbs the Death Status, meaning    |
|  that Physical attacks performed by Players with Added Effect + Death      |
|  Status on their weapon will cure the Ghost. The other three Enemies that  |
|  absorb Death are the Zenene, Ghost Ship and Dragon Zombie.                |
| The Ghost cannot be Back-Attacked or Side-Attacked, meaning that one       |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| Aeris's Lv 1-2 Limit Break Seal Evil is no good against the Ghost, seeing  |
|  as they are immune to Silence and Paralyzed.                              |
| The Ghost is one of a number 'elevated' enemies that Nullifies the Earth   |
|  Element, but will no take double damage from Wind.                        |
| The Ghost is encountered in an area that cannot be revisited; once you     |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy.                                                                    |
\                                                                            /
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  .------------.
 /  {Cripshay}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/cqT7e9iYwVhAiq6P9                     | ID:  2A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      8  ||   Strength:  11  ||    Drop: Potion  [8]  14.06%        |
|  HP:       100  ||    Defence:  18  ||   Steal: Potion  [32] 40.63%        |
|  MP:         0  ||      Magic:   0  ||   Morph: Potion                     |
|                 ||   MDefence:  26  ||                                     |
|  EXP:       26  ||  Dexterity:  46  ||                                     |
|   AP:        3  ||       Luck:   2  || Back Damage: Normal (2x Damage)     |
|  GIL:       53  ||      Evade:   3  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 7 Train Graveyard From Sewers             23% |  Edgehead            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Scissors          |
|   Cripshay's ATTACKS:               |  Manip Attack 2: Dial Spike        |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                          |
|  Attack 1: <Scissors>          Target: One Opponent      Berserk Attack    |
|  [139]       Physical         Element: Cut                               |
```

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|                                  Att%: 100                                  |
|                                 Power: 16                                   |
|                              Base Damage: 11 HP                             |
|                                                                             |
|  Attack 2:  Dual Spike          Target: One Opponent                        |
|  [13A]       Physical          Element: Hit                                 |
|                                  Att%: 100                                  |
|                                 Power: 20                                   |
|                              Base Damage: 13 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Cripshay's BATTLE PLAN: (Repeats)                                         |
|                                                                             |
|  Cripshay has not taken Physical Damage:                                    |
|   Use <Scissors> on Rnd Target                                              |
|                                                                             |
|  Cripshay has taken Physical Damage:                                        |
|   Use Dual Spike on Last Phys Attacker; If Last Phys Attacker has Death,    |
|    select Rnd Target                                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cripshay:                          |   POWER req for Overflow:   |
|                                               |                             |
| Cripshay is found in Battle Square:           |  Base Damage Overflow: 143  |
|  Set - 1 (Before Tiny Bronco)  Battle - 3     |  Rnd Var Overflow  3x:  96  |
|                                               |  Rnd Var Overflow  4x:  72  |
| With low HP and low damage output, the        |  Rnd Var Overflow  6x:  48  |
|  Cripshay poses little threat. The only       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  notable thing about them is the fact that                                  |
|  you can easily steal Potions from them (a Lv 12 Cloud would have a 45.31% |
|  chance of stealing from the Cripshay).                                     |
| The Cripshay is encountered in an area that cannot be revisited; once you   |
|  progress past a certain point in the game, you can no longer fight the     |
|  enemy.                                                                     |
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 /  {Deenglow}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/eamdaGAuBgbKJeq26                  | ID:  2B |
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|  Level:     10  ||   Strength:  22  ||    Drop: Graviball  [8]  14.06%    |
|  HP:       120  ||    Defence:  32  ||   Steal: Ether      [32] 40.63%    |
|  MP:        72  ||      Magic:  22  ||   Morph: Phoenix Down               |
|                 ||   MDefence: 240  ||                                     |
|  EXP:       35  ||  Dexterity:  58  ||                                     |
|   AP:        4  ||       Luck:  10  || Back Damage: Normal (2x Damage)    |
|  GIL:       70  ||      Evade:   6  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Absorb]      |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [Halve]       |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]     |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]     |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]      |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
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|                                                        |                      |
| Sector 7 Train Graveyard From Sewers             58% |  Flap Beat           |
| Sector 7 Train Graveyard "Moving Trains" 2nd     58% |  Wind Wing           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Wing Cutter        |
|   Deenglow's ATTACKS:                  |  Manip Attack 2: Ice                |
|                                        |  Manip Attack 3: Demi               |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Wing Cutter>        Target: One Opponent      Berserk Attack    |
|  [13B]       Physical          Element: Cut                                 |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 28 HP                               |
|                                                                             |
|  Attack 2:  Ice                 Target: One Opponent      Reflectable       |
|  [01E]       Magical           Element: Ice                                 |
|                                   Att%: 100                                 |
|                                  Power: 8                                   |
|                                MP Cost: 4 MP                                |
|                            Base Damage: 96 HP                               |
|                                                                             |
|  Attack 3:  Demi                Target: One Opponent                        |
|  [02A]       Magical           Element: Gravity                             |
|              % Based              Att%: 75                                  |
|                                  Power: 8                                   |
|                                MP Cost: 14 MP                               |
|                            Base Damage: 25% Current HP                      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Deenglow's BATTLE PLAN: (Repeats)                                         |
|                                                                             |
|  Use <Wing Cutter> on Target with Highest Current HP                        |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   1ST COUNTER: Do nothing                                                   |
|   2ND COUNTER: Do nothing                                                   |
|   3RD COUNTER: If Attack was Physical:                                      |
|                                                                             |
|                 Use Ice on Last Phys Attacker for next turn; If Deenglow's |
|                  MP < 4, OR Last Phys Attacker has Death, use <Wing         |
|                  Cutter> on Target with Highest Current HP for next turn    |
|                                                                             |
|                If Attack was Magical: (Except Ice)                          |
|                                                                             |
|                 Use Demi on Last Mag Attacker for next turn; If Deenglow's |
|                  MP < 4, OR Last Mag Attacker has Death, use <Wing Cutter> |
|                  on Target with Highest Current HP for next turn            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Deenglow:                         |   POWER req for Overflow:    |
|                                              |                              |
| Deenglow is found in Battle Square:          |  Base Damage Overflow: 147   |
|  Set - 1 (Before Tiny Bronco)  Battle - 3    |  Rnd Var Overflow  3x:  98   |
|                                              |  Rnd Var Overflow  4x:  74   |
| Try to take out the Deenglow within three    |  Rnd Var Overflow  6x:  49   |
|  Attacks if you can, seeing as it will use   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  either Demi or Ice after it's been attacked                                |
|  three times, both of which are quite powerful.                             |
| Graviballs are an amazing item to stockpile on at this stage in the game,   |
|  especially if you're planning on defeating the Midgar Zolom on your first |
```

| encounter. They inflict 25% of the Target's Current HP, and it is the only way the Player can inflict Gravity (% Based Damage) until they have reach Corel Prison and can learn the Enemy Skill Laser from the Death Claw.

Ethers are a very easy steal here. A Lv 12 Cloud would have a 42.19% chance of stealing from the Deenglow. Just note that you cannot steal AND get the drop from an Enemy; it's one or the other, and Graviballs are a much better item to try to obtain (although you only have a 14.06% chance of getting the Graviball as a drop).

Graviballs are permanently missable, so you should try to leave the Train Graveyard with at least one. You can steal them much later on in the game from the Shadow Maker during the Raid On Sector 8.

If the third Attack against the Deenglow was Ice, it will Absorb the Attack and will not trigger the Counter Attack of Demi. It will instead counter the next time you attack it with a damaging attack.

The Deenglow is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

The test Enemy êúô2(ñ) originally took the same model as the Deenglow in the JORG release, however, in the later releases the model was changed to that of the Pyramid. Visit the "Extra Enemies" section for more info on êúô1().

The Deenglow is an 'elevated' enemy; although, you cannot exploit an enemy's weakness to the Wind Element until you reach the Chocobo Ranch.

The Deenglow could be fought in the 1996 Demo Release.

{Eligor}

https://photos.app.goo.gl/YEUof3sdoAqw6HZg6 | ID: 28

Level: 12	Strength: 33	Drop: Echo Screen	[2] 4.69%
HP: 300	Defence: 46	Steal: Striking Staff	[8] 10.94%
MP: 67	Magic: 24	Morph: Mute Mask	
	MDefence: 110		
EXP: 36	Dexterity: 56		
AP: 4	Luck: 7		
GIL: 120	Evade: 2	Susceptible to L4 Suicide	

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [Halve]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 7 Train Graveyard "Moving Trains" 2nd	23%	

Eligor's ATTACKS:

- Manip Attack 1: Sword Attack
- Manip Attack 2: Mono Laser
- Manip Attack 3: Silence

```
| Attack 1: <Sword Attack>       Target: One Opponent      Berserk Attack   |
| [14A]       Physical          Element: Cut                               |
|                                  Att%: 100                               |
|                                 Power: 16                                |
|                            Base Damage: 45 HP                            |
|                                                                          |
| Attack 2:  Mono Laser          Target: One Opponent      Can't Cover      |
| [14B]       Physical          Element: Shoot                             |
|                                  Att%: 110                               |
|                                 Power: 14                                |
|                            Base Damage: 39 HP                            |
|                                                                          |
| Attack 3:  Silence             Target: One Opponent      Reflectable      |
| [00D]       Magical 0 Dam     Element: None             Status Inflict:  |
|                                  Att%: 100                Silence (79%)   |
|                                MP Cost: 24 MP                            |
|                                                                          |
| Attack 4:  Sleepel             Target: One Opponent      Reflectable      |
| [00B]       Magical 0 Dam     Element: None             Status Inflict:  |
|                                  Att%: 100                Sleep (71%)     |
|                                MP Cost: 8 MP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|  Eligor's BATTLE PLAN:                                                   |
|                                                                          |
| OPENING ATTACK: 1/3 Chance use Silence on Rnd Target without Silence;    |
|                      If Eligor's MP < 24:                                |
|                       Eligor's HP  > 50%: Use Phase 1 Attack             |
|                       Eligor's HP <= 50%: Use Phase 2 Attack             |
|                                                                          |
|                1/3 Chance use Sleepel on Rnd Target without Sleep,       |
|                      If Eligor's MP < 8:                                 |
|                       Eligor's HP  > 50%: Use Phase 1 Attack             |
|                       Eligor's HP <= 50%: Use Phase 2 Attack             |
|                                                                          |
|                1/3 Chance skip a turn                                    |
|                                                                          |
|                                                                          |
| PHASE 1: (Repeats)                                                       |
|                                                                          |
|  Eligor's HP > 50%:                                                      |
|                                                                          |
|   PHASE 1 ATTACK: Use <Sword Attack> on Rnd Target in Front Row; If all  |
|                   Targets are in Back Row, select Rnd Target             |
|                                                                          |
|    1/6 Chance: Use Silence on Rnd Target without Silence; If Eligor's    |
|                MP < 24, use Phase 1 Attack                               |
|                                                                          |
|                If all Targets have Silence, use Sleepel on Rnd Target; If |
|                 Eligor's MP < 8, use Phase 1 Attack                      |
|                                                                          |
|                If all Targets have Sleep, use Phase 1 Attack             |
|                                                                          |
|    1/6 Chance: Use Sleepel on Rnd Target without Sleep; If Eligor's      |
|                MP < 8, use Phase 1 Attack                                |
|                                                                          |
|                If all Targets have Sleep, use Silence on Rnd Target; If  |
|                 Eligor's MP < 24, use Phase 1 Attack                     |
|                                                                          |
|                If all Targets have Silence, use Phase 1 Attack           |
|                                                                          |
```

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|     2/6 Chance: Use Mono Laser on Rnd Target in Back Row; If all Targets   |
|                  are in Front Row, select Rnd Target                       |
|                                                                            |
|     2/6 Chance: Use Phase 1 Attack                                         |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   Eligor's HP <= 50%:                                                      |
|                                                                            |
|    PHASE 2 ATTACK: Use Mono Laser on 2nd Target; If 2nd Target has Death,  |
|                     do nothing                                             |
|         Follow-Up: Use Mono Laser on 1st Target; If 1st Target has Death,  |
|                     do nothing                                             |
|         Follow-Up: Use Mono Laser on 3rd Target; If 3rd Target has Death,  |
|                     do nothing                                             |
|                                                                            |
|     1/5 Chance: Use Silence on Rnd Target without Silence; If Eligor's     |
|                  MP < 24, use Phase 2 Attack                               |
|                                                                            |
|                 If all Targets have Silence, use Sleepel on Rnd Target; If |
|                  Eligor's MP < 8, use Phase 2 Attack                       |
|                                                                            |
|                 If all Targets have Sleep, use Phase 2 Attack              |
|                                                                            |
|     1/5 Chance: Use Sleepel on Rnd Target without Sleep; If Eligor's       |
|                  MP < 8, use Phase 2 Attack                                |
|                                                                            |
|                 If all Targets have Sleep, use Silence on Rnd Target; If   |
|                  Eligor's MP < 24, use Phase 2 Attack                      |
|                                                                            |
|                 If all Targets have Silence, use Phase 2 Attack            |
|                                                                            |
|     3/5 Chance: Use Phase 2 Attack                                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Eligor:                          |   POWER req for Overflow:    |
|                                             |                              |
| Eligor is found in Battle Square:           |  Base Damage Overflow: 152   |
|  Set - 1 (Before Tiny Bronco)  Battle - 3   |  Rnd Var Overflow  3x: 101   |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Eligor cannot be Back-Attacked or side-                                |
|  attacked, meaning that one cannot perform Random Variation Overflow with  |
|  4x or 6x Damage.                                                          |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,    |
|  Target" refers to the right-most,, and left-most characters,
respectively.                          |
| The Eligor has rather high HP, Def and MDef, and given then fact that it   |
|  can use Mono Laser three times consecutively in a single turn once its HP |
|  is lees than 50%, one should always be wary of the Eligor.                |
| In the Battle Square Cloud will fill all three Character slots, so the     |
|  Eligor will hit Cloud 3 times consecutively when it uses its Stage 2      |
|  Attack.                                                                   |
| Silence will Prevent you from casting Magical Attacks, so use any Echo     |
|  Screens that the Eligor drop to cure yourself of Silence.                 |
| One should always try to steal from the Eligor when they first encounter   |
|  it to try to obtain the Striking Staff, a Weapon for Aeris (not available |
|  until Junon otherwise). A Lv 12 Cloud would have a 10.94% chance of       |
|  stealing from the Eligor.                                                 |
| The Eligor is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the    |
```

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|  enemy.                                                                  |
\                                                                          /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------------.
 /  {Aero Combatant}  \  NOTE - This is the Aero Combatant in its 1st Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/MVkm8dimjSs9MZCK7                     | ID:  2E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     11  ||   Strength:  22  ||    Drop: Potion  [8]  14.06%        |
|  HP:       190  ||    Defence:  24  ||   Steal: Potion  [32] 40.63%        |
|  MP:         0  ||      Magic:   6  ||   Morph: Potion                     |
|                 ||   MDefence:  24  ||                                     |
|  EXP:       40  ||  Dexterity:  72  ||                                     |
|   AP:        4  ||       Luck:  22  ||                                     |
|  GIL:      110  ||      Evade:  40  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Double]       |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 7 Long Stairwell 1st Screen              100% |                      |
| Sector 7 Long Stairwell 2nd Screen              100% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|  Aero Combatant's ATTACKS: (1st Form) o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Kick>              Target: One Opponent                        |
|  [158]       Physical         Element: Hit                                |
|                                  Att%: 120                                 |
|                                 Power: 16                                  |
|                           Base Damage: 29 HP                               |
|                                                                            |
|  Attack 2:  Propeller          Target: One Opponent                        |
|  [159]       Physical         Element: Cut                                |
|                                  Att%: 110                                 |
|                                 Power: 24                                  |
|                           Base Damage: 43 HP                               |
|                                                                            |
|  Attack 3: <[No Name]>         Target: Self              Transformation    |
|  [11F]       Physical 0 Dam      Att%: Auto Hit            to 2nd Form     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Aero Combatant 1st Form's BATTLE PLAN: (Repeats)                         |
|                                                                            |
|  1/3 Chance: Use <Kick> on Rnd Target                                      |
|  2/3 Chance: Use Propellor on Rnd Target                                   |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   1/2 Chance: Do nothing                                                   |
```

| 1/2 Chance: Use <[No Name]> on Self, transform to Aero Combatant 2nd Form, transfer remaining HP, leave no rewards |

Notes On Aero Combatant: (1st Form)	POWER req for Overflow:
Aero Combatant is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 3	Base Damage Overflow: 145 Rnd Var Overflow 3x: 97

- The Aero Combatant cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.
- The Aero Combatant's high Evade Stat means that you'll only have roughly a 70% chance of a landing Physical Attack, but a 100% chance of landing a a Magical Attack, so stick with Magic.
- The end-of-battle rewards do NOT stack for killing both version of the Aero Combatant.
- The standard Battle Victory Fanfare will be disable for all encounters with the Aero Combatant.
- The Aero Combatant is encountered in an area that cannot be revisited; once you progress past a certain in the game, you can no longer fight the enemy.
- The Aero Combatant 1st Form is an 'elevated' enemy; although, you cannot exploit an enemy's weakness to the Wind Element until you reach the Chocobo Ranch.

{Aero Combatant} NOTE - This is the Aero Combatant in its 2nd Form

https://photos.app.goo.gl/SCKDQE2xD3Y3KeJi7 | ID: 2F

Level: 11	Strength: 22	Drop: Potion [8] 14.06%	
HP: 190	Defence: 24	Steal: Potion [32] 40.63%	
MP: 0	Magic: 33	Morph: Potion	
	MDefence: 48		
EXP: 40	Dexterity: 42		
AP: 4	Luck: 1		
GIL: 110	Evade: 1		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [Double]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 7 Long Stairwell 1st Screen	100%	
Sector 7 Long Stairwell 2nd Screen	100%	

Aero Combatant's ATTACKS: (2nd Form)

- Manip Attack 1: Propeller Sword
- Manip Attack 2: Sword Rush

```
|  Attack 1: <Propeller Sword>    Target: One Opponent      Berserk Attack   |
|  [15A]       Physical          Element: Cut                                |
|                                   Att%: 75                                 |
|                                  Power: 16                                 |
|                              Base Damage: 29 HP                            |
|                                                                            |
|  Attack 2:  Sword Rush          Target: One Opponent                       |
|  [15B]       Physical          Element: Hit                                |
|                                   Att%: 80                                 |
|                                  Power: 18                                 |
|                              Base Damage: 32 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Aero Combatant 2nd Form's BATTLE PLAN: (Repeats)                         |
|                                                                            |
|  1/4 Chance: Use Sword Rush on Rnd Target                                  |
|  3/4 Chance: Use <Propeller Sword> on Rnd Target                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Aero Combatant: (2nd Form)        |   POWER req for Overflow:   |
|                                              |                             |
| Aero Combatant is found in Battle Square:    |  Base Damage Overflow: 145  |
|  Set - 1 (Before Tiny Bronco)  Battle - 3    |  Rnd Var Overflow  3x:  97  |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Aero Combatant cannot be Back-Attacked                                 |
|  or Side-Attacked, meaning that one cannot perform Random Variation        |
|  Overflow with 4x or 6x Damage.                                            |
| When the Aero Combatant transforms into its 2nd Form its Strength and      |
|  Defence values remain the same, although its Magic and MDefence receives  |
|  a boost, so stick with Physical Attack. Its Evade stat will have dropped  |
|  also, so your Physical Attacks will have a 100% chance of hitting         |
|  (unlike the 1st version of the Aero Combatant).                           |
| The boost in Magic is pointless, seeing as the Aero Combatant 2nd Form     |
|  does not use any Magical Attacks.                                         |
| When the Aero Combatant transforms into its 2nd Form it will transfer      |
|  over its remaining HP.                                                    |
| The end-of-battle rewards do NOT stack for killing both version of the     |
|  Aero Combatant.                                                           |
| The standard Battle Victory Fanfare will be disable for all encounters     |
|  with the Aero Combatant.                                                  |
| The Aero Combatant is encountered in an area that cannot be revisited;     |
|  once you progress past a certain in the game, you can no longer fight the |
|  enemy.                                                                    |
\                                                                            /
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  .----------------.  NOTE - This is the 1st Battle with Reno in Sector 7
 /  {Turks:Reno} I  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7u6TeZw6HjnS3oyj8                  | ID:  30 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     17  ||   Strength:  32  ||    Drop: Ether  [63] 100%          |
|  HP:      1000  ||    Defence:  52  ||   Steal: /                         |
|  MP:         0  ||      Magic:  20  ||   Morph: /                         |
|                 ||   MDefence:  62  ||                                     |
|  EXP:      290  ||  Dexterity:  50  ||                                     |
|   AP:       22  ||       Luck:  15  ||                                     |
|  GIL:      500  ||      Evade:   6  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [Halve]        |     Poison  [VUL]   |    Paralyzed  [-]     |
```

Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	LOOKALIKES:
Sector 7 Support Pillar Roof	Turks:Reno II
	Turks:Reno III
	Turks:Reno IV

No Manipulate Attacks!

Turks:Reno I's ATTACKS:

Attack 1: <Short Staff>	Target: One Opponent		
[15C] Physical	Element: Hit		
	Att%: 110		
	Power: 20		
	Base Damage: 61 HP		
Attack 2: Pyramid	Target: One Opponent	Status Inflict:	
[15D] Magical 0 Dam	Att%: 255	Imprisoned (100%)	
[15E]			
[15F]			
Attack 3: <Pyramid Release>	Target: One Opponent		
[160] Magical	Att%: 255		
[161]			
[162]			
Attack 4: Electro-mag Rod	Target: One Opponent	Status Inflict:	
[163] Physical	Element: Lightning	Paralyzed (23%)	
	Att%: 100		
	Power: 24		
	Base Damage: 73 HP		
Attack 5: <(Report)>	Target: Self	Death Animation	
[164] Physical 0 Dam	Att%: Auto Hit		

Turks:Reno I's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use Pyramid on Rnd Target without Death AND Imprisoned
Display String: [Reno “Try and break it if you can.”]

1ST ATTACK: 1/3 Chance use Electro-mag Rod on Rnd Target
2/3 Chance use <Short Staff> on Rnd Target

2ND ATTACK: Same as 1st Attack

3RD ATTACK:

0 Players Imprisoned: Use Pyramid on Rnd Target without Death AND Imprisoned, jump to 1st Attack for next turn

```
|   1 or 2 Players Imprisoned: Use 1st Attack                                  |
|                                                                              |
|  4TH ATTACK:                                                                 |
|                                                                              |
|   0 or 1 Players Imprisoned: Use Pyramid on Rnd Target without Death AND     |
|                               Imprisoned, jump to 1st Attack for next turn   |
|        2 Players Imprisoned: Use 1st Attack                                  |
|                                                                              |
|  5TH ATTACK: Use Pyramid on Rnd Target without Death AND Imprisoned, jump    |
|               to 1st Attack for next turn                                    |
|                                                                              |
|                                                                              |
|  COUNTER: [Bolt, Bolt2, Bolt3]                                               |
|                                                                              |
|   Use Electro-mag Rod on Last Mag Attacker for next turn; If next selected   |
|    Attack is Pyramid, use Elector-mag Rod on the turn after; If Last         |
|    Attacker has Death or Imprisoned, select Rnd Target                       |
|                                                                              |
|                                                                              |
|  DEATH: Remove Pyramids from Battle, cure Self of Sleep, Poison, Silence,    |
|          Haste, Slow, Regen, D. Sentence, Berserk & Manipulate               |
|         Display String: [Reno "It's time."], use <(Report)> on Self, end     |
|          Battle                                                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Reno I: (Sector 7)          |   POWER req for Overflow:     |
|                                              |                               |
| If all three Players become inflicted with   |  Base Damage Overflow: 154    |
|  Imprisoned, it's a Game Over, so watch out! |  Rnd Var Overflow  3x: 103    |
|  To break free from Imprisoned, simply       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  attack the Pyramid and it will release the                                  |
|  Player. Magical Attacks work, too, although unnecessary.                    |
| Turks:Reno I actually has three versions of Pyramid in his Attack list,      |
|  one for each Player.                                                        |
| Turks:Reno I is immune to Seizure, which isn't necessary seeing as there     |
|  is no way for the Player to inflict an enemy with Seizure. Turks:Reno I     |
|  is one of 86 enemies that are immune to Seizure.                            |
| Avoid Lightning-based Attacks. Stick to Ice and Fire to deal with            |
|  Turks:Reno I.                                                               |
| Once the battle ends the party will not perform their victory pose, and      |
|  the Battle Victory Fanfare will not play.                                   |
\                                                                              /
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  .-----------.
 /  {Pyramid}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/rQdj4rcPdhDMYbst8                    | ID:  31 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      2  ||   Strength:   0  ||    Drop: /                         |
|  HP:        10  ||    Defence:   2  ||   Steal: /                         |
|  MP:         0  ||      Magic:   0  ||   Morph: /                         |
|                 ||   MDefence:   0  ||                                     |
|  EXP:        0  ||  Dexterity:  50  ||                                     |
|   AP:        1* ||       Luck:   0  ||                                     |
|  GIL:        0  ||      Evade:   0  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
```

```
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [Death]        |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:          |
|                                                     |                        |
| Sector 7 Support Pillar Roof                        |  Test Enemies x9       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!                 |
|   Pyramid's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                               |
|  Attack 1: <Appear>            Target: Self              Appearing             |
|  [14F]       Physical 0 Dam      Att%: Auto Hit           Animation            |
|                                                                               |
|  Attack 2: <Vanish>            Target: Self              Disappearing          |
|  [14E]       Physical 0 Dam      Att%: Auto Hit           Animation            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Pyramid's BATTLE PLAN:                                                      |
|                                                                               |
|  Use <Appear> on Selected Target. Disables Target from be selected            |
|                                                                               |
|                                                                               |
|  DEATH: Allow Target to be selected. Remove Imprisoned from Target.           |
|          Use <Vanish> on self, remove Self from Battle, leave no rewards      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Pyramid:                           |   POWER req for Overflow:     |
|                                               |                               |
| With only 10 HP you will be able to destroy   |  Base Damage Overflow: 139    |
|  the Pyramid with one Physical Attack.        |  Rnd Var Overflow  3x:  93    |
|  Magical Attacks also work, but aren't        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  called for.                                                                  |
| If Turks:Reno I has inflicted all thee Players with a Pyramid, it's Game      |
|  Over!                                                                        |
| You will not receive the 1 AP for killing each Pyramid.                       |
| While Turks:Reno I is responsible for inflicting the Payer with               |
|  Imprisoned, the Pyramid is responsible for curing the Player, and also       |
|  insuring that the Player can be targeted again.                              |
\                                                                              /
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             ||             {Shinra HQ Ascent}                ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo...........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                             Training Rating:   ||
||                                                                            ||
||  Shinra HQ Front Entrance (Save Point)                 **                 ||
||  Shinra HQ Ground Floor Lobby                          **                 ||
||  Shinra HQ 2nd Floor                                   **                 ||
||  Shinra HQ 3rd Floor                                   **                 ||
||  Shinra HQ Small Interior Elevators                    N/A                ||
||  Shinra HQ 59th Floor (Mighty Grunts)                  ***                ||
```

```
||  Shinra HQ 60th Floor (Sneak Past the Guards)          N/A              ||
||  Shinra HQ 65th Floor (Midgar Parts W Chests)          *                ||
||  Hojo's Lab 67th Floor Lower Laboratories - No Blood   *                ||
||  Hojo's Lab Outside Jenova's Tank Before Escape        *                ||
||  Hojo's Lab 68th Floor Upper Laboratories 1st Visit    ****   BEST      ||
||  Hojo's Lab 68th Floor Test Chamber Close-Up           N/A              ||
\|                                                                        |/
 \                                                                        /
  |      Enemies:                                                        |
  |                                                                      |
  |      Grenade Combatant                                               |
  |  L4  Mighty Grunt 1st Form                                           |
  |  L4  Mighty Grunt 2nd Form                                           |
  |  L4  Hammer Blaster                                                  |
  |      [No Name] 1                                                     |
  |      Sword Dance                                                     |
  |      Moth Slasher                                                    |
  |  L4  Warning Board                                                   |
  |  L4  Machine Gun                                                     |
  |  L4  Laser Cannon                                                    |
  |      SOLDIER:3rd                                                     |
  |      Sample:H0512      (Boss)                                        |
  |      Sample:H0152-opt  (Mini Boss)                                   |
  \                                                                      /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
```

ELEMENTS AND STATUSES

NOTE - The Sword Dance and SOLDIER:3rd are two of three enemies in the game that take Double Damage from Confusion-Based Attacks.

ELEMENTS TO USE:

Fire	SOLDIER:3rd	Double
Lightning	Hammer Blaster	Double
Lightning	Moth Slasher	Double
Lightning	Machine Gun	Double
Lightning	Laser Cannon	Double
Confusion	Sword Dance	Double
Confusion	SOLDIER:3rd	Double

ELEMENTS TO AVOID:

Poison	Sample:H0512	Absorb	(Boss)
Lightning	Warning Board	Nullify	
Earth	Sword Dance	Nullify	
Earth	Sample:H0152-opt	Nullify	(Mini Boss)
Gravity	Sample:H0152	Nullify	(Boss)
Lightning	Sample:H0512	Halve	(Boss)

ELEMENTS USED BY ENEMIES:

Fire	Sample:H0512-opt	Fire

```
[          Ice - SOLDIER:3rd       - Ice2                                  ]
[          Ice - Sample:H0512-opt  - Ice                                   ]
[    Lightning - SOLDIER:3rd       - Bolt2                                 ]
[       Poison - Sample:H0512      - Shady Breath (0 Damage)               ]
[         Wind - SOLDIER:3rd       - Flying Sickle                         ]
[  Restorative - Sample:H0512      - Reanimagic                            ]
[                                                                          ]
[          Cut - Sword Dance       - Sawback                               ]
[          Cut - Moth Slasher      - Speed Slash                           ]
[          Cut - SOLDIER:3rd       - Split                                 ]
[          Cut - Sample:H0512      - Keyclaw                               ]
[          Hit - Mighty Grunt 1st  - Double Shot                           ]
[          Hit - Mighty Grunt 2nd  - Roller Dash                           ]
[          Hit - Mighty Grunt 2nd  - Roller Spin                           ]
[          Hit - Hammer Blaster    - Hammer Attack                         ]
[          Hit - Hammer Blaster    - Muyddle Mallet                        ]
[          Hit - Sword Dance       - Bodyblow                              ]
[          Hit - Sword Dance       - Slap                                  ]
[          Hit - Moth Slasher      - Verbal Attack                         ]
[          Hit - Sample:H0512-opt  - Bodyblow                              ]
[          Hit - Sample:H0512-opt  - Rolling Attack                        ]
[        Shoot - Grenade Combatant - Machine Gun                           ]
[        Shoot - Grenade Combatant - Hand Grenade                          ]
[        Shoot - Mighty Grunt 1st  - Machine Gun                           ]
[        Shoot - Machine Gun       - Machine Gun                           ]
[        Shoot - Laser Cannon      - Laser Cannon                          ]
[        Shoot - Laser Cannon      - Paralaser                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                          ]
[                                                                          ]
[        Death - Sample:H0512      - Reanimagic      (100% Remove)         ]
[        Sleep - SOLDIER:3rd       - Sleepel         (71%  Inflict)        ]
[       Poison - Sample:H0512      - Shady Breath    (71%  Inflict)        ]
[    Confusion - Hammer Blaster    - Muyddle Mallet  (80%  Inflict)        ]
[    Paralyzed - Laser Cannon      - Paralaser       (7%   Inflict)        ]
[         Fury - Sword Dance       - Slap            (47%  Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Silence, Slow                                                          ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                           oo~~~~~~~~~~~~~~~oo
                           ||  ENEMY LOOT  ||
                           oo~~~~~~~~~~~~~~~oo
```

NOTE - Morph not available at this point in the game.

	DROP	STEAL	MORPH
HI-POTION			
			Machine Gun
			Laser Cannon
ECHO SCREEN			
		Hammer Blaster [32]	

HYPER			
		Sword Dance [8]	
TRANQUILIZER			
	Mighty Grunt [8]	Grenade Combatant [32]	
	Sample:H0512-opt [63]	Mighty Grunt [32]	
SMOKE BOMB			
			Hammer Blaster
GRENADE			
	Grenade Combatant [8]	Mighty Grunt [8]	Grenade Combatant
LOCO WEED			
	Hammer Blaster [8]		
	Sword Dance [8]		
	SOLDIER:3rd [8]		
BOLT PLUME			
			SOLDIER:3rd
LIGHT CURTAIN			
			Sword Dance
HARDEDGE			
		SOLDIER:3rd [8]	
CARBON BANGLE			
		Moth Slasher [8]	
TALISMAN			
	Sample:H0512 [63]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Shinra HQ Front Entrance (Save Point) 192 Very Low

Average: EXP: 98.4 AP: 9.4 GIL: 168.8 Enemy QTY: 2.34

[65.6%] Nrml Bat #1 EXP - 84 AP - 8 1st Row: 2x Grenade Combatant

```
|                        GIL - 144                                      #416 |
|                                                                             |
|  [34.4%]  Nrml Bat #2  EXP - 126     1st Row: 2x Grenade Combatant          |
|                        AP  - 12      2nd Row: 1x Grenade Combatant          |
|                        GIL - 216                                      #417 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: **                                 Area Enc Rate:

  Shinra HQ Ground Floor Lobby                         192  Very Low

   Average:   EXP: 96.6       AP: 9.2       GIL: 165.7       Enemy QTY: 2.30

  "Can't Escape" Flag activated, "Battle Victory Music" Flag disabled, and
   "Bombing Mission" Theme plays throughout battles until Cloud reaches the
   60th Floor.
.-----------------------------------------------------------------------------.
|  [57.4%]  Nrml Bat #1  EXP - 84      1st Row: 2x Grenade Combatant          |
|                        AP  - 8                                              |
|                        GIL - 144                                      #416 |
|                                                                             |
|  [30.1%]  Nrml Bat #2  EXP - 126     1st Row: 2x Grenade Combatant          |
|                        AP  - 12      2nd Row: 1x Grenade Combatant          |
|                        GIL - 216                                      #417 |
|                                                                             |
|  [12.5%]  Pinc Attack  EXP - 84      1st Grp: 1x Grenade Combatant          |
|                        AP  - 8       2nd Grp: 1x Grenade Combatant          |
|                        GIL - 144                                      #418 |
|                                                                             |
|         Forced Attack  EXP - 84      1st Row: 2x Grenade Combatant          |
|       Can't Escape     AP  - 8                                              |
|                        GIL - 144                                      #415 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                                 Area Enc Rate:

  Shinra HQ 2nd Floor                                  192  Very Low

   Average:   EXP: 88.9       AP: 8.5       GIL: 155.8       Enemy QTY: 2.06

  "Can't Escape" Flag activated, "Battle Victory Music" Flag disabled, and
   "Bombing Mission" Theme plays throughout battles until Cloud reaches the
   60th Floor.
.-----------------------------------------------------------------------------.
|  [37.5%]  Nrml Bat #1  EXP - 84      1st Row: 2x Grenade Combatant          |
|                        AP  - 8                                              |
|                        GIL - 144                                      #416 |
|                                                                             |
|  [34.4%]  Nrml Bat #2  EXP - 126     1st Row: 2x Grenade Combatant          |
|                        AP  - 12      2nd Row: 1x Grenade Combatant          |
|                        GIL - 216                                      #417 |
|                                                                             |
|  [28.1%]  Nrml Bat #3  EXP - 50      1st Row: 1x Mighty Grunt               |
|                        AP  - 5                                              |
|                        GIL - 98                                       #419 |
'-----------------------------------------------------------------------------'
```

SCREEN GROUPING 4: ** Area Enc Rate:

Shinra HQ 3rd Floor 192 Very Low

Average: EXP: 85.5 AP: 8.2 GIL: 150.6 Enemy QTY: 1.97

"Can't Escape" Flag activated, "Battle Victory Music" Flag disabled, and "Bombing Mission" Theme plays throughout battles until Cloud reaches the 60th Floor.

[32.8%]	Nrml Bat #1	EXP - 50 AP - 5 GIL - 98	1st Row: 1x Mighty Grunt	#419
[30.1%]	Nrml Bat #2	EXP - 126 AP - 12 GIL - 216	1st Row: 2x Grenade Combatant 2nd Row: 1x Grenade Combatant	#417
[24.6%]	Nrml Bat #3	EXP - 84 AP - 8 GIL - 144	1st Row: 2x Grenade Combatant	#416
[12.5%]	Pinc Attack	EXP - 84 AP - 8 GIL - 144	1st Grp: 1x Grenade Combatant 2nd Grp: 1x Grenade Combatant	#418

SCREEN GROUPING 5: Area Enc Rate:

Shinra HQ Small Interior Elevators OFF

"Can't Escape" Flag activated, "Battle Victory Music" Flag disabled, and "Bombing Mission" Theme plays throughout battles.

	Forced Att #1	EXP - 84 AP - 8 GIL - 144	1st Row: 2x Grenade Combatant Floors: 13, 17, 23, 26	#416
	Forced Att #2	EXP - 126 AP - 12 GIL - 216	1st Row: 2x Grenade Combatant 2nd Row: 1x Grenade Combatant Floors: 14, 18, 21, 27	#417
	Forced Att #3	EXP - 50 AP - 5 GIL - 98	1st Row: 1x Mighty Grunt Floors: 15, 19, 25, 28	#419
	Forced Att #4 Pre-Emp OFF	EXP - 100 AP - 10 GIL - 196	1st Row: 2x Mighty Grunt Floors: 16, 20, 22, 24	#420
	Forced Att #5 Pre-Emp OFF	EXP - 43 AP - 5 GIL - 80	2nd Row: 1x Hammer Blaster Floors: 30, 34, 39, 44, 50, 53, 57	#424
	Forced Att #6 Pre-Emp OFF	EXP - 39 AP - 6 GIL - 90	1st Row: 1x Sword Dance Floors: 31, 35, 42, 43, 49, 51	#425
	Forced Att #7	EXP - 78	1st Row: 2x Sword Dance	

```
|        Pre-Emp OFF     AP  - 12            Floors: 32, 36, 40, 46, 54, 55  |
|                        GIL - 180                                      #427 |
|                                                                             |
|         Forced Att #8  EXP - 46      1st Row: 1x Moth Slasher               |
|                        AP  - 5         Floors: 33, 37, 41, 45, 48, 52, 58  |
|                        GIL - 75                                       #436 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 6: ***                                 Area Enc Rate:

  Shinra HQ 59th Floor (Mighty Grunts)                  192  Very Low

   Average:   EXP: 95.3       AP: 9.5       GIL: 186.8       Enemy QTY: 1.91

  "Can't Escape" Flag activated, "Battle Victory Music" Flag disabled, and
   "Bombing Mission" Theme plays throughout battles until Cloud reaches the
   60th Floor.
.-----------------------------------------------------------------------------.
|  [37.5%]  Nrml Bat #1  EXP - 50      1st Row: 1x Mighty Grunt               |
|                        AP  - 5                                              |
|                        GIL - 98                                       #419 |
|                                                                             |
|  [34.4%]  Nrml Bat #2  EXP - 100     1st Row: 2x Mighty Grunt               |
|        Pre-Emp OFF     AP  - 10                                             |
|                        GIL - 96                                       #420 |
|                                                                             |
|  [28.1%]  Nrml Bat #3  EXP - 150     1st Row: 2x Mighty Grunt               |
|        Pre-Emp OFF     AP  - 15      2nd Row: 1x Mighty Grunt               |
|                        GIL - 294                                      #421 |
|                                                                             |
|         Forced Attack  EXP - 150     1st Row: 1x Mighty Grunt               |
|        Pre-Emp OFF     AP  - 15      2nd Row: 2x Mighty Grunt               |
|                        GIL - 294                                      #422 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 7:                                     Area Enc Rate:

  Shinra HQ 60th Floor (Sneak Past the Guards)          OFF

  "Can't Escape" Flag activated.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 100     1st Grp: 1x Mighty Grunt               |
|        Pinc Attack     AP  - 10      2nd Grp: 1x Mighty Grunt               |
|                        GIL - 196                                      #423 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 8: *                                   Area Enc Rate:

  Shinra HQ 65th Floor (Midgar Parts W Chests)          240  Extremely Low

   Average:   EXP: 71.1       AP: 9.6       GIL: 148.5       Enemy QTY: 1.74

.-----------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 43      2nd Row: 1x Hammer Blaster             |
|        Pre-Emp OFF     AP  - 5                                              |
|                        GIL - 80                                       #424 |
|                                                                             |
```

```
|  [19.1%]  Nrml Bat #2  EXP - 39      1st Row: 1x Sword Dance               |
|        Pre-Emp OFF     AP  - 6                                             |
|                        GIL - 90                                      #425  |
|                                                                            |
|  [17.8%]  Nrml Bat #3  EXP - 86      1st Row: 1x Hammer Blaster            |
|        Pre-Emp OFF     AP  - 10      2nd Row: 1x Hammer Blaster            |
|                        GIL - 160                                     #426  |
|                                                                            |
|  [16.4%]  Nrml Bat #4  EXP - 78      1st Row: 2x Sword Dance               |
|        Pre-Emp OFF     AP  - 12                                            |
|                        GIL - 180                                     #427  |
|                                                                            |
|  [13.7%]  Nrml Bat #5  EXP - 117     1st Row: 3x Sword Dance               |
|        Pre-Emp OFF     AP  - 18                                            |
|                        GIL - 270                                     #428  |
|                                                                            |
|  [12.5%]  Pinc Attack  EXP - 86      1st Grp: 1x Hammer Blaster            |
|                        AP  - 10      2nd Grp: 1x Hammer Blaster            |
|                        GIL - 160                                     #429  |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 9: *                                 Area Enc Rate:

  Hojo's Lab 67th Floor Lower Laboratories - No Blood  192  Very Low
  Hojo's Lab Outside Jenova's Tank Before Escape       192  Very Low

   Average:   EXP: 68.0       AP: 7.1       GIL: 121.6       Enemy QTY: 1.89

.----------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 48      1st Row: 1x Warning Board + Machine   |
|        Pre-Emp OFF     AP  - 4                    Gun + Laser Cannon      |
|                        GIL - 75                                      #432  |
|                                                                            |
|  [23.2%]  Nrml Bat #2  EXP - 46      1st Row: 1x Moth Slasher              |
|                        AP  - 5                                             |
|                        GIL - 75                                      #436  |
|                                                                            |
|  [20.5%]  Nrml Bat #3  EXP - 108     1st Row: 1x Solider:3rd               |
|                        AP  - 12      2nd Row: 1x SOLDIER:3rd               |
|                        GIL - 232                                     #437  |
|                                                                            |
|  [19.1%]  Nrml Bat #4  EXP - 92      1st Row: 1x Moth Slasher              |
|                        AP  - 10      2nd Row: 1x Moth Slasher              |
|                        GIL - 150                                     #438  |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 46      1st Row: 1x Moth Slasher              |
|            Run = 2     AP  - 5                                             |
|                        GIL - 75                                      #439  |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 10: ****  BEST                       Area Enc Rate:

  Hojo's Lab 68th Floor Upper Laboratories 1st Visit   192  Very Low

   Average:   EXP: 132.6      AP: 14.0      GIL: 251.7       Enemy QTY: 3.61

.----------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 81      1st Row: 1x Warning Board + Machine   |
```

```
|        Pre-Emp OFF     AP  - 8                    Gun + Laser Cannon       |
|                        GIL - 150     2nd Row: 1x Warning Board + Machine   |
|                                                    Gun + Laser Cannon       |
|                                                                      #433 |
|  [23.2%]  Nrml Bat #2  EXP - 162     1st Row: 2x SOLDIER:3rd               |
|        Pre-Emp OFF     AP  - 18      2nd Row: 1x SOLDIER:3rd               |
|                        GIL - 348                                     #440 |
|                                                                            |
|  [20.5%]  Nrml Bat #3  EXP - 138     1st Row: 1x Moth Slasher              |
|                        AP  - 15      2nd Row: 1x Moth Slasher              |
|                        GIL - 225     3rd Row: 1x Moth Slasher         #441 |
|                                                                            |
|  [19.1%]  Nrml Bat #4  EXP - 154     1st Row: 1x Moth SLasher              |
|                        AP  - 17      2nd Row: 2x SOLDIER:3rd               |
|                        GIL - 307                                     #442 |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 108     1st Row: 2x SOLDIER:3rd               |
|            Run = 2     AP  - 12                                            |
|                        GIL - 232                                     #443 |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 11:                                  Area Enc Rate:

  Hojo's Lab 68th Floor Test Chamber Close-Up         OFF

  Random Encounters disabled - Battles from Screen Grouping 10 should have
   been fought here.
.----------------------------------------------------------------------------.
|         Forced Attack  EXP - 360     1st Row: 3x Sample:H0512-opt          |
|       Can't Escape     AP  - 30      2nd Row: 1x Sample:H0512              |
|                        GIL - 256                                     #456 |
'----------------------------------------------------------------------------'


                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

  .--------------------.
 /  {Grenade Combatant}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/S6eScSKgRr4Gagod8                    | ID:  3C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     10  ||   Strength:  18  ||    Drop: Grenade       [8]  14.06%  |
|  HP:       130  ||    Defence:  24  ||   Steal: Tranquilizer  [32] 40.63%  |
|  MP:         0  ||      Magic:   4  ||   Morph: Grenade                    |
|                 ||   MDefence:  30  ||                                     |
|  EXP:       42  ||  Dexterity:  54  ||                                     |
|   AP:        4  ||       Luck:   3  || Back Damage: Normal (2x Damage)     |
|  GIL:       72  ||      Evade:   3  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
```

Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra HQ Front Entrance (Save Point)	100%	MP
Shinra HQ Ground Floor Lobby	100%	Marine
Shinra HQ 2nd Floor	72%	Attack Squad
Shinra HQ 3rd Floor	67%	Submarine Crew
Shinra HQ Small Interior Elevators	N/A	Captain
		Underwater MP

Grenade Combatant's ATTACKS:

Manip Attack 1: Machine Gun
Manip Attack 2: Hand Grenade

Attack 1: <Machine Gun> Target: One Opponent Berserk Attack
[110] Physical Element: Shoot
Att%: 100
Power: 16
Base Damage: 18 HP

Attack 2: Hand Grenade Target: One Opponent
[17C] Physical Element: Shoot
Att%: 70
Power: 35
Base Damage: 39 HP

Grenade Combatant's BATTLE PLAN:

PHASE 1: (Repeats)

Grenade Combatant's HP > 75%:

1ST ATTACK: Use Hand Grenade on Target with Lowest Current HP
2ND ATTACK: Use <Machine Gun> on Rnd Target
3RD ATTACK: Use <Machine Gun> on Rnd Target
4TH ATTACK: Use <Machine Gun> on Rnd Target

After 4 uses of Hand Grenade, 1st Attack changes to:
1ST ATTACK: Use <Machine Gun> on Target with Lowest Current HP

PHASE 2: (Repeats)

Grenade Combatant's HP <= 75%, Hand Grenade used < 4 times:

Use Hand Grenade on Target with Lowest Current HP

Once Hand Grenade has been used 4 times in total, move onto Phase 3

PHASE 3: (Repeats)

Grenade Combatant's HP <= 75%, Hand Grenade used 4 times:

Use <Machine Gun> on Rnd Target

Notes On Grenade Combatant:

POWER req for Overflow:

Hand Grenade cannot be used more than four times in a single Battle. The Grenade Combatant can be found on 8 of the 46 floors when riding in the small elevator to the 59th Floor.	Base Damage Overflow: 145 Rnd Var Overflow 3x: 97 Rnd Var Overflow 4x: 73 Rnd Var Overflow 6x: 49

{Mighty Grunt}

NOTE - This is the Mighty Grunt in its 1st Form

https://photos.app.goo.gl/p2ix34rxkVim3YFA9 | ID: 3B

Level: 12	Strength: 20	Drop: Tranquilizer [8]	14.06%
HP: 230	Defence: 100	Steal 1: Tranquilizer [32]	40.63%
MP: 0	Magic: 6	Steal 2: Grenade [8]	5.30%
	MDefence: 64	Morph: /	
EXP: 50	Dexterity: 40		
AP: 4	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 98	Evade: 0	Susceptible to L4 Suicide	

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [VUL]	D. Sentence [-]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra HQ 2nd Floor	28%	
Shinra HQ 3rd Floor	33%	
Shinra HQ Small Interior Elevators	N/A	
Shinra HQ 59th Floor (Mighty Grunts)	100%	
Shinra HQ 60th Floor (Sneak Past the Guards)	N/A	

Mighty Grunts ATTACKS: (1st Form)

Manip Attack 1: Machine Gun
Manip Attack 2: Double Shot

Attack 1: <Machine Gun> [110] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 27 HP

Attack 2: Double Shot [175] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 30
Base Damage: 50 HP

Attack 3: <Grunt Death> [176] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation To 2nd Form

Mighty Grunt 1st Form's BATTLE PLAN: (Repeats)

```
|                                                                                |
|  1/2 Chance use <Machine Gun> on Rnd Target                                    |
|  1/2 Chance use Double Shot on Target with Highest Current HP                  |
|                                                                                |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Mighty Grunt's HP  > 50%: Do nothing                                         |
|                                                                                |
|   Mighty Grunt's HP <= 50%:                                                    |
|                                                                                |
|    Use <Grunt Death> on Self, transform to Mighty Grunt 2nd Form, transfer     |
|     remaining HP, leave no rewards                                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Mighty Grunt: (1st Form)          |   POWER req for Overflow:       |
|                                              |                                 |
| The Mighty Grunt 1st Form has formidable     |  Base Damage Overflow: 172      |
|  HP, Def and MDef, making it a stronger      |  Rnd Var Overflow  3x: 115      |
|  random encounter than the player will be    |  Rnd Var Overflow  4x:  86      |
|  used to facing by this point.               |  Rnd Var Overflow  6x:  58      |
| The easiest way to deal with the Mighty      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Grunt is to have Cloud use Ice/Fire/Bolt on                                    |
|  a single Enemy; do *not* use All as this will only inflict 66% of the         |
|  spells output. This way you should be able to take out half of its HP in      |
|  one hit, triggering the transformation to its 2nd Form, at which point       |
|  you can just use Tifa and Barret to finish it off physically.                 |
| When the Mighty Grunt transforms, it transfers over its remaining HP to        |
|  its counterpart. It will *not* leave any Battle Spoils, meaning the           |
|  rewards will not stack. Also, if you have stolen from the Mighty Grunt in     |
|  its 1st Form you will not be able to steal from it in its 2nd Form.           |
| Tranquilizers can be useful to steal from at this point in the game for        |
|  Limit Leveling (cures Fury). A Lv 13 Cloud would have a 42.19% chance of      |
|  stealing a Tranquilizer from the Mighty Grunt, and a 6.32% chance of          |
|  stealing a Grenade (only one Item can be stolen). You can use                 |
|  Tranquilizers when the Sword Dance inflicts you with Fury.                    |
| The Mighty Grunt has the "Pre-Emp" Flag disabled for most of its               |
|  Formations, however, you can sometimes Back-Attack the Mighty Grunt when      |
|  there is only one of them (Formation ID #419; this does not apply to the      |
|  Battles in the small elevator).                                               |
\                                                                                /
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 /  {Mighty Grunt}  \  NOTE - This is the Mighty Grunt in its 2nd Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/fCrxq58TZF2nuKWV9                    | ID:  3A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     12  ||   Strength:  28  ||    Drop: Tranquilizer  [8]  14.06%  |
|  HP:       230  ||    Defence:   4  || Steal 1: Tranquilizer  [32] 40.63%  |
|  MP:         0  ||      Magic:   6  || Steal 2: Grenade       [8]   5.30%  |
|                 ||   MDefence:   8  ||   Morph: /                          |
|  EXP:       50  ||  Dexterity:  55  ||                                     |
|   AP:        5  ||       Luck:  12  || Back Damage: Normal (2x Damage)      |
|  GIL:       98  ||      Evade:  33  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
```

Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra HQ 2nd Floor	28%	
Shinra HQ 3rd Floor	33%	
Shinra HQ Small Interior Elevators	N/A	
Shinra HQ 59th Floor (Mighty Grunts)	100%	
Shinra HQ 60th Floor (Sneak Past the Guards)	N/A	

Mighty Grunt's ATTACKS: (2nd Form)

Manip Attack 1: Roller Dash

Attack 1: <Roller Dash> [177] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 16
Base Damage: 38 HP
Berserk Attack

Attack 2: Rollerspin [178] Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 28
Base Damage: 66 HP

Attack 3: <Skating> [179] Physical 0 Dam
Target: Self
Att%: Auto Hit
Skating Animation

Mighty Grunt 2nd Form's BATTLE PLAN: (Repeats)

1/4 Chance: Use <Roller Dash> on Rnd Target
3/8 Chance: Use Rollerspin on Rnd Target
3/8 Chance: Use <Skating> on Self

Notes On Mighty Grunt: (2nd Form)

The Mighty Grunt 2nd Form has much lower Def and MDef, although it has slightly higher Strength. It does however have vastly improved Dexterity, Luck and Evade. Luck doesn't matter that much at this stage in the game, however, the increased Dexterity means that it will attack more often, and the increased Evade means that your Physical Attacks will only have an 80% chance of connecting (depending on Character's stats). Magical Attacks will have a 100% hit chance.

The Attack <Skating> is just a pointless (and rather comical) animation whereby the Mighty Grunt just skates around the Player. This uses up a turn for the Mighty Grunt, and it has a 3/8 chance of using this animation every turn, making the 2nd Form of the Mighty Grunt a lot less of a threat than it could be.

The 1st Form of the Mighty Grunt has varying Status immunities to its counterpart; The 2nd form is vulnerable to Slow-numb, Petrify, D. Sentence, Manipulate and Berserk, whereas the 1st Form is immune.

When the Mighty Grunt 1st Form transforms, it transfers over its remaining HP to the 2nd form. It will *not* leave any Battle Spoils, meaning the

POWER req for Overflow:

Base Damage Overflow:	139
Rnd Var Overflow 3x:	93
Rnd Var Overflow 4x:	70
Rnd Var Overflow 6x:	47

```
|  rewards will not stack. Also, if you have stolen from the Mighty Grunt in |
|  its 1st Form you will not be able to steal from it in its 2nd Form.       |
| Tranquilizers can be useful to steal from at this point in the game for    |
|  Limit Leveling (cures Fury). A Lv 13 Cloud would have a 42.19% chance of  |
|  stealing a Tranquilizer from the Mighty Grunt, and a 6.32% chance of      |
|  stealing a Grenade (only one Item can be stolen). You can use             |
|  Tranquilizers when the Sword Dance inflicts you with Fury.                |
| The Mighty Grunt has the "Pre-Emp" Flag disabled for most of its           |
|  Formations, however, you can sometimes Back-Attack the Mighty Grunt when  |
|  there is only one of them (except for the Battles in the small elevator). |
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 /  {Hammer Blaster}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/cyfCK1DKmQDJa8Nt9                      | ID:  35 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     12  ||   Strength:  18  ||    Drop: Loco Weed    [8]  14.06%   |
|  HP:       120  ||    Defence:  12  ||   Steal: Echo Screen  [32] 40.63%   |
|  MP:         0  ||      Magic:   0  ||   Morph: Smoke Bomb                 |
|                 ||   MDefence:  44  ||                                     |
|  EXP:       43  ||  Dexterity:  50  ||                                     |
|   AP:        5  ||       Luck:   4  ||                                     |
|  GIL:       80  ||      Evade:   3  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Shinra HQ Small Interior Elevators               N/A |                      |
| Shinra HQ 65th Floor (Midgar Parts W Chests)     51% |                      |
| Shinra HQ 63rd Floor (Coupon Exchange) Disc 2    52% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                         |  No Manipulate Attacks!            |
|   Hammer Blaster's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Hammer Attack>      Target: One Opponent                         |
|  [16A]       Physical          Element: Hit                                  |
|                                   Att%: 95                                   |
|                                  Power: 16                                   |
|                             Base Damage: 18 HP                               |
|                                                                              |
|  Attack 2: <Muyddle Mallet>     Target: One Opponent      Status Inflict:    |
|  [16B]       Physical          Element: Hit                Confusion (47%)  |
|                                   Att%: 90                                   |
|                                  Power: 8                                    |
|                             Base Damage: 9 HP                                |
|                                                                              |
|  Attack 3: <Zip Hammer>         Target: One Opponent      Never Used         |
|  [16C]       Physical          Element: Hit                                  |
```

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|                                  Att%: 105                                  |
|                                 Power: 16                                   |
|                             Base Damage: 18 HP                              |
|                                                                             |
|  Attack 4: <Zip Confu>          Target: One Opponent      Never Used        |
|  [16D]       Physical          Element: Hit               Status Inflict:  |
|                                  Att%: 100                 Confusion (47%) |
|                                 Power: 8                                    |
|                             Base Damage: 9 HP                               |
|                                                                             |
|  Attack 5: <Flying Hammer>      Target: One Opponent      Never Used        |
|  [16E]       Physical          Element: Hit                                 |
|                                  Att%: 90                                   |
|                                 Power: 16                                   |
|                             Base Damage: 18 HP                              |
|                                                                             |
|  Attack 6: <Flying Muddle>      Target: One Opponent      Never Used        |
|  [16F]       Physical          Element: Hit               Status Inflict:  |
|                                  Att%: 85                  Confusion (47%) |
|                                 Power: 8                                    |
|                             Base Damage: 9 HP                               |
|                                                                             |
|  Attack 7: <Flying Zip>         Target: One Opponent      Never Used        |
|  [170]       Physical          Element: Hit                                 |
|                                  Att%: 100                                  |
|                                 Power: 16                                   |
|                             Base Damage: 18 HP                              |
|                                                                             |
|  Attack 8: <Flying Zip Confu>   Target: One Opponent      Never Used        |
|  [171]       Physical          Element: Hit               Status Inflict:  |
|                                  Att%: 95                  Confusion (47%) |
|                                 Power: 8                                    |
|                             Base Damage: 9 HP                               |
|                                                                             |
|  Attack 9: <Appear>             Target: Self              Appearing         |
|  [147]       Physical 0 Dam       Att%: Auto Hit           Animation         |
|  [151]                                                                      |
|                                                                             |
| Attack 10: <Vanish>             Target: Self              Disappearing      |
|  [14E]       Physical 0 Dam       Att%: Auto Hit           Animation         |
|  [150]                                                                      |
|                                                                             |
| Attack 11: <(Report)>           Target: Self              Death Animation   |
|  [164]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Hammer Blaster's BATTLE PLAN: (Repeats)                                   |
|                                                                             |
|    *If all Targets have Confusion, use <Hammer Blaster> on Rnd Target       |
|                                                                             |
|  1ST ATTACK:                                                                |
|                                                                             |
|   Hammer Blaster's HP > 75%:                                                |
|    1/5 Chance: Use <Muyddle Mallet> on Rnd Target without Confusion*        |
|    4/5 Chance: Use <Hammer Blaster> on Rnd Target                           |
|                                                                             |
|   Hammer Blaster's HP <= 75%:                                               |
|    1/4 Chance: Use <Muyddle Mallet> on Rnd Target without Confusion*        |
|    3/4 Chance: Use <Hammer Blaster> on Rnd Target                           |
|                                                                             |
|   Hammer Blaster's HP <= 50%:                                               |
```

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|    1/3 Chance: Use <Muyddle Mallet> on Rnd Target without Confusion*       |
|    2/3 Chance: Use <Hammer Blaster> on Rnd Target                         |
|                                                                           |
|   Hammer Blaster's HP <= 25%:                                             |
|    1/2 Chance: Use <Muyddle Mallet> on Rnd Target without Confusion*       |
|    1/2 Chance: Use <Hammer Blaster> on Rnd Target                         |
|                                                                           |
|  2ND ATTACK: Same as 1st Attack                                           |
|                                                                           |
|  3RD ATTACK: Use <Vanish> on Self, disappears from Battle                 |
|                                                                           |
|  4TH ATTACK: 1/2 Chance jump to 5th Attack for next turn                  |
|              1/2 Chance jump to 6th Attack for next turn                  |
|                                                                           |
|  5TH ATTACK: Use <Appear> on Self, reappears into Battle, jump to 1st     |
|               Attack for next turn                                        |
|                                                                           |
|  6TH ATTACK: Use <Appear> on Self, reappears into Battle                  |
|   Follow-Up: Use 1st Attack, jump to 2nd Attack for next turn             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hammer Blaster:                  |   POWER req for Overflow:   |
|                                             |                             |
| The Hammer Blaster has eight Physical       |  Base Damage Overflow: 141  |
|  that it could use, however, the AI Script  |  Rnd Var Overflow  3x:  94  |
|  only calls for two of those Attacks.       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| With every cast of <Muyddle Mallet> the                                   |
|  Hammer Blaster has a 47% chance to inflict Confusion on the Player, which |
|  can be deadly at this early stage in the game, seeing as you will have   |
|  no Status defences by this point. The lower the Hammer Blaster's HP, the |
|  greater the chance it'll use <Muyddle Mallet>.                           |
| Obtaining Loco Weeds is a good idea seeing as the only way to inflict     |
|  an Enemy (such as the Midgar Zolom) with Fury is to first confuse the    |
|  Player that is about to use a Hyper. You won't have any other means of   |
|  inflicting Confusion until you get to Gongaga to buy the Mystify Materia. |
| You can also obtain Loco Weed in the Shinra HQ from the Sword Dance and   |
|  SOLDIER:3rd.                                                             |
| You will have a 14.06% chance of getting the Loco Weed as a drop, but do  |
|  not attempt to steal Echo Screens as you cannot get the Drop and and the |
|  Steal.                                                                   |
| When you return to the Shinra HQ on Disc 2, you could easily Morph        |
|  yourself some Smoke Bombs, which will help for the Battle Square (allows |
|  you to escape the Battle while retaining your currently earned BP).      |
| The Hammer Blaster actually consists of two Enemies; the Hammer Blaster   |
|  itself and one of several Enemies that labelled [No Name]. Explore the   |
|  "Extra Enemies" section for more information on Hammer Blaster's Base.   |
| The Hammer Blaster cannot be Back-Attacked or Side-Attacked, meaning that |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.       |
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 /  {Sword Dance}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/JoVaLkXeAz3SJuwx6                  | ID:  37 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     11  ||   Strength:  22  ||    Drop: Loco Weed      [8] 14.06%  |
|  HP:       160  ||    Defence:  24  ||   Steal: Hyper          [8] 10.94%  |
|  MP:         0  ||      Magic:   0  ||   Morph: Light Curtain              |
|                 ||   MDefence:  32  ||                                     |
|  EXP:       39  ||  Dexterity:  52  ||                                     |
```

```
|   AP:        6  ||       Luck:   0  ||                                      |
|  GIL:       90  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [Double]|     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Shinra HQ Small Interior Elevators               N/A |  Corvette            |
| Shinra HQ 65th Floor (Midgar Parts W Chests)     49% |                      |
| Shinra HQ 63rd Floor (Coupon Exchange) Disc 2    48% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Bodyblow           |
|   Sword Dance's ATTACKS:              |  Manip Attack 2: Slap               |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Bodyblow>           Target: One Opponent      Berserk Attack    |
|  [172]       Physical          Element: Hit                                 |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                            Base Damage: 29 HP                               |
|                                                                             |
|  Attack 2:  Gash                Target: One Opponent      Never Used        |
|  [2E9]       Physical          Element: Cut                                 |
|                                  Att%: 100                                 |
|                                 Power: 20                                  |
|                            Base Damage: 36 HP                               |
|                                                                             |
|  Attack 3:  Slap                Target: One Opponent      Status Inflict:   |
|  [173]       Physical          Element: Hit                Fury (47%)       |
|                                  Att%: 95                                  |
|                                 Power: 20                                  |
|                            Base Damage: 36 HP                               |
|                                                                             |
|  Attack 4:  Sawback             Target: All Opponents     Split Damage      |
|  [3A3]       Physical          Element: Cut                                 |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                            Base Damage: 29 HP                               |
|                                                                             |
|  Attack 5:  Spinning Cut        Target: One Opponent      Never Used        |
|  [3A4]       Physical          Element: Cut                                 |
|                                  Att%: 100                                 |
|                                 Power: 30                                  |
|                            Base Damage: 54 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sword Dance's BATTLE PLAN: (Repeats)                                      |
|                                                                             |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                           |
|                  1/4 Chance start from 2nd Attack                           |
|                  1/4 Chance start from 3rd Attack                           |
|                  1/4 Chance use Slap on Rnd Target, jump to 2nd Attack for  |
```

```
|                      next turn                                          |
|                                                                         |
|                                                                         |
|  1ST ATTACK: Use <Bodyblow> on Rnd Target                               |
|                                                                         |
|   Follow-Up: Sword Dance's HP  > 50%:                                   |
|              1/5 Chance use <Bodyblow> on Rnd Target                    |
|              4/5 Chance do nothing                                      |
|                                                                         |
|             Sword Dance's HP <= 50%:                                    |
|              1/3 Chance use <Bodyblow> on Rnd Target                    |
|              2/3 Chance do nothing                                      |
|                                                                         |
|  2ND ATTACK: Same as 1st Attack                                         |
|                                                                         |
|  3RD ATTACK: Use Sawback on All Targets                                 |
|                                                                         |
|   Follow-Up: Sword Dance's HP  > 50%:                                   |
|              1/5 Chance use Sawback on All Targets                      |
|              4/5 Chance do nothing                                      |
|                                                                         |
|             Sword Dance's HP <= 50%:                                    |
|              1/3 Chance use Sawback on All Targets                      |
|              2/3 Chance do nothing                                      |
|                                                                         |
|                                                                         |
|  COUNTER: [All Physical and Magical Attacks]                            |
|                                                                         |
|   Use Slap on Last Attacker for next turn; If Last Attacker has Death,  |
|    skip a turn. Jump to 2nd Attack for turn after                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sword Dance:                   |   POWER req for Overflow:   |
|                                           |                             |
| Sword Dance is found in Battle Square:    |  Base Damage Overflow: 145  |
|  Set - 1 (Before Tiny Bronco)  Battle - 4 |  Rnd Var Overflow  3x:  97  |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Attack Sawback is the third Attack that                             |
|  in the game which attacks all players.                                 |
| The Sword Dance has two Attacks that never uses; Gash and Spinning Cut. |
| Once Sword Dance's HP is less than 50%, it will have a higher chance of |
|  doubling up in its Attacks.                                            |
| The Sword Dance is the first Enemy in the game to use an Attack which   |
|  inflicts Fury, which is a very useful Status for Limit Leveling. You can |
|  obtain Tranquilizers to cure yourself from Fury from the Mighty Grunts |
|  and the Grenade Combatants.                                            |
| The Sword Dance is one of three Enemies that takes Double Damage from   |
|  Confusion. This means that if you had the Added Effect Materia paired  |
|  with Mystify/Contain, your Physical Attacks would do Double Damage. The |
|  other two Enemies are the SOLDIER:3rd and the Corvette.                |
| Obtaining Loco Weeds is a good idea seeing as the only way to inflict   |
|  an Enemy (such as the Midgar Zolom) with Fury is to first confuse the  |
|  Player that is about to use a Hyper. You won't have any other means of |
|  inflicting Confusion until you get to Gongaga to buy the Mystify Materia. |
| You can also obtain Loco Weed in the Shinra HQ from the Hammer Blaster and |
|  the SOLDIER:3rd.                                                       |
| You will have a 14.06% chance of getting the Loco Weed as a drop, but do |
|  not attempt to steal Hypers as you cannot get the Drop and and the Steal. |
|  While Hypers are useful at this point, a Lv 13 Cloud would only have a |
|  10.94% chance of stealing from the Sword Dance, and you can easily stock |
|  up on Hypers from Wall Market before visiting the Shinra HQ.           |
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| If you are short on Hypers then just Attack the Sword Dance with the Player that you wish to be inflicted with Fury, and it'll counter by using Slap on that Player for its next turn, which has a 47% chance of inflicting the Player with Fury.
| The Sword Dance is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind.
| The Sword Dance cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

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/ {Moth Slasher} \

https://photos.app.goo.gl/Za1X9cBWDsaxfzh9A | ID: 3B

Level: 13	Strength: 31	Drop: /	
HP: 260	Defence: 28	Steal: Carbon Bangle [8] 10.94%	
MP: 0	Magic: 0	Morph: /	
	MDefence: 58		
EXP: 46	Dexterity: 59		
AP: 5	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 75	Evade: 4		

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [Double]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [VUL]	Darkness [-]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [-]
Water [-]	Stop [VUL]	Fury [-]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra HQ Small Interior Elevators	N/A	Crazy Saw
Hojo's Lab 67th Floor Lower Laboratories 1st	55%	
Hojo's Lab Outside Jenova's Tank Before Escape	55%	
Hojo's Lab 68th Floor Upper Laboratories 1st	40%	

Moth Slasher's ATTACKS:

- Manip Attack 1: Verbal Attack
- Manip Attack 2: Speed Slash

Attack 1: <Verbal Attack> [17A]
Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 43 HP
Berserk Attack

Attack 2: Speed Slash [17B]
Physical
Target: One Opponent
Element: Cut
Att%: 85
Power: 29
Base Damage: 77 HP

Moth Slasher's BATTLE PLAN: (Repeats)

```
|  1/3 Chance: Use Speed Slash on Rnd Target                                |
|  2/3 Chance: Use <Verbal Attack> on Rnd Target                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Moth Slasher:                     |   POWER req for Overflow:   |
|                                              |                             |
| Moth Slasher is found in Battle Square:      |  Base Damage Overflow: 146  |
|  Set - 1 (Before Tiny Bronco)  Battle - 4    |  Rnd Var Overflow  3x:  98  |
|                                              |  Rnd Var Overflow  4x:  73  |
| The Moth Slasher has fairly high HP.         |  Rnd Var Overflow  6x:  49  |
| You should definitely try to obtain some     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Carbon Bangles from the Moth Slashers, as                                |
|  you will not be able to obtain them until you get to Costa Del Sol       |
|  otherwise.                                                               |
| A Lv 13 Cloud would have a 10.94% chance of stealing from the Moth        |
|  Slasher.                                                                 |
\                                                                           /
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  .-----------------.
 /  {Warning Board}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/pPZWVTjAUEFU7KRa9                     | ID:  32 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     12  ||   Strength:  10  ||    Drop: /                         |
|  HP:       270  ||    Defence:  10  ||   Steal: /                         |
|  MP:         0  ||      Magic:   0  ||   Morph: /                         |
|                 ||   MDefence:  14  ||                                    |
|  EXP:       38  ||  Dexterity:  40  ||                                    |
|   AP:        4  ||       Luck:   0  ||                                    |
|  GIL:       75  ||      Evade:   0  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Nullify]      |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Hojo's Lab 67th Floor Lower Laboratories 1st     25% |  Guard System        |
| Hojo's Lab Outside Jenova's Tank Before Escape   25% |                      |
| Hojo's Lab 68th Floor Upper Laboratories 1st     25% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!              |
|   Warning Board's ATTACKS:            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Vanish>             Target: Self              Death Animation   |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Warning Board's BATTLE PLAN: (Repeats)                                    |
|                                                                             |
|  OPENING ATTACK: 1/2 Chance Display String: [Warning! Warning!]             |
|                  1/2 Chance Display String: [Leave at once!!]               |
|                                                                             |
|  THEREAFTER: Allows Machine Gun or Laser Cannon to spawn in                 |
```

| DEATH: Disable Death Animation, use <Vanish> on Self, end Battle |

Notes On Warning Board:	POWER req for Overflow:
The Warning Board by themselves do nothing. After the initial message has appeared they will spawn in either the Machine Gun or the Laser Cannon (whichever ATB bar fills up first AND passes a special chance), and only these Enemies can attack the Player.	Base Damage Overflow: 141 Rnd Var Overflow 3x: 94

Once The Warning Board has spawned in an Enemy it can swap that Enemy out with its counterpart from time to time.

Once you have killed the Enemy that the Warning Board spawns in the Warning Board will sit there doing nothing until you kill it. This is a bug; once you'd killed either Enemy that it spawns, it should have then continued to spawn in its counterpart until that Enemy was killed, at which point the Warning Board would go into idle mode. An oversight in scripting means that the killed Machine Gun/Laser Cannon is still flagged as active, and as such its counterpart thinks it is still alive.

You do not need to kill its counterparts to end the Battle, however, you will gain an extra 5 EXP if you do kill the Machine Gun/Laser Cannon.

While the Warning Board Nullifies lightning-based Attacks, its counter-parts take Double Damage from Lightning.

The Warning Board cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Machine Gun}

https://photos.app.goo.gl/MFAKnAYv3Nu87UG86 | ID: 33

Level:	8	Strength:	18	Drop:	/
HP:	155	Defence:	10	Steal:	/
MP:	0	Magic:	0	Morph:	Hi-Potion
		MDefence:	4		
EXP:	5	Dexterity:	62		
AP:	0	Luck:	0		
GIL:	0	Evade:	0	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[Double]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[-]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[-]
Water	[-]	Stop	[VUL]	Fury	[-]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Hojo's Lab 67th Floor Lower Laboratories 1st	25%	Proto Machinegun
Hojo's Lab Outside Jenova's Tank Before Escape	25%	Quick Machine Gun
Hojo's Lab 68th Floor Upper Laboratories 1st	25%	

	Manip Attack 1: Machine Gun
Machine Gun's ATTACKS:	

Attack 1: Machine Gun [110] Physical — Target: One Opponent — Element: Shoot — Att%: 100 — Power: 16 — Base Damage: 18 HP — Berserk Attack

Attack 2: <Appear> [14F] Physical 0 Dam — Target: Self — Att%: Auto Hit — Appearing Animation

Attack 3: <Vanish> [14E] Physical 0 Dam — Target: Self — Att%: Auto Hit — Disappearing Animation

Machine Gun's BATTLE PLAN: (Repeats)

NOTE - The Machine Gun's "Spcl Attack" is activated from the Laser Cannon's AI Script. It is deactivated once it has been used once.

OPENING ATTACK:

SPCL ATTACK: Use <Appear> on Self, appears into Battle
Follow-Up: 1/2 Chance use Machine Gun on Rnd Target
1/2 Chance do nothing

At least one Target without Paralyzed:

1/2 Chance: Use <Appear> on Self, appears into Battle
Follow-Up: Use <Machine Gun> on Rnd Target

1/2 Chance: Do nothing

All Targets with Paralyzed:

1/4 Chance: Use <Appear> on Self, appears into Battle
Follow-Up: Use <Machine Gun> on Rnd Target

3/4 Chance: Do nothing

THEREAFTER:

1/4 Chance: Use <Vanish> on self, disappears from Battle, activates Laser Cannon's Spcl Attack when it spawns in

1/4 Chance: Use <Vanish> on self, disappears from Battle

1/2 Chance: Use Machine Gun on Rnd Target

Notes On Machine Gun:	POWER req for Overflow:
The Machine Gun is not a stand-alone Enemy; it part of the Warning Board and will only spawn in after the Warning Board has displayed its warning message, which it will do so after one turn.	Base Damage Overflow: 141 Rnd Var Overflow 3x: 94

The Machine Gun is one of two Enemies that could spawn in after the Warning Board's message, the other being the Laser Cannon. The Enemy to fill up its ATB gauge first AND pass a special chance will be the Enemy

| to spawn in first.
| Occasionally, the Machine Gun will retreat back into the Warning Board, at which point the two Enemy variants have the same chances of appearing again.
| Once you have killed either the Machine Gun or the Laser Cannon, the Warning Board will no longer spawn in any enemies, and will just sit there till you kill it. This is a bug; the AI script does a check to see if its counterpart is still alive, which will always fail seeing as the Machine Gun cannot spawn in after you've killed the Laser Cannon, and vice-versa, which was not the intention.
| There are various flags used in this Battle, one which will dictate if an Enemy is "Alive" and one which will indicate if an Enemy is "Active". The check which the Machine Gun/Laser Cannon performs is to see if its counterpart is "Active", and this flag does not get set to 0 upon death. So, the inactive Enemy thinks that the other Enemy is still active, even though it is flagged as being dead.
| You do not need to kill the Machine Gun/Laser Cannon to end the Battle; just killing the Warning Board is enough, however, you will gain an additional 5 EXP if you do kill the Warning Board's counterpart.
| Each variant of Enemy has a "Special Attack" which is sometimes used when it spawns in; The Machine Gun activates the Laser Cannon's Spcl Attack, and the Laser Cannon activates the Machine Gun's Spcl Attack.
| While the Warning Board Nullifies Lightning, the Machine Gun and Laser Cannon both take Double Damage from Lightning-based Attacks.
| The Machine Gun is vulnerable to Death and Berserk, whereas the Warning Board is not.
| The Machine Gun cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Laser Cannon}

https://photos.app.goo.gl/8zGw33heaNb4xhwEA | ID: 34

Level: 8	Strength: 20	Drop: /	
HP: 155	Defence: 10	Steal: /	
MP: 0	Magic: 0	Morph: Hi-Potion	
	MDefence: 4		
EXP: 5	Dexterity: 58		
AP: 0	Luck: 0		
GIL: 0	Evade: 0	Susceptible to L4 Suicide	

Fire [-]	Death [VUL]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [-]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [-]	
Water [-]	Stop [VUL]	Fury [-]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Hojo's Lab 67th Floor Lower Laboratories 1st	25%	1st Ray
Hojo's Lab Outside Jenova's Tank Before Escape	25%	
Hojo's Lab 68th Floor Upper Laboratories 1st	25%	

Manip Attack 1: Laser Cannon

Laser Cannon's ATTACKS:

Attack 1: Laser Cannon [117] Physical	Target: One Opponent Element: Shoot Att%: 100 Power: 16 Base Damage: 20 HP	Berserk Attack Can't Cover	
Attack 2: Paralaser [169] Physical	Target: One Opponent Element: Shoot Att%: 30 Power: 16 Base Damage: 20 HP	Can't Cover Status Inflict: Paralyzed (7%)	
Attack 3: <Appear> [14F] Physical 0 Dam	Target: Self Att%: Auto Hit	Appearing Animation	
Attack 4: <Vanish> [14E] Physical 0 Dam	Target: Self Att%: Auto Hit	Disappearing Animation	

Laser Cannon's BATTLE PLAN: (Repeats)

NOTE - The Laser Cannon's "Spcl Attack" is activated from the Machine Gun's AI Script. It is deactivated once it has been used once.

OPENING ATTACK:

SPCL ATTACK: Use <Appear> on Self, appears into Battle
Follow-Up: 1/2 Chance use Laser Cannon on Rnd Target
1/2 Chance do nothing

At least one Target without Paralyzed:

1/2 Chance: Use <Appear> on Self, appears into Battle
Follow-Up: 1/4 Chance use Paralaser on Rnd Target
3/4 Chance use Laser Cannon on Rnd Target

1/2 Chance: Do nothing

All Targets with Paralyzed:

1/2 Chance: Use <Appear> on Self, appears into Battle
Follow-Up: Use Laser Cannon on Rnd Target

1/2 Chance: Do nothing

THEREAFTER:

1/4 Chance: Use <Vanish> on self, disappears from Battle, activates Machine Gun's Spcl Attack when it spawns in

1/4 Chance: Use <Vanish> on self, disappears from Battle

1/2 Chance: At least one Target without Paralyzed:
1/4 Chance: Use Paralaser on Rnd Target
3/4 Chance: Use Laser Cannon on Rnd Target

| All Targets with Paralyzed: |
| Use Laser Cannon on Rnd Target |

Notes On Laser Cannon:	POWER req for Overflow:
The Laser Cannon is not a stand-alone Enemy; it part of the Warning Board and will only spawn in after the Warning Board has displayed its warning message, which it will do so after one turn.	Base Damage Overflow: 141 Rnd Var Overflow 3x: 94

The Laser Cannon is one of two Enemies that could spawn in after the Warning Board's message, the other being the Machine Gun. The Enemy to fill up its ATB gauge first AND pass a special chance will be the Enemy to spawn in first.

The Laser Cannon is slightly stronger than the Machine Gun, and also has a small chance to inflict the Player with Paralyze.

Occasionally, the Laser Cannon will retreat back into the Warning Board, at which point the two Enemy variants have the same chances of appearing again.

Once you have killed either the Laser Cannon or the Machine Gun, the Warning Board will no longer spawn in any enemies, and will just sit there till you kill it. This is a bug; the AI script does a check to see if its counterpart is still alive, which will always fail seeing as the Laser Cannon cannot spawn in after you've killed the Machine Gun, and vice-versa, which was not the intention.

There are various flags used in this Battle, one which will dictate if an Enemy is "Alive" and one which will indicate if an Enemy is "Active". The check which the Laser Cannon/Machine Gun performs is to see if its counterpart is "Active", and this flag does not get set to 0 upon death. So, the inactive Enemy thinks that the other Enemy is still active, even though it is flagged as being dead.

You do not need to kill the Laser Cannon/Machine Gun to end the Battle; just killing the Warning Board is enough, however, you will gain an additional 5 EXP if you do kill the Warning Board's counterpart.

Each variant of Enemy has a "Special Attack" which is sometimes used when it spawns in; The Laser Cannon activates the Machine Gun's Spcl Attack, and the Machine Gun activates the Laser Cannon's Spcl Attack.

While the Warning Board Nullifies Lightning, the Laser Cannon and Machine Gun both take Double Damage from Lightning-based Attacks.

The Laser Cannon is vulnerable to Death and Berserk, whereas the Warning Board is not.

The Laser Cannon cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{SOLDIER:3rd}

https://photos.app.goo.gl/Mg63sTLyxoiF4ZdA6 | ID: 38

Level:	13	Strength:	27	Drop: Loco Weed [8]	14.06%
HP:	250	Defence:	38	Steal: Hardedge [8]	10.94%
MP:	40	Magic:	8	Morph: Bolt Plume	
		MDefence:	72		
EXP:	40	Dexterity:	60		
AP:	6	Luck:	8	Back Damage: Normal (2x Damage)	
GIL:	116	Evade:	12		

Fire [Double]	Death [VUL]	Petrify [VUL]

```
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [Double]|     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Hojo's Lab 67th Floor Lower Laboratories 1st     21% |  SOLDIER:2nd         |
| Hojo's Lab Outside Jenova's Tank Before Escape   21% |  SOLDIER:3rd         |
| Hojo's Lab 68th Floor Upper Laboratories 1st     55% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Split                |
|   SOLDIER:3rd's ATTACKS:             |  Manip Attack 2: Flying Sickle        |
|                                      |  Manip Attack 3: Sleepel              |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Split>              Target: One Opponent      Berserk Attack      |
|  [174]       Physical          Element: Cut                                   |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                            Base Damage: 37 HP                                |
|                                                                              |
|  Attack 2:  Bolt2               Target: One Opponent      Reflectable         |
|  [022]       Magical           Element: Lightning                             |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                                MP Cost: 22 MP                                |
|                            Base Damage: 157 HP                               |
|                                                                              |
|  Attack 3:  Ice2                Target: One Opponent      Reflectable         |
|  [01F]       Magical           Element: Ice                                   |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                                MP Cost: 22 MP                                |
|                            Base Damage: 157 HP                               |
|                                                                              |
|  Attack 4:  Sleepel             Target: One Opponent      Reflectable         |
|  [00B]       Magical 0 Dam     Element: None              Status Inflict:    |
|                                   Att%: 100                Sleep (71%)       |
|                                MP Cost: 8 MP                                 |
|                                                                              |
|  Attack 5:  Flying Sickle       Target: One Opponent                         |
|  [1FC]       Magical           Element: Wind                                  |
|                                   Att%: 255                                  |
|                                  Power: 12                                   |
|                                MP Cost: 8 MP                                 |
|                            Base Damage: 94 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   SOLDIER:3rd's BATTLE PLAN:                                                 |
|                                                                              |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack (<Split>)                  |
|                  1/4 Chance start from 2nd Attack (Sleepel)                  |
|                  1/4 Chance start from 3rd Attack (Ice2)                     |
|                  1/4 Chance start from 5th Attack (Flying Sickle)            |
|                                                                              |
|                                                                              |
```

```
|    *If all Targets have Sleep, select Rnd Target                          |
|                                                                           |
|  1ST ATTACK: (<Split>)                                                    |
|                                                                           |
|   Use <Split> on Rnd Target without without Sleep*                        |
|                                                                           |
|    Follow-Up: SOLDIER:3rd's HP > 75%                                      |
|                1/4 Chance: Use <Split> on Rnd Target without Sleep*       |
|                3/4 Chance: Do nothing                                     |
|                                                                           |
|               SOLDIER:3rd's HP <= 75%:                                    |
|                1/3 Chance: Use <Split> on Rnd Target without Sleep*       |
|                2/3 Chance: Do nothing                                     |
|                                                                           |
|               SOLDIER:3rd's HP <= 50%:                                    |
|                1/2 Chance: Use <Split> on Rnd Target without Sleep*       |
|                1/2 Chance: Do nothing                                     |
|                                                                           |
|               SOLDIER:3rd's HP <= 25%:                                    |
|                Use <Split> on Rnd Target without Sleep*                   |
|                                                                           |
|                                                                           |
|  2ND ATTACK: (Sleepel)                                                    |
|                                                                           |
|   SOLDIER:3rd's HP > 75%:                                                 |
|                                                                           |
|    1/4 Chance: Use Sleepel on Rnd Target without Sleep; If all Targets    |
|                have Sleep, OR SOLDIER:3rd's MP < 8, move onto remaining   |
|                3/4 chance                                                 |
|    3/8 Chance: Use <Split> on Rnd Target without Sleep*                   |
|    3/8 Chance: Use Flying Sickle on Rnd Target without Sleep*             |
|                                                                           |
|   SOLDIER:3rd's HP <= 75%:                                                |
|                                                                           |
|    1/2 Chance: Use Sleepel on Rnd Target without Sleep; If all Targets    |
|                have Sleep, OR SOLDIER:3rd's MP < 8, move onto remaining   |
|                1/2 chance                                                 |
|    1/4 Chance: Use <Split> on Rnd Target without Sleep*                   |
|    1/4 Chance: Use Flying Sickle on Rnd Target without Sleep*             |
|                                                                           |
|   SOLDIER:3rd's HP <= 50%:                                                |
|                                                                           |
|    Use Sleepel on Rnd Target without Sleep; If all Targets have Sleep, OR |
|     SOLDIER:3rd's MP < 8:                                                 |
|      1/2 Chance use <Split> on Rnd Target without Sleep*                  |
|      1/2 Chance use Flying Sickle on Rnd Target without Sleep*            |
|                                                                           |
|                                                                           |
|    After 2nd Attack: 1/2 Chance jump to 3rd Attack for next turn          |
|                      1/2 Chance jump to 4th Attack for next turn          |
|                                                                           |
|                                                                           |
|  3RD ATTACK: (Bolt2)                                                      |
|                                                                           |
|   SOLDIER:3rd's HP > 75%:                                                 |
|                                                                           |
|    1/4 Chance: Use Bolt2 on Rnd Target with Sleep; If no Targets have     |
|                Sleep, select Rnd Target; If SOLDIER:3rd's MP < 22, move   |
|                onto remaining 3/4 chance                                  |
|    3/8 Chance: Use <Split> on Rnd Target without Sleep*                   |
```

```
|    3/8 Chance: Use Flying Sickle on Rnd Target without Sleep*                |
|                                                                              |
|   SOLDIER:3rd's HP <= 75%:                                                   |
|                                                                              |
|    1/2 Chance: Use Bolt2 on Rnd Target with Sleep; If no Targets have        |
|                Sleep, select Rnd Target; If SOLDIER:3rd's MP < 22, move      |
|                onto remaining 1/2 chance                                     |
|    1/4 Chance: Use <Split> on Rnd Target without Sleep*                      |
|    1/4 Chance: Use Flying Sickle on Rnd Target without Sleep*                |
|                                                                              |
|   SOLDIER:3rd's HP <= 50%:                                                   |
|                                                                              |
|    Use Bolt2 on Rnd Target with Sleep; If no Targets have Sleep, select      |
|     Rnd Target; If SOLDIER:3rd's MP < 22:                                    |
|      1/2 Chance use <Split> on Rnd Target without Sleep*                     |
|      1/2 Chance use Flying Sickle on Rnd Target without Sleep*               |
|                                                                              |
|                                                                              |
|    After 3rd Attack: 1/2 Chance jump to 1st Attack for next turn             |
|                      1/2 Chance jump to 5th Attack for next turn             |
|                                                                              |
|                                                                              |
|  4TH ATTACK: (Ice2)                                                          |
|                                                                              |
|   SOLDIER:3rd's HP > 75%:                                                    |
|                                                                              |
|    1/4 Chance: Use Ice2 on Rnd Target with Sleep; If no Targets have         |
|                Sleep, select Rnd Target; If SOLDIER:3rd's MP < 22, move      |
|                onto remaining 3/4 chance                                     |
|    3/8 Chance: Use <Split> on Rnd Target without Sleep*                      |
|    3/8 Chance: Use Flying Sickle on Rnd Target without Sleep*                |
|                                                                              |
|   SOLDIER:3rd's HP <= 75%:                                                   |
|                                                                              |
|    1/2 Chance: Use Ice2 on Rnd Target with Sleep; If no Targets have         |
|                Sleep, select Rnd Target; If SOLDIER:3rd's MP < 22, move      |
|                onto remaining 4/4 chance                                     |
|    1/4 Chance: Use <Split> on Rnd Target without Sleep*                      |
|    1/4 Chance: Use Flying Sickle on Rnd Target without Sleep*                |
|                                                                              |
|   SOLDIER:3rd's HP <= 50%:                                                   |
|                                                                              |
|    Use Ice2 on Rnd Target with Sleep; If no Targets have Sleep, select Rnd   |
|     Target; If SOLDIER:3rd's MP < 22:                                        |
|      1/2 Chance use <Split> on Rnd Target without Sleep*                     |
|      1/2 Chance use Flying Sickle on Rnd Target without Sleep*               |
|                                                                              |
|                                                                              |
|    After 4th Attack: 1/2 Chance jump to 1st Attack for next turn             |
|                      1/2 Chance jump to 5th Attack for next turn             |
|                                                                              |
|                                                                              |
|  5TH ATTACK: (Flying Sickle)                                                 |
|                                                                              |
|   Use Flying Sickle on Rnd Target without Sleep*                             |
|                                                                              |
|  Follow-Up: SOLDIER:3rd's HP > 75%                                           |
|              1/4 Chance: Use Flying Sickle on Rnd Target without Sleep*      |
|              3/4 Chance: Do nothing                                          |
|                                                                              |
```

```
|             SOLDIER:3rd's HP <= 75%:                                    |
|              1/3 Chance: Use Flying Sickle on Rnd Target without Sleep* |
|              2/3 Chance: Do nothing                                     |
|                                                                         |
|             SOLDIER:3rd's HP <= 50%:                                    |
|              1/2 Chance: Use Flying Sickle on Rnd Target without Sleep* |
|              1/2 Chance: Do nothing                                     |
|                                                                         |
|             SOLDIER:3rd's HP <= 25%:                                    |
|              Use Flying Sickle on Rnd Target without Sleep*             |
|                                                                         |
|                                                                         |
|    After 5th Attack: Jump to 2nd Attack for next turn                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On SOLDIER:3rd:                     |   POWER req for Overflow:   |
|                                             |                             |
| The SOLDIER:3rd will cast some powerful     |  Base Damage Overflow: 149  |
|  Magical Spells, however, they do not have  |  Rnd Var Overflow  3x: 110  |
|  large amounts of MP, and therefore will not |  Rnd Var Overflow  4x:  75  |
|  cast their Magical Spells too many times in |  Rnd Var Overflow  6x:  50  |
|  a single Battle.                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| If you have unlocked Barret's Lv 1-2 Limit                              |
|  Break Mindblow then that would be a good way to render the SOLDIER:3rd's |
|  harmless.                                                              |
| The large groups that they appear in along with good Battle Spoils makes |
|  the SOLDIER:3rd one of the bet Enemies to level up from at that point in |
|  the game; The Upper Laboratories following the Sample:H0152 Battle (but |
|  before you get captured) is the best screen to train in.               |
| The SOLDIER:3rd will sometimes inflict the Player with Sleep; if this   |
|  happens the SOLDIER:3rd will never attack the sleeping Player with     |
|  Physical Attacks, although they will always attack them with Ice2 and  |
|  Bolt2. Unfortunately only Physical Attacks will cure the Player of Sleep, |
|  so you'll either have to wait it out, or Physically Attack the sleeping |
|  Player yourself as you'll have no other means of curing Sleep at this  |
|  point.                                                                 |
| The lower the SOLDIER:3rd's HP, the higher the chance it will have of   |
|  doubling up on its basic attacks.                                      |
| An oversight in the AI Script appears whereby the SOLDIER:3rd does not  |
|  check to make sure that it has enough MP to cast the attack Flying Sickle |
|  which costs 8 MP. Because of this, a text string will be displayed which |
|  reads: [SOLDIER:3rd A's skill power is used up] (or "B or "C"). This may |
|  or may not have been intentional, but given the fact that it has a high |
|  chance using Flying Sickle once its MP is less than 8, it will spend a |
|  lot of turns doing nothing which makes the SOLDIER:3rd a lot less      |
|  formidable than they could have been.                                  |
| The Flapbeat and Frozen Nail also use Flying Sickle, ans as such also fall |
|  victim to the oversight (which may or may not have been intentional).  |
| Normally the SOLDIER:3rd can be Back-Attacked, although the 3x SOLDIER:3rd |
|  Formation found in the Upper Laboratories has the Pre-Emp Flag OFF, and |
|  as such you cannot Back-Attack them when they come in groups of threes |
|  (Formation ID #440).                                                   |
| The SOLDIER:3rd is one of three Enemies that takes Double Damage from   |
|  Confusion. This means that if you had the Added Effect Materia paired  |
|  with Mystify/Contain, your Physical Attacks would do Double Damage. The |
|  other two Enemies are the Sword Dance and the Corvette.                |
| The Hardedge is a very worthwhile steal at this stage in the game, seeing |
|  as you won't be able to obtain that Weapon for Cloud until you get to  |
|  Junon otherwise. A Lv 13 Cloud would have a 10.94% chance of stealing  |
|  from the SOLDIER:3rd.                                                  |
| Obtaining Loco Weeds is a good idea seeing as the only way to inflict   |
```

```
|  an Enemy (such as the Midgar Zolom) with Fury is to first confuse the     |
|  Player that is about to use a Hyper. You won't have any other means of    |
|  inflicting Confusion until you get to Gongaga to buy the Mystify Materia. |
| You can also obtain Loco Weed in the Shinra HQ from the Sword Dance and    |
|  Hammer Blaster. You will have a 14.06% chance of getting the Loco Weed as |
|  a drop from the SOLDIER:3rd.                                              |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.
 /  {Sample:H0512}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7vGdLWprh52c2nQDA                  | ID:  40 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  40  ||    Drop: Talisman  [63] 100%       |
|  HP:      1000  ||    Defence:  60  ||   Steal: /                         |
|  MP:       120  ||      Magic:  35  ||   Morph: /                         |
|                 ||   MDefence:  64  ||                                     |
|  EXP:      300  ||  Dexterity:  65  ||                                     |
|   AP:       30  ||       Luck:   1  ||                                     |
|  GIL:      250  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [Halve]        |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Hojo's Lab 68th Floor Test Chamber Close-Up        |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!              |
|   Sample:H0512's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Keyclaw>            Target: One Opponent                         |
|  [18C]       Physical          Element: Cut                                  |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                              Base Damage: 63 HP                              |
|                                                                              |
|  Attack 2:  Shady Breath         Target: All Opponents     Status Inflict:   |
|  [18D]       Magical 0 Dam      Element: Poison             Poison (71%)     |
|                                   Att%: 255                                  |
|                                 MP Cost: 4 MP                                |
|                                                                              |
|  Attack 3:  Reanimagic           Target: All Allies        Miss If Alive     |
|  [18E]       Magical            Element: Restorative      Status Remove:    |
|              % Based                Att%: 255                Death (100%)    |
|                                    Power: 255                                |
|                                 MP Cost: 40 MP                               |
|                              Base Damage: 796.875% Max HP                    |
|                                                                              |
|  Attack 4: <Order>               Target: Self              Never Used        |
|  [18F]       Physical 0 Dam        Att%: Auto Hit           Animation        |
```

```
|  [190]                                                                    |
|                                                                           |
|  Attack 5: <Vanish>            Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sample:H0512's BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  SETUP: Disable default Death handling                                    |
|                                                                           |
|                                                                           |
|  OPENING ATTACK: Use Shady Breath on All Targets                          |
|                                                                           |
|  THEREAFTER:                                                              |
|                                                                           |
|   At least one Sample:H0512-opt Dead:                                     |
|                                                                           |
|    Use Reanimagic on All Allies; If Sample:H0512's MP < 40, move onto 4/4 |
|     chance                                                                |
|                                                                           |
|   All Sample:H0512-opts Alive:                                            |
|                                                                           |
|    1/4 Chance: Use Shady Breath on All Targets; If all Targets have       |
|                Poison, move onto remaining 3/4 chance                     |
|    3/4 Chance: Use Keyclaw on Rnd Target with Poison; If no Targets have  |
|                Poison, select Rnd Target                                  |
|                                                                           |
|                                                                           |
|  DEATH: Use <Vanish> on Self, end Battle                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sample:H0512:                    |   POWER req for Overflow:   |
|                                             |                             |
| If you managed to obtain any Spider Webs    |  Base Damage Overflow: 156  |
|  from the Grashtrike in Sector 4, then now  |  Rnd Var Overflow  3x: 104  |
|  would the time to use them, as Sample:     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  H0512 is vulnerable to Slow.                                             |
| You should have obtained the Star Pendant, Elemental Materia and Poison   |
|  Materia by this point (if following a guide), and all three will be      |
|  useful. Have one Player equip the Star Pendant, and another equip the    |
|  Elemental Materia linked with Poison on their Armor; the Elemental       |
|  Materia will not only halve the damage taken from Poison, but also halve |
|  the chances of Shady Breath inflicting you with Poison.                  |
| Sample:H0512 will only attack Players that are inflicted with Poison, so  |
|  whoever is wearing the Star Pendant will never be touched. If all Players|
|  are cured of Poison then Sample:H0512 will always use Shady Breath to    |
|  re-inflict Poison onto the Players.                                      |
| If Sample:H0512 has ran out of MP a message will appear every time it     |
|  tries to use Shady Breath which reads [Sample:H0512's skill power is used|
|  up], and it will skip a turn. Once this has happened, the Player can cure|
|  everyone of Poison and Sample:H0512 will begin attacking targets at      |
|  random.                                                                  |
| Sample:H0512 will only be able to use Reanimagic 2-3 times in total, so   |
|  once its HP is less than 40 it will always use either Shady Breath or    |
|  <Keyclaw> (the message only appears when it tries to use Shady Breath    |
|  with not enough MP).                                                     |
| You do not need to kill any of the Sample:H0512-opts in order to end the  |
|  Battle, just killing the main boss is enough. There is no use of the     |
|  "Cover" Flag either, so you can target Sample:H0512 without having to    |
|  kill his minions beforehand. Note that you will gain a small amount of   |
|  extra EXP and AP if you do kill them, but only for killing them once.    |
| When you kill a Sample:H0512-opt, a check is performed to see which       |
```

| Element was used to kill the opt. The main Boss then looks at that Element at the beginning of its next Attack (before using Reanimagic), but then does nothing with it in any of the subsequent checks. It's probable that Sample:H0512 was originally intended to act differently according to the Element that the Player used to kill the opts, but the idea was then dummied out.

If you manage to inflict Sample:H0512 with Paralyzed then the opts will attack slightly less often.

The Talisman that you get as a reward helps greatly when defending against Magical Attacks, such as the Midgar Zolom's Beta. Also, following the fight be sure to grab the missable Enemy Skill Materia from the Test Chamber.

If you are playing the game on any of the PC versions, then you can optionally choose to exploit a glitch that works very similar to the way Yuffie Warping works. Create a fresh save just prior the the Boss fight, don't save over it.

When you get a Game Over to Sample:H0512, the flag that disables the random encounters is *not* toggled, meaning random encounters will be disabled when you reload your save, until you make a screen traversal. This can be particularly useful if you are attempting to do the Fort Condor Battles, as the glitch will extend to the World Map.

Let's say you are at Cosmo Canyon. Make a save on the World Map, then reload the save file just prior to the Sample:H0512 battle. Lose to the Boss, then reload your save outside Cosmo Canyon. You will now be able to travel back to Costa Del Sol in the Buggy battle-free!

{Sample:H0152-opt} — !! MINI-BOSS !!

https://photos.app.goo.gl/jdq7VWPofyLBB2cFA | ID: 41

Level: 7	Strength: 22	Drop: Tranquilizer [63] 100%	
HP: 300	Defence: 46	Steal: /	
MP: 48	Magic: 18	Morph: /	
	MDefence: 32		
EXP: 20	Dexterity: 45		
AP: 2	Luck: 2		
GIL: 0	Evade: 4		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:

Hojo's Lab 68th Floor Test Chamber Close-Up

LOOKALIKES:

Sample:H0512-opt's ATTACKS:

Manip Attack 1: Bodyblow

```
|  Attack 1: <Bodyblow>          Target: One Opponent      Berserk Attack   |
|  [126]       Physical         Element: Hit                                |
|                                  Att%: 95                                |
|                                 Power: 16                                |
|                            Base Damage: 22 HP                            |
|                                                                          |
|  Attack 2:  Fire               Target: One Opponent      Reflectable      |
|  [01B]       Magical          Element: Fire                               |
|                                  Att%: 100                               |
|                                 Power: 8                                 |
|                                MP Cost: 4 MP                             |
|                            Base Damage: 75 HP                            |
|                                                                          |
|  Attack 3:  Ice                Target: One Opponent      Reflectable      |
|  [01E]       Magical          Element: Ice                                |
|                                  Att%: 100                               |
|                                 Power: 8                                 |
|                                MP Cost: 4 MP                             |
|                            Base Damage: 75 HP                            |
|                                                                          |
|  Attack 4:  Rolling Attack     Target: One Opponent                      |
|  [191]       Physical         Element: Hit                                |
|                                  Att%: 90                                |
|                                 Power: 48                                |
|                            Base Damage: 66 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Sample:H0512-opt's BATTLE PLAN: (Repeats)                              |
|                                                                          |
|  7/12 Chance: Use <Bodyblow> on Rnd Target                               |
|  3/12 Chance: Use Rolling Attack on Rnd Target; If Sample:H0512 has      |
|                Paralyzed, do nothing                                     |
|  1/12 Chance: Use Fire on Rnd Target; If Sample:H05120-opt's MP < 4, use |
|                <Bodyblow> on Rnd Target                                  |
|  1/12 Chance: Use Ice on Rnd Target; If Sample:H05120-opt's MP < 4, use  |
|                <Bodyblow> on Rnd Target                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sample:H0512-opt:                |   POWER req for Overflow:  |
|                                             |                            |
| You do not have to kill the opts, but you   |  Base Damage Overflow: 152 |
|  will gain the EXP and AP for killing them  |  Rnd Var Overflow  3x: 101 |
|  *once only*.                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| If you kill all three Sample:H0512-opts then                             |
|  you will obtain three Tranquilizers at the end of the Battle (but no more |
|  than three).                                                            |
| As soon as you kill a Sample:H0512-opt the main Boss will revive them    |
|  straight away, but he can only do so a maximum of three times per Battle. |
| The Battle will end as soon as you kill Sample:H0512, regardless of how  |
|  many opts are still left alive.                                         |
| There are three different variants of Rolling Attack, one used by each of |
|  the three Sample:H0512-opts. Each Rolling Attack is identical in Attack |
|  Power, the only difference being the animation that plays out.          |
| If Sample:H0512 is inflicted with Paralyzed from Cloud's Lv 1-2 Limit    |
|  Break Cross Slash then the opts will have a 3/12 chance that they'll skip |
|  a turn.                                                                 |
| Sample:H0512-opt is one of a number 'elevated' enemies that Nullifies the |
|  Earth Element, but will no take double damage from Wind.                |
\                                                                          /
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              o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
              ||              {Shinra HQ Escape}              ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                             Training Rating:  ||
||                                                                            ||
||  Hojo's Lab 67th Floor Lower Laboratories - W Blood     ***               ||
||  Hojo's Lab Outside Jenova's Tank After Escape          ***               ||
||  Hojo's Lab 68th Floor Upper Laboratories 2nd Visit     ****   BEST       ||
||  Shinra HQ 69th Floor (Save Point)                      ***               ||
||  Shinra HQ Glass-Fronted Exterior Elevators             N/A               ||
||  Shinra HQ Roof                                         N/A               ||
||  End of Midgar Highway                                  N/A               ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                                                          |
  |                                                                        |
  |      Brain Pod                                                         |
  |      Vargid Police                                                     |
  |      Zenene                                                            |
  |      Hundred Gunner    (Boss)                                          |
  |      Heli Gunner       (Boss)                                          |
  |      Rufus             (Boss)                                          |
  |      Dark Nation  (Mini Boss)                                          |
  |      [No Name] 2                                                       |
  |      Motor Ball        (Boss)                                          |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                             ]
 [                                                                           ]
 [    Lightning - Hundred Gunner    - Double  (Boss)                        ]
 [    Lightning - Heli Gunner       - Double  (Boss)                        ]
 [    Lightning - Motor Ball        - Double  (Boss)                        ]
 [         Wind - Heli Gunner       - Double  (Boss)                        ]
 [         Holy - Brain Pod         - Double                                ]
 [         Holy - Zenene            - Double                                ]
 [  Restorative - Brain Pod         - Absorb                                ]
 [  Restorative - Zenene            - Absorb                                ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                             ]
 [                                                                           ]
 [       Poison - Brain Pod         - Absorb                                ]
 [       Poison - Zenene            - Absorb                                ]
 [        Death - Zenene            - Absorb                                ]
 [                                                                           ]
 [        Earth - Brain Pod         - Nullify                               ]
 [        Earth - Heli Gunner       - Nullify  (Boss)                       ]
 [      Gravity - Rufus             - Nullify  (Boss)                       ]
 [      Gravity - Motor Ball        - Nullify  (Boss)                       ]
```

```
[                                                                          ]
[         Fire - Zenene            - Halve                                 ]
[         Fire - Motor Ball        - Halve    (Boss)                       ]
[      Gravity - Hundred Gunner    - Halve    (Boss)                       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                        ]
[                                                                          ]
[         Fire - Zenene            - Ghenghana                             ]
[         Fire - Motor Ball        - Twin Burner                           ]
[         Fire - Motor Ball        - Rolling Fire                          ]
[    Lightning - Dark Nation       - Bolt                                  ]
[       Poison - Brain Pod         - Refuse (Sleep)                        ]
[       Poison - Brain Pod         - Refuse (Poison)                       ]
[       Poison - Zenene            - Piazzo Shower                         ]
[                                                                          ]
[          Hit - Brain Pod         - Bodyblow                              ]
[          Hit - Zenene            - Fang                                  ]
[          Hit - Heli Gunner       - Spinning Bodyblow                     ]
[          Hit - Heli Gunner       - Flying Drill                          ]
[          Hit - Dark Nation       - Bite                                  ]
[          Hit - Motor Ball        - Highway                               ]
[          Hit - Motor Ball        - Deadly Wheel                          ]
[          Hit - Motor Ball        - Arm Attack                            ]
[        Shoot - Hundred Gunner    - Aux Artillery                         ]
[        Shoot - Hundred Gunner    - Hidden Artillery                      ]
[        Shoot - Hundred Gunner    - Main Artillery                        ]
[        Shoot - Hundred Gunner    - Wave Artillery                        ]
[        Shoot - Heli Gunner       - AB Cannon                             ]
[        Shoot - Heli Gunner       - C Cannon                              ]
[        Shoot - Heli Gunner       - Firing Line                           ]
[        Shoot - Rufus             - Shotgun                               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                         ]
[                                                                          ]
[        Sleep - Brain Pod         - Refuse         (63% Inflict)           ]
[        Sleep - Heli Gunner       - AB Cannon      (27% Inflict)           ]
[        Sleep - Heli Gunner       - Firing Line    (19% Inflict)           ]
[       Poison - Brain Pod         - Refuse         (63% Inflict)           ]
[       Poison - Zenene            - Piazzo Shower  (71% Inflict)           ]
[       Poison - Heli Gunner       - C Cannon       (27% Inflict)           ]
[       Poison - Heli Gunner       - Firing Line    (19% Inflict)           ]
[    Paralyzed - Vargid Police     - Needle         (7%  Inflict)           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Sleep, Confusion, Silence, Slow, Stop, Frog, Small, Petrify,           ]
[   D. Sentence, Paralyzed                                                 ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'


                            oo~~~~~~~~~~~~~~oo
                            ||  ENEMY LOOT  ||
                            oo~~~~~~~~~~~~~~oo

 NOTE - Morph not available at this point in the game.

      .-----------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH        |
      '------------------------+------------------------+--------------------|
 ETHER  |                      |                        |                    |
```

```
--------'                      |                        |                    |
      | Zenene             [8] |                        |                    |
      '------------------------+------------------------+--------------------|
 PHOENIX DOWN  |               |                        |                    |
---------------'               |                        |                    |
      | Vargid Police     [63] |                        |                    |
      '------------------------+------------------------+--------------------|
 ANTIDOTE  |                   |                        |                    |
-----------'                   |                        |                    |
      |                        | Brain Pod         [32] |                    |
      '------------------------+------------------------+--------------------|
 TRANQUILIZER  |               |                        |                    |
---------------'               |                        |                    |
      |                        | Vargid Police     [32] | Vargid Police      |
      '------------------------+------------------------+--------------------|
 REMEDY  |                     |                        |                    |
---------'                     |                        |                    |
      |                        |                        | Zenene             |
      '------------------------+------------------------+--------------------|
 DEADLY WASTE  |               |                        |                    |
---------------'               |                        |                    |
      | Brain Pod          [8] | Zenene            [32] | Brain Pod          |
      '------------------------+------------------------+--------------------|
 GUARD SOURCE  |               |                        |                    |
---------------'               |                        |                    |
      | Dark Nation       [63] |                        |                    |
      '------------------------+------------------------+--------------------|
 MYTHRIL ARMLET  |             |                        |                    |
-----------------'             |                        |                    |
      | Heli Gunner       [63] |                        |                    |
      '------------------------+------------------------+--------------------|
 PROTECT VEST  |               |                        |                    |
---------------'               |                        |                    |
      | Rufus             [63] |                        |                    |
      '------------------------+------------------------+--------------------|
 STAR PENDANT  |               |                        |                    |
---------------'               |                        |                    |
      | Star Pendant      [63] |                        |                    |
      '------------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~~oo


 SCREEN GROUPING 1: ***                                Area Enc Rate:

  Hojo's Lab 67th Floor Lower Laboratories - W Blood   192  Very Low
  Hojo's Lab Outside Jenova's Tank After Escape        192  Very Low

   Average:   EXP: 99.8       AP: 13.4      GIL: 142.3       Enemy QTY: 2.07

  "Battle Victory Music" Flag disabled.
  "Trail Of Blood" Theme plays throughout battles.
.-------------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 104     1st Row: 1x Brain Pod                  |
|                        AP  - 12      2nd Row: 1x Brain Pod                  |
|                        GIL - 190                                       #444 |
|                                                                              |
```

```
|  [30.1%]  Nrml Bat #2  EXP - 52      1st Row: 1x Brain Pod                 |
|                        AP  - 6                                             |
|                        GIL - 95                                      #445  |
|                                                                            |
|  [24.6%]  Nrml Bat #3  EXP - 132     1st Row: 3x Vargid Police             |
|                        AP  - 21                                            |
|                        GIL - 120                                     #446  |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 140     1st Row: 1x Brain Pod,                |
|            Run = 2     AP  - 20                          2x Vargid Police |
|                        GIL - 175                                     #447  |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 2: ****   BEST                        Area Enc Rate:

  Hojo's Lab 68th Floor Upper Laboratories 2nd Visit   128  Low

   Average:   EXP: 124.1      AP: 14.0      GIL: 149.7       Enemy QTY: 2.28

  "Battle Victory Music" Flag disabled.
  "Trail Of Blood" Theme plays throughout battles.
  Pincer Attack Encounter Rate mistakenly set to 0.
.----------------------------------------------------------------------------.
|  [37.5%]  Nrml Bat #1  EXP - 116     1st Row: 1x Zenene                    |
|                        AP  - 12      2nd Row: 1x Zenene                    |
|                        GIL - 120                                     #448  |
|                                                                            |
|  [34.4%]  Nrml Bat #2  EXP - 102     1st Row: 1x Vargid Police             |
|                        AP  - 13      2nd Row: 1x Zenene                    |
|                        GIL - 100                                     #449  |
|                                                                            |
|  [28.1%]  Nrml Bat #3  EXP - 162     1st Row: 2x Brain Pod                 |
|                        AP  - 18      2nd Row: 1x Zenene                    |
|                        GIL - 250                                     #450  |
|                                                                            |
|     [0%]  Pinc Attack  EXP - 116     1st Grp: 1x Zenene                    |
|                        AP  - 12      2nd Grp: 1x Zenene                    |
|                        GIL - 120                                     #451  |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***                               Area Enc Rate:

  Shinra HQ 69th Floor (Save Point)                   192  Very Low

   Average:   EXP: 103.2      AP: 12.9      GIL: 117.0       Enemy QTY: 2.01

  "Battle Victory Music" Flag disabled and "Trail Of Blood" Theme plays
   throughout battles until Party meets Rufus.
.----------------------------------------------------------------------------.
|  [22.9%]  Nrml Bat #1  EXP - 58      1st Row: 1x Zenene                    |
|                        AP  - 6                                             |
|                        GIL - 60                                      #452  |
|                                                                            |
|  [21.6%]  Nrml Bat #2  EXP - 88      1st Row: 2x Vargid Police             |
|                        AP  - 14                                            |
|                        GIL - 80                                      #453  |
|                                                                            |
|  [19.0%]  Nrml Bat #3  EXP - 102     1st Row: 1x Vargid Police             |
```

```
|                        AP  - 13      2nd Row: 1x Zenene                    |
|                        GIL - 100                                    #449 |
|                                                                           |
|  [17.8%]  Nrml Bat #4  EXP - 162     1st Row: 2x Brain Pod                 |
|                        AP  - 18      2nd Row: 1x Zenene                    |
|                        GIL - 250                                    #450 |
|                                                                           |
|  [12.5%]  Back Attack  EXP - 116     1st Row: 2x Zenene                    |
|            Run = 2     AP  - 12                                           |
|                        GIL - 120                                    #454 |
|                                                                           |
|  [6.25%]  Pinc Attack  EXP - 132     1st Grp: 2x Vargid Police             |
|                        AP  - 21      2nd Grp: 1x Vargid Police             |
|                        GIL - 120                                    #455 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                  Area Enc Rate:

  Shinra HQ Glass-Fronted Exterior Elevators         OFF

  "Fighting" Theme plays throughout battle.
  Battle Spoils are received for Forced Att #2 only.
.---------------------------------------------------------------------------.
|         Forced Att #1  EXP - 330      Flying: 1x Hundred Gunner            |
|       Can't Escape     AP  - 35                                           |
|                        GIL - 300                                    #460 |
|                                                                           |
|         Forced Att #2  EXP - 250      Flying: Heli Gunner                  |
|       Can't Escape     AP  - 25                                           |
|                        GIL - 200                                    #461 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 5:                                  Area Enc Rate:

  Shinra HQ Roof                                     OFF

  "Battle Victory Music" and "Victory Pose" Flags disabled.
.---------------------------------------------------------------------------.
|         Forced Attack  EXP - 310     1st Row: Rufus                       |
|       Can't Escape     AP  - 42      2nd Row: Dark Nation                 |
|                        GIL - 650                                    #464 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 6:                                  Area Enc Rate:

  End of Midgar Highway                              OFF

.---------------------------------------------------------------------------.
|         Forced Attack  EXP - 440     1st Row: Motor Ball                  |
|       Can't Escape     AP  - 45                                           |
|                        GIL - 350                                    #468 |
'---------------------------------------------------------------------------'
```

ENEMIES

```
  .-------------.
 /  {Brain Pod}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/vaGH8PbYCWBXHLoc7                    | ID:  3D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  23  ||    Drop: Deadly Waste  [8]  14.06%  |
|  HP:       240  ||    Defence:  26  ||   Steal: Antidote      [32] 40.63%  |
|  MP:        46  ||      Magic:   6  ||   Morph: Deadly Waste                |
|                 ||   MDefence:  32  ||                                      |
|  EXP:       52  ||  Dexterity:  48  ||                                      |
|   AP:        6  ||       Luck:   6  || Back Damage: Normal (2x Damage)      |
|  GIL:       95  ||      Evade:   3  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [Nullify]     |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [Absorb]      |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [Double]      |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [Absorb]      |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Hojo's Lab 67th Floor Lower Laboratories 2nd     75% |                     |
| Hojo's Lab Outside Jenova's Tank After Escape    75% |                     |
| Hojo's Lab 68th Floor Upper Laboratories 2nd     28% |                     |
| Shinra HQ 69th Floor (Save Point)                18% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Bodyblow          |
|   Brain Pod's ATTACKS:                 |  Manip Attack 2: Refuse            |
|                                        |  Manip Attack 3: Refuse            |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Bodyblow>          Target: One Opponent      Berserk Attack    |
|  [172]       Physical         Element: Hit                                 |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                           Base Damage: 33 HP                               |
|                                                                            |
|  Attack 2:  Refuse             Target: One Opponent      Status Inflict:   |
|  [17D]       Magical          Element: Poison             Sleep (63%)      |
|                                  Att%: 95                                  |
|                                 Power: 6                                   |
|                               MP Cost: 4 MP                                |
|                           Base Damage: 47 HP                               |
|                                                                            |
|  Attack 3:  Refuse             Target: One Opponent      Status Inflict:   |
|  [17E]       Magical          Element: Poison             Poison (63%)     |
|                                  Att%: 95                                  |
|                                 Power: 12                                  |
|                               MP Cost: 4 MP                                |
|                           Base Damage: 94 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Brain Pod's BATTLE PLAN: (Repeats)                                       |
|                                                                            |
|  No Targets with Poison:                                                   |
|                                                                            |
```

```
|   Use Refuse (Poison) on Rnd Target; If Brain Pod's MP < 4, use <Bodyblow> |
|    On Rnd Target without Sleep; If all Targets have Sleep, select Rnd      |
|    Target                                                                  |
|                                                                            |
|                                                                            |
|  At least one Target with Poison:                                          |
|                                                                            |
|   No Targets with Sleep:                                                   |
|                                                                            |
|    Use Refuse (Sleep) on Rnd Target with Poison; If Brain Pod's MP < 4,    |
|     use <Bodyblow> on Rnd Target without Poison; If all Targets have       |
|     Poison, select Rnd Target                                              |
|                                                                            |
|   At least one Target with Sleep:                                         |
|                                                                            |
|    Use <Bodyblow> on Rnd Target without Poison AND Sleep; If all Targets   |
|     have Poison and Sleep, select Rnd target                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Brain Pod:                          |   POWER req for Overflow:   |
|                                                |                             |
| Brain Pod is found in Battle Square:           |  Base Damage Overflow: 146  |
|  Set - 1 (Before Tiny Bronco)  Battle - 4      |  Rnd Var Overflow  3x:  97  |
|                                                |  Rnd Var Overflow  4x:  73  |
| You should have a Star Pendant by now, along   |  Rnd Var Overflow  6x:  49  |
|  with the Elemental + Poison Materia which     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  you can whack on someones Armour to halve                                 |
|  the Brain Pod's Poison-Based attacks.                                     |
| There are two variants of the Attack "Refuse", on which inflicts Sleep and |
|  one which inflicts Poison. The Poison variant hits for slightly more HP   |
|  than the Sleep variant.                                                   |
| The Brain Pod will not attack a Player Physically once they have been      |
|  inflicted with Sleep, so you cannot cure that Player other than by just   |
|  waiting it out, or attacking that Player physically yourself.             |
| The Brain Pod's weird appearance makes it one of the more peculiar Enemy   |
|  designs for sure. In the JAP original release the Statuses used instead   |
|  were Berserk and Confusion, which made the Brain Pod a deadly foe. Their  |
|  Attacks were then nerfed in the later releases.                           |
| The Brain Pod is considered an "Undead" enemy, which means that they will  |
|  take damage from healing items and spells such as Cure, Potions etc.      |
|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Brain Pod, whereas a Megalixir/Elixir/X-Potion has a 100% chance.         |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Brain Pod takes Double Damage from the Holy Element, and seeing you will  |
|  not obtain any Holy based Materia (Alexander) till you reach disc 2, you  |
|  cannot exploit this weakness.                                             |
| The Brain Pod is one of a number 'elevated' enemies that Nullifies the     |
|  Earth Element, but will no take double damage from Wind.                  |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .-----------------.
 /  {Vargid Police}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/FKA6chYPTKbLtoB86                  | ID:  3E |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      9  ||   Strength:  12  ||    Drop: Phoenix Down  [63]   100%  |
|  HP:       140  ||    Defence:  16  ||   Steal: Tranquilizer  [32] 40.63%  |
|  MP:        28  ||      Magic:  24  ||   Morph: Tranquilizer               |
|                 ||   MDefence:  20  ||                                     |
|  EXP:       44  ||  Dexterity:  48  ||                                     |
```

AP: 7	Luck: 2	Back Damage: Normal (2x Damage)
GIL: 40	Evade: 5	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Hojo's Lab 67th Floor Lower Laboratories 2nd	37%	Twin Brain
Hojo's Lab Outside Jenova's Tank After Escape	37%	Chekhov
Hojo's Lab 68th Floor Upper Laboratories 2nd	34%	
Shinra HQ 69th Floor (Save Point)	47%	

Vargid Police's ATTACKS:

Manip Attack 1: Needle

Attack 1: Needle
[183] Physical
Target: One Opponent
Element: None
Att%: 10
Power: 1
MP Cost: 1
Base Damage: 1 HP
Berserk Attack
Status Inflict:
Paralyzed (7%)

Attack 2: Suicide
[184] Magical
% Based
Target: One Opponent
Element: None
Att%: 255
Power: 6
MP Cost: 10 MP
Base Damage: 18.75% Current HP

Vargid Police's BATTLE PLAN: (Repeats)

*A 'Group Enemy' is an Enemy that is NOT another Vargid Police, and also shares the same 'Group ID' Flag as the Vargid Police running the AI Script; Vargid Police 'A' = Group A, 'B' = Group B, 'C' = Group C.

Encounter is NOT a Back-Attack:

At least one 'Group Enemy' alive* AND Vargid Police's HP > 25%:
Use Needle on Rnd Target

All 'Group Enemies' dead* OR Vargid Police's HP <= 25%:
Use Suicide on Rnd Target, remove Self from Battle, leave no rewards

Encounter is a Back-Attack:

1/4 Chance: Use Suicide on Rnd Target, remove Self from Battle, leave no rewards

3/4 Chance: At least one 'Group Enemy' alive* AND Vargid Police's HP

```
|                > 25%:                                                      |
|                 Use Needle on Rnd Target                                   |
|                                                                            |
|               All 'Group Enemies' dead* OR Vargid Police's HP <= 25%:      |
|                Use Suicide on Rnd Target, remove Self from Battle, leave   |
|                 no rewards                                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Vargid Police:                    |   POWER req for Overflow:   |
|                                              |                             |
| Vargid Police is found in Battle Square:     |  Base Damage Overflow: 143  |
|  Set - 1 (Before Tiny Bronco)  Battle - 4    |  Rnd Var Overflow  3x:  95  |
|                                              |  Rnd Var Overflow  4x:  72  |
| A Lv 14 Cloud would have a 45.31% chance of  |  Rnd Var Overflow  6x:  48  |
|  stealing Tranquilizers from the Vargid      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Police, which would be good to stock up on                                |
|  as they help for Limit-Levelling (cures Fury). Alternatively, you could   |
|  just get the Phoenix Down as a 100% drop, which also helps to stock up on |
|  (but you cannot get both).                                                |
| The Vargid Police can be annoying to destroy, seeing as they will          |
|  remove themselves from Battle once their HP has dropped below 25% leaving |
|  behind no Battle rewards. Only attempt to steal from them when the        |
|  encounter is normal battle, that way they will *not* have the 1/4 chance  |
|  of using Suicide every turn as they will when they Back-Attack you.       |
| Have your weakest Characters attack the Vargid Police once first, then     |
|  follow up with a cast of your Magic with All to finish them off.          |
| Although unlikely, if the Vargid Police's MP was to fall below the cost of |
|  the Attack it is trying to use, then the string of text which reads       |
|  [Vargid Police A's skill power is used up] (or "B or "C") would appear.   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------.
 /  {Zenene}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Hadu2AEC6tfQ3VZp6                      | ID:  3F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     14  ||   Strength:  26  ||    Drop: Ether         [8]  14.06%  |
|  HP:       250  ||    Defence:  20  ||   Steal: Deadly Waste  [32] 40.63%  |
|  MP:        93  ||      Magic:  16  ||   Morph: Remedy                     |
|                 ||   MDefence:  20  ||                                     |
|  EXP:       58  ||  Dexterity:  60  ||                                     |
|   AP:        6  ||       Luck:   5  || Back Damage: Normal (2x Damage)     |
|  GIL:       60  ||      Evade:   8  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [Absorb]|      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [Double]       |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [Absorb]       |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Hojo's Lab 68th Floor Upper Laboratories 2nd    100% |  Sneaky Step         |
| Shinra HQ 69th Floor (Save Point)                72% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
```

```
|                                      |  Manip Attack 1: Fang                |
|   Zenene's ATTACKS:                  |  Manip Attack 2: Piazzo Shower       |
|                                      |  Manip Attack 3: Ghenghana           |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Fang>              Target: One Opponent      Berserk Attack     |
|  [189]       Physical         Element: Hit                                  |
|                                  Att%: 120                                 |
|                                 Power: 16                                  |
|                            Base Damage: 37 HP                              |
|                                                                            |
|  Attack 2:  Piazzo Shower      Target: One Opponent      Status Inflict:    |
|  [18A]       Magical          Element: Poison            Poison (71%)      |
|                                  Att%: 255                                 |
|                                 Power: 8                                   |
|                                MP Cost: 6 MP                               |
|                            Base Damage: 90 HP                              |
|                                                                            |
|  Attack 3:  Ghenghana          Target: One Opponent                        |
|  [18B]       Magical          Element: Fire                                 |
|                                  Att%: 255                                 |
|                                 Power: 10                                  |
|                                MP Cost: 6 MP                               |
|                            Base Damage: 112 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Zenene's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|  1/4 Chance: Use Piazzo Shower on Rnd Target                               |
|  1/4 Chance: Use Ghenghana on Rnd Target                                   |
|  1/2 Chance: Use <Fang> on Rnd Target                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Zenene:                     |   POWER req for Overflow:         |
|                                        |                                   |
| Zenene is found in Battle Square:      |  Base Damage Overflow: 144        |
|  Set - 1 (Before Tiny Bronco)  Battle - 4  |  Rnd Var Overflow  3x:  96     |
|                                        |  Rnd Var Overflow  4x:  72        |
| You should have a Star Pendant by now, along |  Rnd Var Overflow  6x:  48   |
|  with the Elemental + Poison Materia which   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  you can whack on someones Armour to halve                                 |
|  the Zenene's Piazzo Shower, which can hit hard (as does Ghenghana).       |
| Deadly Wastes can be useful to try to obtain (casts Bio2) at this point    |
|  for the upcoming Midgar Zolom Battle. A Lv 14 Cloud would have a 40.63%   |
|  chance to steal from the Zenene.                                          |
| The Zenene is considered an "Undead" enemy, which means that they will     |
|  take damage from healing items and spells such as Cure, Potions etc.      |
|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Zenene, whereas a Megalixir/Elixir/X-Potion has a 100% chance.            |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Zenene takes Double Damage from the Holy Element, and seeing you will not |
|  obtain any Holy based Materia (Alexander) till you reach disc 2, you      |
|  cannot exploit this weakness.                                             |
| Using All+Cure on the Zenene is the best way to take them out in one shot, |
|  if not cripple them.                                                      |
| The Zenene is one of four Enemies that absorbs the Death Status, meaning   |
|  that Physical attacks performed by Players with Added Effect + Death      |
|  Status on their weapon will cure the Zenene. The other three Enemies that |
|  absorb Death are the Ghost, Ghost Ship and Dragon Zombie.                 |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

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```
 /  {Hundred Gunner}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/KMWUnVKujPyC3qGeA                      | ID:  42 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     18  ||   Strength:  52  ||    Drop: /                          |
|  HP:      1600  ||    Defence:  46  ||   Steal: /                          |
|  MP:         0  ||      Magic:   0  ||   Morph: /                          |
|                 ||   MDefence: 240  ||                                     |
|  EXP:      330* ||  Dexterity:  63  ||                                     |
|   AP:       35* ||       Luck:   0  || Flying Enemy                        |
|  GIL:      300* ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Halve]        |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Shinra HQ Glass-Fronted Exterior Elevators         |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!             |
|   Hundred Gunner's ATTACKS:         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Aux Artillery       Target: One Opponent                      |
|  [195]       Physical          Element: Shoot                           |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                             Base Damage: 110 HP                           |
|                                                                           |
|  Attack 2:  Hidden Artillery    Target: One Opponent      Can't Cover     |
|  [196]       Physical          Element: Shoot                           |
|                                   Att%: 120                               |
|                                  Power: 20                                |
|                             Base Damage: 137 HP                           |
|                                                                           |
|  Attack 3:  Main Artillery      Target: All Opponents     Split Damage    |
|  [198]       Physical          Element: Shoot                           |
|                                   Att%: 100                               |
|                                  Power: 18                                |
|                             Base Damage: 123 HP                           |
|                                                                           |
|  Attack 4:  Sub Artillery       Target: One Opponent      Never Used      |
|  [199]       Physical          Element: Shoot                           |
|                                   Att%: 100                               |
|                                  Power: 22                                |
|                             Base Damage: 151 HP                           |
|                                                                           |
|  Attack 5:  Wave Artillery      Target: All Opponents     Split Damage    |
|  [19B]       Physical          Element: Shoot                           |
|                                   Att%: 255                               |
|                                  Power: 27                                |
|                             Base Damage: 185 HP                           |
|                                                                           |
```

Attack 6: <Charging>	Target: Self	Charging
[19C] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 7: <Glass Shatter>	Target: Self	Appearing
[194] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 8: <Destroyed>	Target: Self	Transformation
[197] Physical 0 Dam	Att%: Auto Hit	to Phase 2
Attack 9: <Destroyed>	Target: Self	Death Animation
[19A] Physical 0 Dam	Att%: Auto Hit	

Hundred Gunner's BATTLE PLAN:

OPENING ATTACK: Use Aux Artillery on Rnd Target

PHASE 1: (Repeats)

Hundred Gunner's HP > 66%: 1/4 Chance use Hidden Artillery on Rnd Target
3/4 Chance use Aux Artillery On Rnd Target

PHASE 2: (Repeats)

Hundred Gunner's HP <= 66%: Use Main Artillery on All Targets

PHASE 3: (Repeats)

Hundred Gunner's HP <= 33%:

1ST ATTACK: Display String: [Sensor Cannon Charging!]
2ND ATTACK: Display String: [Sensor Cannon Charged!]
3RD Attack: Use Wave Artillery on All Targets

DEATH: Use <Destroyed> on Self, remove Self from Battle, leaves no rewards, spawn in Heli Gunner

Notes On Hundred Gunner:

This Boss Battle has two stages to it; once you have defeated Hundred Gunner, Heli Gunner will spawn in immediately afterwards.

This Battle is fought with Aeris, Barret and Red XIII.

When you kill Hundred Gunner the AI script removes his EXP, AP and gil amount for the end-of-battle spoils.

Hundred Gunner has its Row value set to 16, which means it is considered as "Flying" and cannot be attacked with short-range Attacks. Use Barret to attack it physically, and have Aeris and Red XIII blast him with Bolt.

Alternatively, you could equip Barret with Elemental+Lightning on his weapon to inflict Double Damage with his Physical Attacks, although Aeris and Red XIII would deal more damage with Bolt than Barret would deal with Physical Attacks + Lightning Element.

If you managed to obtain any Spider Webs from the Grashtrike, then they would be good to use here as Hundred Gunner is vulnerable to Slow.

Red XIII's Limit Breaks are Long Range, so you can use them to damage Hundred Gunner.

POWER req for Overflow:

Base Damage Overflow: 152
Rnd Var Overflow 3x: 101

| The normal "Fighting" Theme plays out for this Battle, instead of the regular "Still More Fighting" Boss Theme.

.---------------.
/ {Heli Gunner} \ !! BOSS BATTLE !!

https://photos.app.goo.gl/BZH2E8S3zYb24E6X9 | ID: 43

Level: 19	Strength: 55	Drop: Mythril Armlet [63] 100%	
HP: 1000	Defence: 40*	Steal: /	
MP: 0	Magic: 0	Morph: /	
	MDefence: 220*		
EXP: 250	Dexterity: 66		
AP: 25	Luck: 0	Flying Enemy	
GIL: 200	Evade: 15		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [Double]	Poison [-]	Paralyzed [-]
Earth [Nullify]	Confusion [-]	Darkness [-]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [-]
Water [-]	Stop [-]	Fury [-]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Shinra HQ Glass-Fronted Exterior Elevators

LOOKALIKES:

Heli Gunner's ATTACKS:

No Manipulate Attacks!

Attack 1: AB Cannon	Target: One Opponent	Status Inflict:	
[19D] Physical	Element: Shoot	Sleep (27%)	
	Att%: 100		
	Power: 16		
	Base Damage: 119 HP		
Attack 2: C Cannon	Target: One Opponent	Status Inflict:	
[19E] Physical	Element: Shoot	Poison (27%)	
	Att%: 100		
	Power: 16		
	Base Damage: 119 HP		
Attack 3: Firing Line	Target: All Opponents	Split Damage*	
[19F] Physical	Element: Shoot	Status Inflict:	
	Att%: 100	Sleep (19%)	
	Power: 19	Poison	
	Base Damage: 141 HP		
Attack 4: Spinning Bodyblow	Target: One Opponent		
[1A1] Physical	Element: Hit		
	Att%: 100		
	Power: 20		
	Base Damage: 148 HP		

Attack 5: Flying Drill	Target: One Opponent	
[1A2] Physical	Element: Hit	
	Att%: 95	
	Power: 24	
	Base Damage: 178 HP	
Attack 6: <Start Spin>	Target: Self	Transformation
[1A0] Physical 0 Dam	Att%: Auto Hit	to Phase 2
Attack 7: <[No Name]>	Target: Self	Death Animation
[11F] Physical 0 Dam	Att%: Auto Hit	

Heli Gunner's BATTLE PLAN:

OPENING ATTACK: Use AB Cannon on Rnd Target

PHASE 1: (Repeats)

Heli Gunner's HP > 25%:

1ST ATTACK: 1/4 Chance use Firing Line on Rnd Target, jump to 3rd Attack for next turn
3/4 Chance use C Cannon on Rnd Target

2ND ATTACK: 1/4 Chance use Firing Line on All Targets
3/4 Chance use AB Cannon on Rnd Target, jump to 1st Attack for next turn

3RD ATTACK: 1/4 Chance use C Cannon on Rnd Target, jump to 2nd Attack for next turn
3/4 Chance use AB Cannon on Rnd Target

PHASE 2: (Repeats)

Heli Gunner's HP <= 25%: Sets Def to 90 and MDef to 270

1/2 Chance: Use Spinning Bodyblow on Rnd Target
1/2 Chance: Use Flying Drill on Rnd Target

Notes On Heli Gunner:

The Heli Gunner's Def and MDef increase by 50 once its HP is less than 25%:

1st Stage: Def = 40 MDef = 220
2nd Stage: Def = 90 MDef = 270

POWER req for Overflow:	
1st Stage:	
Base Damage Overflow:	150
Rnd Var Overflow 3x:	100
2nd Stage:	
Base Damage Overflow:	167
Rnd Var Overflow 3x:	112

The Attack Firing Line is subject to Split Damage for the damage calculations; however, the Statuses inflicted via Firing Line are *not* subject to Split Damage.

This Battle is fought with Aeris, Barret and XIII, and has two stages to it; you need to have first killed Hundred Gunner before Heli Gunner will spawn in.

As with Hundred Gunner, Heli Gunner has its Row value set to 16, which means it is considered as "Flying" and cannot be attacked with short-range Attacks. Use Barret to attack him physically, and have Aeris and Red XIII blast it with Bolt.

The Heli Gunner has high MDef, however, you will still deal more damage

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|  using Bolt with Aeris and Red XIII than you would having Barret attack    |
|  physically with the Elemental+Lightning on his Weapon (as with Hundred    |
|  Gunner).                                                                  |
| With slightly less HP than Hundred Gunner, Heli isn't too difficult to     |
|  take out, just watch out for its Status changing Attacks. Make sure one   |
|  of your Characters is wearing the Star Pendant.                           |
| If you managed to obtain any Spider Webs from the Grashtrike, then they    |
|  would be good to use here as Heli Gunner is vulnerable to Slow.           |
| Red XIII's Limit Breaks are Long Range, so you can use them to damage      |
|  Heli Gunner.                                                              |
| At the end of the Battle your EXP, AP and gil amounts will be for Heli     |
|  Gunner only.                                                              |
| The Heli Gunner is an 'elevated' enemy; although, you cannot exploit an    |
|  enemy's weakness to the Wind Element until you reach the Chocobo Ranch.   |
| The normal "Fighting" Theme plays out for this Battle, instead of the      |
|  regular "Still More Fighting" Boss Theme.                                 |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------.
 /  {Rufus}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/AjtS6sjuwssWd6Uv8                  | ID:  44 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     21  ||   Strength:  35  ||    Drop: Protect Vest  [63] 100%    |
|  HP:       500  ||    Defence:  32  ||   Steal: /                          |
|  MP:         0  ||      Magic:   0  ||   Morph: /                          |
|                 ||   MDefence: 160  ||                                     |
|  EXP:      240  ||  Dexterity:  72  ||                                     |
|   AP:       35  ||       Luck:   8  ||                                     |
|  GIL:      400  ||      Evade:  14  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:       |
|                                                     |                     |
| Shinra HQ Roof                                      |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Rufus's ATTACKS:                   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Shotgun            Target: One Opponent                        |
|  [1A3]       Physical         Element: Shoot                              |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                            Base Damage: 57 HP                              |
|                                                                            |
|  Attack 2: <Dodge>             Target: Self             Never Used         |
|  [23A]       Physical 0 Dam      Att%: Auto Hit           Animation        |
|                                                                            |
|  Attack 3: <[No Name]>         Target: Self             Animation         |
```

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|  [11F]       Physical 0 Dam       Att%: Auto Hit                          |
|                                                                           |
|  Attack 4: <(Report)>          Target: Self              Death Animation  |
|  [164]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Rufus's BATTLE PLAN: (Repeats)                                          |
|                                                                           |
|  1/3 Chance: Rufus's HP > 40% AND Last Attack on Rufus dealt < 100 HP:    |
|               Use <[No Name]> on Self                                     |
|               Display String: [Rufus "Heh, Heh, Heh…"]                   |
|              Rufus's HP <= 40% OR Last Attack on Rufus dealt > 100 HP:    |
|               Use Shotgun on Rnd Target                                   |
|                                                                           |
|  2/3 Chance: Use Shotgun on Rnd Target                                    |
|                                                                           |
|                                                                           |
|  DEATH: Disable default Death Animation, Use <(Report)> on Self           |
|         Display String: [Rufus "Heh… That's all for today…"], end Battle  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Rufus:                       |   POWER req for Overflow:       |
|                                         |                                 |
| Rufus is a very easy Boss fight, with low HP |  Base Damage Overflow: 147  |
|  and a 1/3 chance he'll do nothing every     |  Rnd Var Overflow  3x:  98  |
|  turn (conditionally), he is not a threat.   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  It's his companion Dark Nation that will be                              |
|  dealing most of the damage, but he does not need to be killed for the    |
|  Battle to end; just killing Rufus is enough.                             |
| Dark Nation will check to see if Rufus has Barrier every turn. If Rufus   |
|  does not have Barrier, then Dark Nation will cast Barrier on Rufus by    |
|  default.                                                                 |
| It is beneficial to kill Dark Nation, as you will gain the extra EXP, AP  |
|  and gil for doing do, and more importantly, a Guard Source.              |
| Cloud will be fighting this Battle solo. Make sure that he has the        |
|  Talisman equipped to deal with Dark Nation's Bolt.                       |
| If you had obtained any Deadly Wastes to this point, then now would be the |
|  time to use them. Failing that, whack All+Poison on Cloud to exploit     |
|  Rufus and Dark Nation's vulnerability to the Poison Status.              |
| Be sure to make use of Cloud's Lv 1-2 Limit Break Cross Slash to inflict  |
|  Rufus with Paralyzed.                                                    |
| The helicopter you see flying around in the background is actually one of |
|  several enemies entitled [No Name]; explore the "Extra Enemies" section  |
|  further below for more information on this enemy.                        |
| Once Rufus is defeated Cloud will not perform his victory pose, and the   |
|  Battle Victory Fanfare will not play.                                    |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------------.
 /  {Dark Nation}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/fxoyyQRprv3N3AA29                  | ID: 45  |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     18  ||   Strength:  43  ||    Drop: Guard Source  [63] 100%   |
|  HP:       140  ||    Defence:  38  ||   Steal: /                        |
|  MP:        80  ||      Magic:  15  ||   Morph: /                        |
|                 ||   MDefence:  94  ||                                    |
|  EXP:       70  ||  Dexterity:  74  ||                                    |
|   AP:        7  ||       Luck:   3  ||                                    |
|  GIL:      250  ||      Evade:  18  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
```

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:

Shinra HQ Roof

LOOKALIKES:

Guard Hound
Blood Taste

Dark Nation's ATTACKS:

Manip Attack 1: Bite

Attack 1: <Bite> [112] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 67 HP
Berserk Attack

Attack 2: Barrier [00F] Magical 0 Dam
Target: One Ally
Att%: Auto Hit
MP Cost: 16 MP
Reflectable
Inflicts Status: Barrier (100%)

Attack 3: MBarrier [010] Magical 0 Dam
Target: One Ally
Att%: Auto Hit
MP Cost: 24 MP
Reflectable
Inflicts Status: MBarrier (100%)

Attack 4: Bolt [021] Magical
Target: 1/A Opponents
Element: Lightning
Att%: 100
Power: 8
MP Cost: 4 MP
Base Damage: 99 HP
Reflectable
Split Damage

Dark Nation's BATTLE PLAN: (Repeats)

*If Dark Nation's MP < Attack MP Cost, use Bite on Rnd Target

Rufus does not have Barrier: Use Barrier on Rufus*

Rufus has Barrier:

1/4 Chance: Use Bolt on Rnd Target*
1/4 Chance: Use <Bite> on Rnd Target
1/2 Chance: Dark Nation does not have Barrier: Use Barrier on Self*
Dark Nation has Barrier:
Dark Nation does not have MBarrier: Use MBarrier on Self*
Dark Nation has MBarrier: Use Bolt on All Targets*

Notes On Dark Nation:

You do not need to kill Dark Nation to end the Battle; killing Rufus is enough.
It is advisable to kill Rufus's companion,

POWER req for Overflow:

Base Damage Overflow: 149
Rnd Var Overflow 3x: 100

```
|  however, seeing as you will gain the EXP,                                  |
|  AP and gil for doing so, and more importantly, the Guard Source!           |
| With very low HP, you should be able to take out Dark Nation fairly         |
|  quickly; just stick to Magical Attacks if it has set Barrier on itself.    |
| Dark Nation will always make sure that Rufus is protected with Barrier,     |
|  before anything else.                                                      |
| Cloud will be fighting this Battle solo. Make sure that he has the          |
|  Talisman equipped to deal with Dark Nation's Bolt.                         |
| If you had obtained any Deadly Wastes to this point, then now would be the |
|  time to use them. Failing that, whack All+Poison on Cloud to exploit       |
|  Rufus and Dark Nation's vulnerability to the Poison Status.                |
| The helicopter you see flying around in the background is actually one of   |
|  several enemies entitled [No Name].                                        |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .--------------.
 /  {Motor Ball}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ZTHNG7CN74Q9A4Ja6                  | ID: 47  |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  44  ||    Drop: Star Pendant  [63] 100%   |
|  HP:      2600  ||    Defence:  32  ||   Steal: /                         |
|  MP:       120  ||      Magic:  17  ||   Morph: /                         |
|                 ||   MDefence:  34  ||                                     |
|  EXP:      440  ||  Dexterity:  67  ||                                     |
|   AP:       45  ||       Luck:   1  ||                                     |
|  GIL:      350  ||      Evade:  10  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| End of Midgar Highway                              |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!               |
|   Motor Ball's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Highway>           Target: All Opponents     Split Damage     |
|  [1A6]       Physical         Element: Hit                               |
|                                  Att%: 95                                 |
|                                 Power: 16                                 |
|                            Base Damage: 70 HP                             |
|                                                                           |
|  Attack 2: <Deadly Wheel>      Target: All Opponents     Split Damage     |
|  [1A7]       Physical         Element: Hit                               |
|  [1A8]                           Att%: 95                                 |
|                                 Power: 16                                 |
|                            Base Damage: 70 HP                             |
|                                                                           |
|  Attack 3:  Twin Burner        Target: All Opponents     Split Damage     |
```

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|  [1A5]       Magical           Element: Fire                                |
|                                   Att%: 255                                 |
|                                 Power: 10                                   |
|                                MP Cost: 16 MP                               |
|                             Base Damage: 135 HP                             |
|                                                                             |
|  Attack 4:  Rolling Fire        Target: All Opponents     No Split Damage   |
|  [1AA]       Magical           Element: Fire                                |
|                                   Att%: 255                                 |
|                                 Power: 16                                   |
|                                MP Cost: 24 MP                               |
|                             Base Damage: 216 HP                             |
|                                                                             |
|  Attack 5:  Arm Attack          Target: One Opponent                        |
|  [1AB]       Physical          Element: Hit                                 |
|                                   Att%: 110                                 |
|                                 Power: 20                                   |
|                             Base Damage: 87 HP                              |
|                                                                             |
|  Attack 6: <[No Name]>          Target: Self              Transformation    |
|  [120]       Physical 0 Dam       Att%: Auto Hit           to Phase 2       |
|                                                                             |
|  Attack 7: <[No Name]>          Target: Self              Transformation    |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           to Stage 3/1     |
|                                                                             |
|  Attack 8: <x>                  Target: Self              Appearing         |
|  [368]       Physical 0 Dam       Att%: Auto Hit           Animation        |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Motor Ball's BATTLE PLAN: (Repeats)                                       |
|                                                                             |
|  OPENING ATTACK: Use <Highway> on All Targets                               |
|                                                                             |
|                                                                             |
|  STAGE 1: 1ST ATTACK: Use Arm Attack on Target with Highest Current HP      |
|            Follow-Up: 1/2 Chance use Arm Attack on Target with Highest      |
|                              Current HP                                     |
|                         1/2 Chance do nothing                               |
|                                                                             |
|           2ND ATTACK: Same as 1st Attack                                    |
|                                                                             |
|           3RD ATTACK: Use <[No Name]> on Self, transform to Stage 2         |
|            Follow-Up: Use Twin Burner on All Targets; If Motor Ball's       |
|                        MP < 16, use <Deadly Wheel> on All Targets           |
|                                                                             |
|                                                                             |
|  STAGE 2: 1ST ATTACK: Skip a turn                                           |
|           2ND ATTACK: Use <Deadly Wheel> on Rnd Target                      |
|           3RD ATTACK: Use <[No Name]> on Self, transform to Stage 3         |
|                                                                             |
|                                                                             |
|  STAGE 3: Use Rolling Fire on All Targets; If Motor Ball's MP < 24, use     |
|            <Deadly Wheel> on All Targets                                    |
|           Use <[No Name]> on Self, transform to Stage 1                     |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   Motor Ball's HP <= 12.5% AND in Stage 2                                   |
|                                                                             |
|    Use <[No Name]> on Self, transform to Stage 1, jump to 3rd Attack        |
```

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|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Motor Ball:                       |   POWER req for Overflow:   |
|                                              |                             |
| As far as Boss Battles go, this one is       |  Base Damage Overflow: 147  |
|  tougher than the bosses you've encountered  |  Rnd Var Overflow  3x:  98  |
|  so far. Most of Motor Ball's Attacks will   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  hit all Players, and Rolling Fire will deal                               |
|  extra damage, seeing as Split Damage is off for that Attack (unlike       |
|  most other attacks which target all Players). Always keep you HP up!      |
| Motor Ball's appearance is the same in Stage 1 and Stage 3; it will only   |
|  look different while in Stage 2.                                          |
| The Attack <Deadly Wheel> has two variants, one which is used in Stage 1   |
|  and 3, and another used only in Stage 2.                                  |
| The more damage you take during the Highway Mini-Game, the less HP you     |
|  chosen Characters will start the Battle with. If their HP bar was fully   |
|  depleted then you would start the Battle with 1 HP. Motor Ball will then  |
|  use his Opening Attack <Highway> to kill those Characters. In theory this |
|  could cause an instant Game Over, although I' not sure it is possible to  |
|  drain Cloud's HP Bar to 0 during the Mini-Game.                           |
| The fight opens as a Back Attack, which means that your rows will have     |
|  been reversed. Be sure to change your rows before the Mini-Game to the    |
|  reverse of what you'd normally have them in.                              |
| Defence is crucial for this Battle. Give one Player the Talisman, and      |
|  another with Elemental+Fire on their Armour to defend from Motor Ball's   |
|  Fire-based Attacks. Note that casting Bolt on Motor Ball deals more       |
|  damage than equipping Elemental+Lightning on someones Weapon.             |
| Spider Webs would be a good call to inflict Motor Ball with Slow, if you   |
|  had managed to obtain any from the Grashtrike in Sector 4.                |
| If you had obtained a Star Pendant from the Coupon Exchange in the Shinra  |
|  HQ, then you can go ahead and sell the one from Motor Ball for 4000 gil   |
|  when you get to Kalm, seeing as you won't need two.                       |
\                                                                            /
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               o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
               ||    {Midgar Area} / {Mt. Nibel Flashback}    ||
               o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||  Midgar Area Dirt                                   **               ||
||  Midgar Area Grass                                  ***    BEST      ||
||  Midgar Area Beach                                  **               ||
||  Inside The Truck (Kalm Flashback)                  N/A              ||
||  Mt. Nibel Long Windy Path To Bridge                N/A              ||
||  Mt. Nibel Wooden Bridge                            N/A              ||
||  Mt. Nibel Western Base (After Fall With Sephiroth) N/A              ||
||  Mt. Nibel 1st Green Cavern South to North (Elixir) N/A              ||
||  Mt. Nibel 2nd Green Cavern West to East (Sniper CR) N/A             ||
||  Mt. Nibel Long Windy Path To Reactor               N/A              ||
||  Mt. Nibel Reactor Exterior                         N/A              ||
||  Mt. Nibel Reactor Approach (Close-Up Of Stairs)    N/A              ||
\|                                                                       |/
 \                                                                       /
  |      Enemies:                    Enemy Skills:                       |
```

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 |                                                                      |
 |      Devil Ride                                                      |
 |      Custom Sweeper              Matra Magic                         |
 |      Kalm Fang                                                       |
 |  L4  Prowler                                                         |
 |      Dragon                                                          |
 |      Sonic Speed                                                     |
 |      Kyuvilduns                                                      |
 |      Twin Brain                                                      |
 \                                                                      /
  0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
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ELEMENTS AND STATUSES

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[                              ELEMENTS TO USE:                              ]
[                                                                           ]
[         Fire - Kalm Fang         - Double                                 ]
[    Lightning - Custom Sweeper    - Double                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS TO AVOID: None!                         ]
[                                                                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                         ]
[                                                                           ]
[          Hit - Devil Ride        - Wheelie                                ]
[          Hit - Devil Ride        - Drift Turn                             ]
[          Hit - Kalm Fang         - Fang                                   ]
[          Hit - Kalm Fang         - Bodyblow                               ]
[        Shoot - Custom Sweeper    - W Machine Gun                          ]
[        Shoot - Custom Sweeper    - Smoke SHot                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                       STATUSES TO DEFEND FROM: None!                      ]
[                                                                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Death, Silence, Slow, Stop, Petrify                                     ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Devil Ride [8] Custom Sweeper [8] Kalm Fang [8] Prowler [8]		
HI-POTION			

		Devil Ride [32]	Devil Ride
			Kalm Fang
			Prowler
X-POTION			
			Custom Sweeper
ETHER			
		Kalm Fang [8]	
		Prowler [32]	
ATOMIC SCISSORS			
		Custom Sweeper [8]	

ENEMY ENCOUNTERS

NOTE - The Encounters in the Mt. Nibel Flashback differ sightly from the regular encounters when you visit there later, which is why they have been included now.

SCREEN GROUPING 1: ** Area Enc Rate:

Midgar Area Dirt 20 High

Average: EXP: 127.4 AP: 12.8 GIL: 249.7 Enemy QTY: 2.19

[18.8%] Nrml Bat #1	EXP - 60	1st Row: 1x Devil Ride	
Pre-Emp OFF	AP - 6		
	GIL - 100		#32
[18.8%] Nrml Bat #2	EXP - 126	1st Row: 1x Custom Sweeper	
Pre-Emp OFF	AP - 14	2nd Row: 1x Custom Sweeper	
	GIL - 240		#33
[18.8%] Nrml Bat #3	EXP - 166	1st Row: 2x Kalm Fang	
Pre-Emp OFF	AP - 16	2nd Row: 1x Devil Ride	
	GIL - 284		#34
[18.8%] Nrml Bat #4	EXP - 163	1st Row: 1x Kalm Fang, 1x Prowler	
	AP - 15	2nd Row: 1x Prowler	
	GIL - 412		#36
[11.7%] Back Attack	EXP - 120	1st Row: 2x Devil Ride	
Run = 2	AP - 12		
	GIL - 200		#35
[12.9%] Side Attack	EXP - 126	1st Row: 2x Custom Sweeper	
	AP - 14		
	GIL - 240		#37

SCREEN GROUPING 2: *** BEST Area Enc Rate:

Midgar Area Grass 32 Medium

Average: EXP: 151.1 AP: 14.3 GIL: 285.9 Enemy QTY: 2.78

[22.2%]	Nrml Bat #1	EXP - 159 AP - 15 GIL - 276	1st Row: 1x Kalm Fang 2nd Row: 1x Kalm Fang 3rd Row: 1x Kalm Fang	#38
[22.2%]	Nrml Bat #2 Pre-Emp OFF	EXP - 161 AP - 15 GIL - 344	1st Row: 2x Kalm Fang, 1x Prowler	#39
[22.2%]	Nrml Bat #3 Pre-Emp OFF	EXP - 120 AP - 12 GIL - 200	1st Row: 2x Devil Ride	#40
[22.2%]	Nrml Bat #4	EXP - 159 AP - 15 GIL - 276	1st Row: 1x Kalm Fang 2nd Row: 2x Kalm Fang	#41
[5.86%]	Back Attack Run = 2	EXP - 163 AP - 15 GIL - 412	1st Row: 1x Kalm Fang, 2x Prowler	#42
[5.52%]	Pinc Attack	EXP - 161 AP - 15 GIL - 344	1st Grp: 2x Kalm Fang 2nd Grp: 1x Prowler	#43

SCREEN GROUPING 3: ** Area Enc Rate:

Midgar Area Beach 64 Low

Average: EXP: 144.7 AP: 13.6 GIL: 285.0 Enemy QTY: 2.71

[30.4%]	Nrml Bat #1	EXP - 159 AP - 15 GIL - 276	1st Row: 2x Kalm Fang 2nd Row: 1x Kalm Fang	#44
[29.0%]	Nrml Bat #2	EXP - 106 AP - 10 GIL - 184	1st Row: 2x Kalm Fang	#45
[29.0%]	Nrml Bat #3	EXP - 161 AP - 15 GIL - 344	1st Row: 1x Kalm Fang 2nd Row: 1x Prowler, 1x Kalm Fang	#46
[11.7%]	Pinc Attack	EXP - 163 AP - 15 GIL - 412	1st Grp: 1x Kalm Fang 2nd Grp: 2x Prowler	#47

SCREEN GROUPING 4: Area Enc Rate:

Inside The Truck (Kalm Flashback) OFF

"Battle Victory Music", "Game Over" and "Battle Rewards" Flags disabled.
"Those Chosen By The Planet" Theme plays throughout battle.

Forced Attack	EXP - /	1st Row: 1x Dragon	
Can't Escape	AP - /		
	GIL - /		#292

SCREEN GROUPING 5: Area Enc Rate:

Mt. Nibel Long Windy Path To Bridge 192 Very Low
Mt. Nibel Western Base (After Fall With Sephiroth) 72 Medium

"Battle Rewards" Flag disabled.

[28.1%]	Nrml Bat #1	EXP - /	1st Row: 2x Kyuvilduns	
		AP - /		
		GIL - /		#580
[26.6%]	Nrml Bat #2	EXP - /	1st Row: 2x Kyuvilduns	
		AP - /	2nd Row: 1x Kyuvilduns	
		GIL - /		#581
[23.4%]	Nrml Bat #3	EXP - /	1st Row: 1x Sonic Speed,	
Pre-Emp OFF		AP - /	2x Kyuvilduns	
		GIL - /		#582
[21.9%]	Nrml Bat #4	EXP - /	1st Row: 1x Sonic Speed	
Pre-Emp OFF		AP - /	2nd Row: 1x Sonic Speed	
		GIL - /		#583

SCREEN GROUPING 6: Area Enc Rate:

Mt. Nibel Wooden Bridge 128 Low

"Battle Rewards" Flag disabled.
Normal Battle #1's encounter rate falls victim to an overflow glitch, and overrides the chance of all other Normal Battles.

[100%]	Nrml Bat #1	EXP - /	1st Row: 1x Sonic Speed	
Pre-Emp OFF		AP - /	2nd Row: 1x Sonic Speed	
		GIL - /	3rd Row: 1x Sonic Speed	#584
[0%]	Nrml Bat #2	EXP - /	1st Row: 1x Sonic Speed	
Pre-Emp OFF		AP - /	2nd Row: 1x Sonic Speed	
		GIL - /		#585

SCREEN GROUPING 7: Area Enc Rate:

Mt. Nibel 1st Green Cavern South to North (Elixir) 72 Medium
Mt. Nibel 2nd Green Cavern West to East (Sniper CR) 128 Low

"Battle Rewards" Flag disabled.
<C> The Kyuvilduns [B] covers the Kyuvilduns [D] and [E]
The Kyuvilduns [C] covers the Kyuvilduns [E]

[37.5%] Nrml Bat #1	EXP - /	1st Row: 3x Kyuvilduns <C>	
	AP - /	2nd Row: 2x Kyuvilduns	
	GIL - /		#596
[34.4%] Nrml Bat #2	EXP - /	1st Row: 2x Twin Brain	
	AP - /	2nd Row: 1x Twin Brain	
	GIL - /		#597
[28.1%] Nrml Bat #3	EXP - /	1st Row: 2x Twin Brain	
	AP - /	2nd Row: 3x Kyuvilduns	
	GIL - /		#598

SCREEN GROUPING 8: Area Enc Rate:

Mt. Nibel Long Windy Path To Reactor	192	Very Low
Mt. Nibel Reactor Exterior	72	Medium
Mt. Nibel Reactor Approach (Close-Up Of Stairs)	72	Medium

"Battle Rewards" Flag disabled.

[37.5%] Nrml Bat #1	EXP - /	1st Row: 2x Twin Brain	
Pre-Emp OFF	AP - /	2nd Row: 1x Sonic Speed	
	GIL - /		#588
[34.4%] Nrml Bat #2	EXP - /	1st Row: 1x Twin Brain	
	AP - /	2nd Row: 2x Twin Brain	
	GIL - /		#589
[28.1%] Nrml Bat #3	EXP - /	1st Row: 1x Sonic Speed	
Pre-Emp OFF	AP - /	2nd Row: 2x Sonic Speed	
	GIL - /		#590

ENEMIES

NOTE - The Dragon, Sonic Speed, Kyuvilduns and Twin Brain from Mt. Nibel can be also fought here, however, I will not be duplicating their entries. You can find those enemies within the "Mt. Nibel" listings further down.

{Devil Ride}

https://photos.app.goo.gl/byAjktbqYsJfkjcX9 | ID: 48

Level:	13	Strength:	25	Drop: Potion [8]	14.06%
HP:	240	Defence:	40	Steal: Hi-Potion [32]	40.63%
MP:	0	Magic:	4	Morph: Hi-Potion	
		MDefence:	22		
EXP:	60	Dexterity:	56		
AP:	6	Luck:	2		

```
|  GIL:      100  ||      Evade:   3  ||                                    |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Midgar Area Grass                                49% |                     |
| Midgar Area Dirt                                 22% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Wheelie           |
|   Devil Ride's ATTACKS:              |  Manip Attack 2: Drift Turn        |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Wheelie>           Target: One Opponent                       |
|  [1AC]       Physical         Element: Hit                               |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                            Base Damage: 35 HP                             |
|                                                                           |
|  Attack 2:  Drift Turn         Target: All Opponents     Split Damage     |
|  [1AD]       Physical         Element: Hit                               |
|                                  Att%: 95                                 |
|                                 Power: 20                                 |
|                            Base Damage: 43 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Devil Ride's BATTLE PLAN: (Repeats)                                     |
|                                                                           |
|  1/2 Chance: Use <Wheelie> on Rnd Target                                  |
|  1/2 Chance: Use Drift Turn on Att Targets                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Devil Ride:                       |   POWER req for Overflow:  |
|                                              |                            |
| Devil Ride is found in Battle Square:        |  Base Damage Overflow: 150 |
|  Set - 1 (Before Tiny Bronco)  Battle - 5    |  Rnd Var Overflow  3x: 100 |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Hi-Potions can be useful to stock up on at                                |
|  the early stage of the game. A Lv 15 Cloud would have a 42.19% chance of |
|  stealing from the Devil Ride.                                            |
| The Devil Ride cannot be Back-Attacked or Side-Attacked, meaning that one |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.           |
\                                                                           /
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  .------------------.
 /  {Custom Sweeper}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/9Vh9uoigxAv2Vg917                    | ID:  49 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  30  ||    Drop: Potion          [8] 14.06% |
|  HP:       300  ||    Defence:  30  ||   Steal: Atomic Scissors [8] 10.94% |
|  MP:       100  ||      Magic:   3  ||   Morph: X-Potion                   |
```

```
|                 ||   MDefence:  40  ||                                      |
|  EXP:       63  ||  Dexterity:  43  ||                                      |
|   AP:        7  ||       Luck:   1  || Back Damage: Normal (2x Damage)      |
|  GIL:      120  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Midgar Area Dirt                                 32% |  Sweeper             |
|                                                      |  Death Machine       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: W Machine Gun     |
|   Custom Sweeper's ATTACKS:            |  Manip Attack 2: Smoke Shot        |
|                                        |  Manip Attack 3: Matra Magic       |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1:  W Machine Gun       Target: One Opponent      Berserk Attack   |
|  [118]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 28                                 |
|                            Base Damage: 77 HP                              |
|                                                                            |
|  Attack 2:  Smoke Shot          Target: One Opponent      Can't Cover      |
|  [119]       Physical          Element: Shoot                              |
|                                   Att%: 75                                 |
|                                  Power: 24                                 |
|                            Base Damage: 66 HP                              |
|                                                                            |
|                                                                            |
|  Attack 3:  Matra Magic         Target: All Opponents     **Enemy Skill**  |
|  [052]       Magical           Element: None              Reflectable      |
|                                   Att%: 100               No Split Damage  |
|                                  Power: 11                                 |
|                                MP Cost: 8 MP                               |
|                            Base Damage: 74 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Custom Sweeper BATTLE PLAN: (Repeats)                                    |
|                                                                            |
|  1/4 Chance: Use Matra Magic on All Targets                                |
|  1/4 Chance: Use Smoke Shot on Rnd Target without Darkness; If all Targets |
|               have Darkness, use W Machine Gun on Rnd Target              |
|  1/2 Chance: Use W Machine Gun on Rnd Target                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Custom Sweeper:                   |   POWER req for Overflow:   |
|                                              |                             |
| Custom Sweeper is found in Battle Square:    |  Base Damage Overflow: 147  |
|  Set - 1 (Before Tiny Bronco)  Battle - 5    |  Rnd Var Overflow  3x:  98  |
|                                              |  Rnd Var Overflow  4x:  74  |
| The Custom Sweeper's Smoke Shot searches for |  Rnd Var Overflow  6x:  49  |
|  a Player that is not inflicted with         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Darkness, however, the Player cannot be                                   |
```

| inflicted with Darkness via the use of the Enemy's Attacks. This suggests that Smoke Shot should have inflicted Darkness (the name also supports that theory). The Sweeper uses the same Attack, and the same check for Darkness is carried out.

The Custom Sweeper has higher than normal HP for this stage in the game, so feel free to cast Bolt.

The Atomic Scissors is a Weapon for Barret you cannot get until Junon normally (costs 1400 gil). Make sure to steal at least on from the Custom Sweeper, if you steal any more you can sell them for 700 gil each in Kalm. A Lv 15 Cloud would have a 10.94% chance of stealing from the Custom Sweeper.

Matra Magic is one of the best Enemy Skills to learn at this stage in the game seeing as it will hit all opponents for *non-split* damage, meaning it will not incur a 33% drop on damage output as a normal spell would when paired with All (and attacking all targets).

Once you have obtained the Morph Materia from the Temple of The Ancients, it wouldn't be a bad idea to revisit the Custom Sweeper to stock up on X-Potions (if you don't have any left over from hoard of X-Potions you would have collected in Wutai, or you haven't done Wutai yet). Your Morph Damage would deal around 60 HP after obtaining Morph.

The Custom Sweeper cannot be Back-Attacked, but it can be Side-Attacked.

{Kalm Fang}

https://photos.app.goo.gl/XbcTkHhQrZtCXdx47 | ID: 4A

Level: 10	Strength: 24	Drop: Potion [8] 14.06%	
HP: 160	Defence: 30	Steal: Ether [8] 10.94%	
MP: 0	Magic: 16	Morph: Hi-Potion	
	MDefence: 14		
EXP: 53	Dexterity: 57		
AP: 5	Luck: 6	Back Damage: Normal (2x Damage)	
GIL: 92	Evade: 14		

Fire [Double]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Midgar Area Grass	38%	Nibel Wolf
Midgar Area Dirt	78%	Bandersnatch
Midgar Area Beach	100%	

Kalm Fang's ATTACKS:

Manip Attack 1: Fang
Manip Attack 2: Bodyblow

Attack 1: <Fang> Target: One Opponent Berserk Attack
[189] Physical Element: Hit

```
|                                  Att%: 120                                |
|                                 Power: 16                                 |
|                            Base Damage: 31 HP                             |
|                                                                           |
|  Attack 2:  Bodyblow            Target: One Opponent                      |
|  [172]       Physical          Element: Hit                               |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                            Base Damage: 31 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Kalm Fang's BATTLE PLAN: (Repeats)                                      |
|                                                                           |
|  1/4 Chance: Use Bodyblow on Rnd Target                                   |
|  3/4 Chance: Use <Fang> on Rnd Target                                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Kalm Fang:                        |   POWER req for Overflow:   |
|                                              |                             |
| Kalm Fang is found in Battle Square:         |  Base Damage Overflow: 147  |
|  Set - 1 (Before Tiny Bronco)  Battle - 5    |  Rnd Var Overflow  3x:  98  |
|                                              |  Rnd Var Overflow  4x:  74  |
| It's worth trying to steal Ethers from the   |  Rnd Var Overflow  6x:  49  |
|  Kalm Fang, although they aren't the easiest o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  to steal. A Lv 15 Cloud would have a 10.94%                              |
|  chance to steal from the Kalm Fang.                                      |
| Normally the Kalm Fang can be back-attacked, however, the 2x Kalm Fang &  |
|  1x Prowler encounter on the Grass area cannot be Pre-Empted.             |
\                                                                           /
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  .-----------.
 /  {Prowler}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/QRKmajvh8i6VbbbX9                     | ID:  4B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     12  ||   Strength:  23  ||    Drop: Potion     [8]  14.06%     |
|  HP:       150  ||    Defence:  28  ||   Steal: Ether      [32] 40.63%     |
|  MP:         0  ||      Magic:   0  ||   Morph: Hi-Potion                  |
|                 ||   MDefence:  28  ||                                     |
|  EXP:       55  ||  Dexterity:  66  ||                                     |
|   AP:        5  ||       Luck:   8  || Back Damage: Normal (2x Damage)     |
|  GIL:      160  ||      Evade:  18  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Midgar Area Grass                              19% |  Vice                 |
| Midgar Area Dirt                               34% |  Bandit               |
| Midgar Area Beach                              41% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Hit                |
```

Prowler's ATTACKS:

Attack 1: <Hit> [134] Physical — Target: One Opponent; Element: Hit; Att%: 100; Power: 16; Base Damage: 31 HP — Never Used Berserk Attack

Attack 2: Steal [135] Physical 0 Dam — Target: One Opponent; Att%: Auto Hit — Steals From Target

Attack 3: Grind [136] Physical 0 Dam — Target: One Opponent; Att%: Auto Hit — Steals From Target

Attack 4: Seize [137] Physical — Target: One Opponent; Element: None; Att%: 100; Power: 16; Base Damage: 31 HP

Attack 5: <Escape> [138] Physical 0 Dam — Target: Self; Att%: Auto Hit — Disappearing Animation

Prowler's BATTLE PLAN:

NOTE - The Prowler targets the last Player to attack it. If it hasn't taken any damage, select a Rnd Target. If the Last Attacker has Death, select a Rnd Target.

OPENING ATTACK: 1/4 Chance use Steal on Last Attacker
1/4 Chance use Grind on Last Attacker
1/2 Chance use Seize on Last Attacker

THEREAFTER: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

1ST ATTCK: Skip a turn
2ND ATTCK: Use <Escape> on Self, remove Self from Battle, leave no rewards

Notes On Prowler:

If the Prowler manages to escape the battle, then the Item stolen is lost forever.
When attempting to steal, the Prowler will always have a 100% success rate of stealing, An item is always chosen at random from your available inventory, provided that the Item can be sold in the shops. If the Prowler cannot steal an Item from you, it will still continue to flee the battle after the steal attempt.
Killing the Prowler that has stolen from you is the only way to retrieve the item stolen.
The Prowler can and will steal your most powerful Weapons, Armour and Accessories, so always be cautious when battling them. They will have a 50% chance of fleeing on their 2nd turn, and a 50% chance of fleeing on their 3rd turn. Always dispatch the Prowler first.
The Prowler may use Seize as its first attack, in which case it will not

POWER req for Overflow:

Base Damage Overflow:	146
Rnd Var Overflow 3x:	98
Rnd Var Overflow 4x:	73
Rnd Var Overflow 6x:	49

```
|  perform a steal attempt that Battle.                                          |
| Ethers are a very easy steal; A Lv 15 Cloud would have a 43.75% chance of      |
|  stealing from the Prowler, however, you probably don't want to try more       |
|  than once if you fail the first attempt.                                      |
| Normally the Prowler can be back-attacked, however, the 2x Kalm Fang &         |
|  1x Prowler encounter on the Grass area cannot be Pre-Empted.                  |
\                                                                                /
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              ||              {Grasslands Area}              ||
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::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                              ||
||   Screens:                                                 Training Rating: ||
||                                                                              ||
||  Grasslands Area Grass                                     ***    BEST      ||
||  Grasslands Area Beach                                     *                ||
||  Grasslands Area Marsh                                     N/A              ||
\|                                                                              |/
 \                                                                              /
  |      Enemies:                    Enemy Skills:                             |
  |                                                                            |
  |      Elfadunk                                                              |
  |  L4  Mu                          L4 Suicide                                |
  |      [No Name] 3                                                           |
  |      Mandragora                                                            |
  |      Levrikon                                                              |
  |      Chocobo Lv 13                                                         |
  |  L4  Chocobo Lv 16               Chocobuckle                               |
  |      Midgar Zolom  (Opt Boss)    Beta                                      |
  \                                                                            /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO USE: None!                            ]
 [                                                                             ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                          ELEMENTS TO AVOID: None!                           ]
 [                                                                             ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                         ELEMENTS USED BY ENEMIES:                           ]
 [                                                                             ]
 [         Fire - Midgar Zolom      - Beta                                     ]
 [        Earth - Mu                - Sinking                                  ]
 [        Water - Mu                - Sewer                                    ]
 [  Restorative - Mu                - Hot Springs                              ]
 [                                                                             ]
 [          Hit - Elfadunk          - Bodyblow                                 ]
 [          Hit - Mandragora        - Grass Punch                              ]
 [          Hit - Mandragora        - Slow Dance                               ]
```

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[          Hit - Levrikon          - Bird Kick                              ]
[          Hit - Levrikon          - Flaming Peck                           ]
[          Hit - Midgar Zolom      - Bite                                   ]
[        Punch - Chocobo           - Chocobo, goes nuts                     ]
[        Shoot - Elfadunk          - Shower                                 ]
[        Shoot - Mu                - Rock Toss                              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[         Slow - Mandragora        - Slow          (100% Inflict)           ]
[        Small - Mu                - L4 Suicide    (100% Inflict)           ]
[      Sadness - Elfadunk          - Shower        (99%  Inflict)           ]
[         Fury - Levrikon          - Flaming Peck  (7%   Inflict)           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Death, Sleep, Poison, Silence, Slow, Stop, D. Sentence, Paralyzed       ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP		STEAL		MORPH
POTION	Elfadunk	[8]			
HI-POTION	Mu	[8]	Elfadunk	[8]	Levrikon
	Levrikon	[8]			
X-POTION					Midgar Zolom
ETHER			Levrikon	[8]	Mandragora
LASAN NUT	Mandragora	[8]	Mandragora	[8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** BEST — Area Enc Rate:

Grasslands Area Grass — 32 Medium

Average: EXP: 183.9 AP: 19.9 GIL: 393.7 Enemy QTY: 3.01

The Back Attack Encounters have been mistakenly placed in the Normal Battle slots, and three of the Normal Battles have been placed in the Special Battle slots. This means you will get back-attacked more than you should.

[18.0%]	Nrml Bat #1	EXP - 173 AP - 19 GIL - 388	1st Row: 1x Levrikon 2nd Row: 2x Mu	#48
	Pre-Emp OFF			
[18.0%]	Nrml Bat #2	EXP - 195 AP - 21 GIL - 384	1st Row: 1x Levrikon 2nd Row: 2x Levrikon	#49
[2.93%]	Nrml Bat #3	EXP - 128 AP - 14 GIL - 280	1st Row: 1x Elfadunk 2nd Row: 1x Elfadunk	#53
[2.93%]	Nrml Bat #4	EXP - 193 AP - 21 GIL - 408	1st Row: 1x Levrikon 2nd Row: 2x Elfadunk	#54
[16.6%]	Nrml Bat #5	EXP - 220 AP - 24 GIL - 540	1st Row: 4x Mandragora	#52
[5.52%]	Nrml Bat #6	EXP - 239 AP - 26 GIL - 538	1st Row: 1x Levrikon, 2x Mandragora 2nd Row: 1x Elfadunk	#55
[18.0%]	Back Att #1 Run = 2	EXP - 130 AP - 14 GIL - 256	1st Row: 2x Levrikon	#50
[18.0%]	Back Att #2 Run = 2	EXP - 195 AP - 21 GIL - 384	1st Row: 3x Levrikon	#51
[19.1%]	Choc Enc #1 7 - Bad	EXP - 110 AP - 12 GIL - 270	1st Row: 1x Chocobo Lv 13 2nd Row: 2x Mandragora	#56
[18.8%]	Choc Enc #2 7 - Bad	EXP - 120 AP - 13 GIL - 263	1st Row: 1x Mandragora, 1x Chocobo Lv 13 2nd Row: 1x Levrikon	#57
[18.8%]	Choc Enc #3 8 - Terrible Pre-Emp OFF	EXP - 130 AP - 14 GIL - 256	1st Row: 1x Chocobo Lv 16 2nd Row: 1x Levrikon 3rd Row: 1x Levrikon	#60
[18.8%]	Choc Enc #4 8 - Terrible Pre-Emp OFF	EXP - 128 AP - 14 GIL - 280	1st Row: 1x Elfadunk 2nd Row: 1x Chocobo Lv 16 3rd Row: 1x Elfadunk	#61

SCREEN GROUPING 2: *

Area Enc Rate:

Grasslands Area Beach

64 Low

Average: EXP: 96.8 AP: 10.5 GIL: 201.0 Enemy QTY: 1.50

[25%]	Nrml Bat #1	EXP - 65 AP - 7 GIL - 128	1st Row: 1x Levrikon	#58
[25%]	Nrml Bat #2	EXP - 130 AP - 14 GIL - 256	1st Row: 1x Levrikon 2nd Row: 1x Levrikon	#59
[25%]	Nrml Bat #3	EXP - 64 AP - 7 GIL - 140	1st Row: 1x Elfadunk	#62
[25%]	Nrml Bat #4	EXP - 128 AP - 14 GIL - 280	1st Row: 2x Elfadunk	#63

SCREEN GROUPING 3: Area Enc Rate:

Grasslands Area Marsh OFF

Forced Attack Run = 3		EXP - 250 AP - 25 GIL - 400	1st Row: Midgar Zolom	#469

ENEMIES

NOTE - The Chocobo Lv 13 and 16 can also be fought here; however, you can find those enemy listings further down in the Chocobos section of "Extra Enemies".

{Elfadunk}

https://photos.app.goo.gl/CXL6ixJknqZB7X5o7 | ID: 4C

Level:	14	Strength:	28	Drop: Potion	[8]	14.06%	
HP:	220	Defence:	40	Steal: Hi-Potion	[8]	10.94%	
MP:	34	Magic:	6	Morph: /			
		MDefence:	8				
EXP:	64	Dexterity:	55				
AP:	7	Luck:	2	Back Damage: Normal (2x Damage)			
GIL:	140	Evade:	2				

Fire	[-]	Death	[VUL]	Petrify	[VUL]		
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]		
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]		
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]		
Poison	[-]	Silence	[VUL]				
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]		
Water	[-]	Stop	[VUL]	Fury	[VUL]		

Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Grasslands Area Grass	11%	
Grasslands Area Beach	50%	

Elfadunk's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Shower

Attack 1: <Bodyblow> — Berserk Attack
[172] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 40 HP

Attack 2: Shower
[1AE] Magical
Target: One Opponent
Element: Shoot
Status Inflict: Sadness (99%)
Att%: 95
Power: 8
MP Cost: 5 MP
Base Damage: 60 HP

Elfadunk's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present, Display String: [A Chocobo!]

Elfadunk has not taken Physical Damage since it's last turn:

1/2 Chance: Use Shower on Rnd Target
1/2 Chance: Use <Bodyblow> on Rnd Target

Elfadunk has taken Physical Damage since it's last turn:

1/4 Chance: Use Shower on Last Attacker
3/4 Chance: Use <Bodyblow> on Last Attacker

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Elfadunk:

Elfadunk is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 5

All of the Encounters with the Elfadunk on the Grass Area have been mistakenly placed in the "Special Battle" slots, which means that you will not encounter the Elfadunk nearly as often as you should have.

The Elfadunk does not perform an MP check to make sure it can perform Shower, and as such the "skill power is used up" text string will be displayed when it tries to use that Attack without enough MP.

Shower will inflict the Player with Sadness even if they already had Fury,

POWER req for Overflow:

Base Damage Overflow: 150
Rnd Var Overflow 3x: 100
Rnd Var Overflow 4x: 75
Rnd Var Overflow 6x: 50

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|  which can be annoying if you're trying to Limit Level.                    |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .------.
 /  {Mu}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/769bHfi8fkpgmHZK7                    | ID:  4D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     12  ||   Strength:  23  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       210  ||    Defence:  30  ||   Steal: /                          |
|  MP:        52  ||      Magic:  27  ||   Morph: /                          |
|                 ||   MDefence:  32  ||                                      |
|  EXP:       54  ||  Dexterity:  59  ||                                      |
|   AP:        6  ||       Luck:  14  ||                                      |
|  GIL:      130  ||      Evade:   7  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Grasslands Area Grass                             18% |  Trickplay           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Rock Toss          |
|   Mu's ATTACKS:                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Rock Toss>          Target: One Opponent      Berserk Attack   |
|  [1AF]       Physical          Element: Shoot             Can't Cover      |
|                                   Att%: 120                                |
|                                  Power: 16                                 |
|                            Base Damage: 31 HP                              |
|                                                                            |
|  Attack 2:  Sewer               Target: One Opponent                       |
|  [1B0]       Magical           Element: Water                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 234 HP                             |
|                                                                            |
|  Attack 3:  Sinking             Target: One Opponent      Can't Cover      |
|  [1B1]       Physical          Element: Earth                              |
|                                   Att%: 100                                |
|                                  Power: 38                                 |
|                            Base Damage: 73 HP                              |
|                                                                            |
|  Attack 4:  Hot Springs         Target: One Opponent                       |
|  [1B3]       Magical           Element: Restorative                        |
|              Spcl Formula         Att%: 255                                |
|                                  Power: 7                                  |
|                            Base Damage: 388 HP                             |
|                                                                            |
|  Attack 5:  L4 Suicide          Target: All Opponents     **Enemy Skill**  |
```

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|  [049]       Magical           Element: None              Reflectable      |
|              % Based              Att%: Lv 4 = Auto Hit   Ignore M/Barrier |
|                                  Power: 31                Status Inflict:  |
|                                 MP Cost: 10 MP             Small (100%)    |
|                             Base Damage: 96.875% Current HP                 |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Mu's BATTLE PLAN: (Repeats)                                               |
|                                                                             |
|  4/14 Chance: Use <Rock Toss> on Rnd Target                                 |
|  4/14 Chance: Use Sewer on Rnd Target                                       |
|  4/14 Chance: Use Sinking on Rnd Target                                     |
|  1/14 Chance: Use Hot Springs on Rnd Target                                 |
|  1/14 Chance: Use L4 Suicide on All Targets                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Mu:                              |   POWER req for Overflow:     |
|                                             |                               |
| Mu is found in Battle Square:               |  Base Damage Overflow: 147    |
|  Set - 1 (Before Tiny Bronco)  Battle - 5   |  Rnd Var Overflow  3x:  98    |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Hot Springs is one of a few healing Attacks                                 |
|  that uses a stronger-than-normal Magical formula.                          |
| Be careful when fighting the Mu; their Sewer Attack can hit hard!           |
| L4 Suicide is an amazing Enemy Skill to obtain at this point in the game,   |
|  seeing as it will drop all Enemy's HP to 31/32 of its current HP,          |
|  provided that their Lv is divisible by 4. This can be a huge help,         |
|  especially in the Battle Square. If the target is vulnerable to Small, it |
|  will inflict that Status also.                                             |
| The Mu consists of two Enemy's; the base that it rests upon is one of       |
|  several enemies named [No Name], and cannot be targeted. Explore the       |
|  "Extra Enemies" section for details on Mu's Base.                          |
| The Mu cannot be Back-Attacked or Side-Attacked, meaning that one cannot    |
|  perform Random Variation Overflow with 4x or 6x Damage.                    |
\                                                                             /
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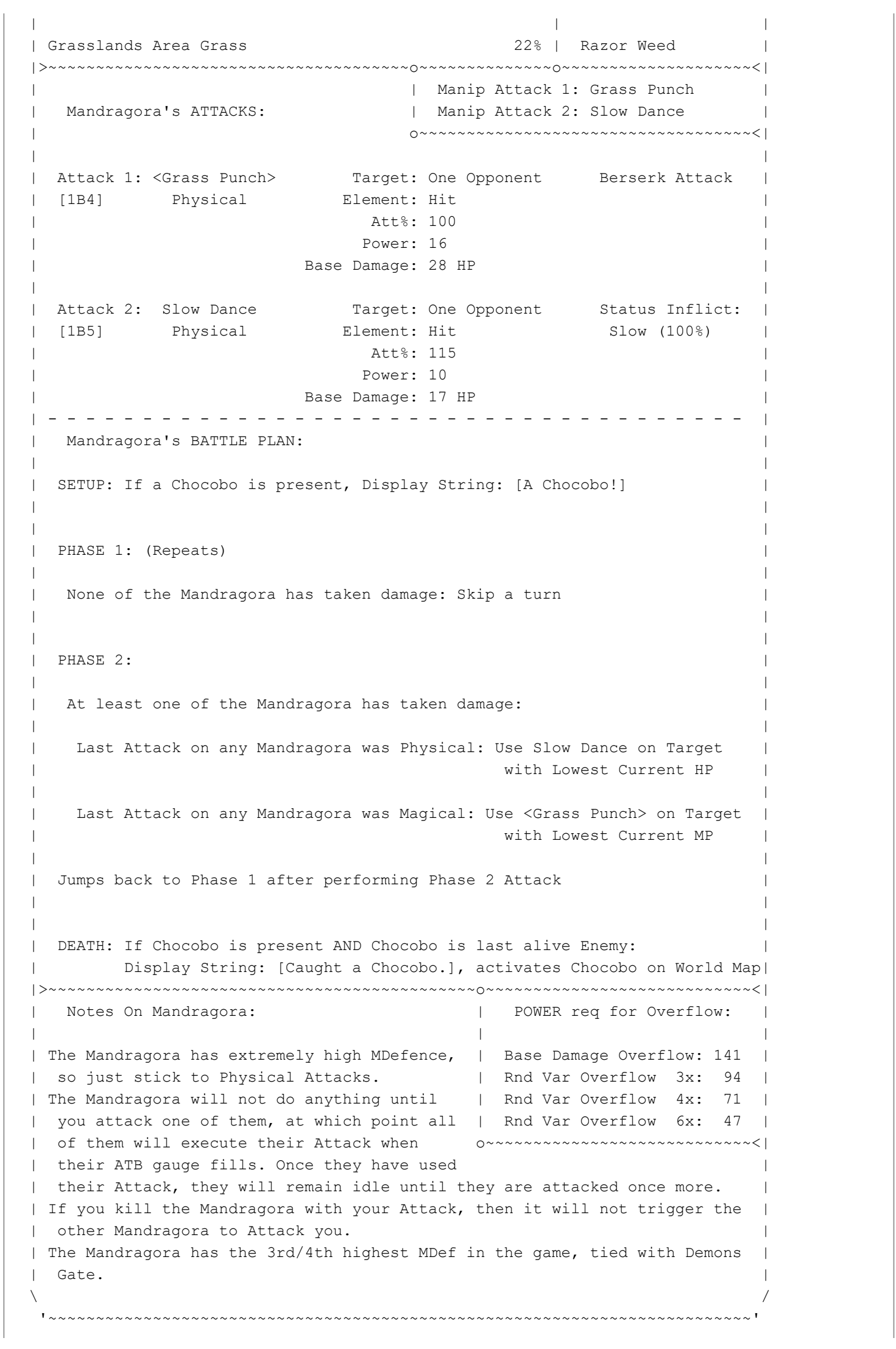
  .--------------.
 /  {Mandragora}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Xm33V3iy51agZvoW8                  | ID:  4F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     10  ||   Strength:  22  ||    Drop: Lasan Nut  [8] 14.06%      |
|  HP:       120  ||    Defence:  12  ||   Steal: Lasan Nut  [8] 10.94%      |
|  MP:         0  ||      Magic:  53  ||   Morph: Ether                      |
|                 ||   MDefence: 450  ||                                     |
|  EXP:       55  ||  Dexterity:  49  ||                                     |
|   AP:        6  ||       Luck:   3  || Back Damage: Normal (2x Damage)     |
|  GIL:      135  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
```


Grasslands Area Grass
22%
Razor Weed
Mandragora's ATTACKS:
Manip Attack 1: Grass Punch
Manip Attack 2: Slow Dance
Attack 1: <Grass Punch>
Target: One Opponent
Berserk Attack
[1B4] Physical
Element: Hit
Att%: 100
Power: 16
Base Damage: 28 HP
Attack 2: Slow Dance
Target: One Opponent
Status Inflict:
[1B5] Physical
Element: Hit
Slow (100%)
Att%: 115
Power: 10
Base Damage: 17 HP
Mandragora's BATTLE PLAN:
SETUP: If a Chocobo is present, Display String: [A Chocobo!]
PHASE 1: (Repeats)
None of the Mandragora has taken damage: Skip a turn
PHASE 2:
At least one of the Mandragora has taken damage:
Last Attack on any Mandragora was Physical: Use Slow Dance on Target with Lowest Current HP
Last Attack on any Mandragora was Magical: Use <Grass Punch> on Target with Lowest Current MP
Jumps back to Phase 1 after performing Phase 2 Attack
DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map
Notes On Mandragora:
POWER req for Overflow:
The Mandragora has extremely high MDefence, so just stick to Physical Attacks.
The Mandragora will not do anything until you attack one of them, at which point all of them will execute their Attack when their ATB gauge fills. Once they have used their Attack, they will remain idle until they are attacked once more.
If you kill the Mandragora with your Attack, then it will not trigger the other Mandragora to Attack you.
The Mandragora has the 3rd/4th highest MDef in the game, tied with Demons Gate.
Base Damage Overflow: 141
Rnd Var Overflow 3x: 94
Rnd Var Overflow 4x: 71
Rnd Var Overflow 6x: 47

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  .------------.
 /  {Levrikon}  \
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|  https://photos.app.goo.gl/w2UzYM2WyZ7S9iPG9                    | ID:  50 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     14  ||   Strength:  38  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       200  ||    Defence:  40  ||   Steal: Ether      [8] 10.94%      |
|  MP:         0  ||      Magic:   6  ||   Morph: Hi-Potion                  |
|                 ||   MDefence:  12  ||                                     |
|  EXP:       65  ||  Dexterity:  60  ||                                     |
|   AP:        7  ||       Luck:   4  || Back Damage: Normal (2x Damage)     |
|  GIL:      128  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Grasslands Area Grass                         62% |  Epiolnis             |
| Grasslands Area Beach                         50% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Bird Kick         |
|   Levrikon's ATTACKS:                |  Manip Attack 2: Flaming Peck      |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                          |
|  Attack 1:  Bird Kick          Target: One Opponent      Berserk Attack   |
|  [1B6]       Physical         Element: Hit                               |
|                                  Att%: 108                               |
|                                 Power: 16                                |
|                           Base Damage: 54 HP                             |
|                                                                          |
|  Attack 2:  Flaming Peck       Target: One Opponent      Status Inflict:  |
|  [1B7]       Physical         Element: Hit                Fury (7%)       |
|                                  Att%: 95                                |
|                                 Power: 32                                |
|                           Base Damage: 108 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Levrikon's BATTLE PLAN: (Repeats)                                      |
|                                                                          |
|  SETUP: If a Chocobo is present, Display String: [A Chocobo!]            |
|                                                                          |
|                                                                          |
|  If the Encounter is a Normal Battle:                                    |
|                                                                          |
|   1/4 Chance: Use Flaming Peck on Rnd Target                             |
|   3/4 Chance: Use Bird Kick on Rnd Target                                |
|                                                                          |
|                                                                          |
|  If the Encounter is a Back Attack:                                      |
|                                                                          |
|   1/4 Chance: Use Bird Kick on Rnd Target                                |
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|   3/4 Chance: Use Flaming Peck on Rnd Target                                 |
|                                                                              |
|                                                                              |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:               |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Levrikon:                        |   POWER req for Overflow:      |
|                                             |                                |
| Levrikon is found in Battle Square:         |  Base Damage Overflow: 150     |
|  Set - 1 (Before Tiny Bronco)  Battle - 5   |  Rnd Var Overflow  3x: 100     |
|                                             |  Rnd Var Overflow  4x:  75     |
| The Levrikon can inflict the Player with    |  Rnd Var Overflow  6x:  50     |
|  Fury, which can help for Limit Levelling,  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  although the chances of inflicting Fury are                                 |
|  quite small (7% when using Flaming Peck).                                   |
| Although you can steal Ethers from the Levrikon, you would be better off     |
|  trying to steal from the Ark Dragon in the Mythril Mines. A Lv 15 Cloud     |
|  would have a 10.94% chance of stealing from the Levrikon.                   |
| An error has been made in regards to the Encounter placements in the         |
|  Grasslands Area Grass. The two Back Attack encounters have been             |
|  mistakenly placed in the "Normal Battle" slots, which means that you will   |
|  be back-attacked far more often than you should in this area.               |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .----------------.
 /  {Midgar Zolom}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/nFbo1uQNMAjXpDg28                    | ID:  51 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     26  ||   Strength: 120  ||    Drop: /                          |
|  HP:      4000  ||    Defence:  90  ||   Steal: /                          |
|  MP:       348  ||      Magic:  40  ||   Morph: X-Potion                   |
|                 ||   MDefence:  70  ||                                     |
|  EXP:      250  ||  Dexterity:  54  ||                                     |
|   AP:       25  ||       Luck:   1  ||                                     |
|  GIL:      400  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                            |   LOOKALIKES:          |
|                                                   |                        |
| Midgar Area Marsh                                 |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!              |
|   Midgar Zolom's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Bite>              Target: One Opponent                          |
|  [1B8]       Physical         Element: Hit                                  |
|  [1B9]                           Att%: 110                                  |
|                                 Power: 16                                    |
```

```
|                          Base Damage: 508 HP                              |
|                                                                           |
|  Attack 2:  Beta                Target: All Opponents     **Enemy Skill**  |
|  [054]       Magical           Element: Fire              No Split Damage  |
|                                   Att%: 100                                |
|                                  Power: 54                                 |
|                                MP Cost: 35 MP                              |
|                          Base Damage: 1336 HP                             |
|                                                                           |
|  Attack 3: <Blown Away>         Target: One Opponent      Ejects From Bat  |
|  [1BA]       Physical 0 Dam       Att%: Auto Hit          Flag as Escaped  |
|                                                                           |
|  Attack 4: <Change>             Target: Self              Transformation   |
|  [201]       Physical 0 Dam       Att%: Auto Hit           to 2nd Form     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Midgar Zolom's BATTLE PLAN:                                             |
|                                                                           |
|  PHASE 1: (Repeats)                                                       |
|                                                                           |
|   Midgar Zolom's HP >  3000 HP: Use <Bite> on Rnd Target                  |
|                                                                           |
|                                                                           |
|  PHASE 2: (Repeats)                                                       |
|                                                                           |
|   Midgar Zolom's HP <= 3000 HP:                                           |
|                                                                           |
|    OPENING ATTACK: Use <Change> on Self, transform to 2nd Form (Standing)  |
|                                                                           |
|      *If <Blown Away> has been used twice, use <Bite> on Rnd Target        |
|                                                                           |
|    1ST ATTACK: Use <Bite> on Rnd Target                                   |
|    2ND ATTACK: Use <Bite> on Rnd Target                                   |
|    3RD ATTACK: Use <Bite> on Rnd Target                                   |
|    4TH ATTACK: Midgar Zolom's HP <= 3000:                                 |
|                 1/7 Chance: Use <Blown Away> on Rnd Target*               |
|                 6/7 Chance use <Bite> on Rnd Target                       |
|                                                                           |
|                Midgar Zolom's HP <= 2500:                                 |
|                 1/6 Chance: Use <Blown Away> on Rnd Target*               |
|                 5/6 Chance use <Bite> on Rnd Target                       |
|                                                                           |
|                Midgar Zolom's HP <= 2000:                                 |
|                 1/5 Chance: Use <Blown Away> on Rnd Target*               |
|                 4/5 Chance use <Bite> on Rnd Target                       |
|                                                                           |
|                Midgar Zolom's HP <= 1500:                                 |
|                 1/4 Chance: Use <Blown Away> on Rnd Target*               |
|                 3/4 Chance use <Bite> on Rnd Target                       |
|                                                                           |
|      After 4th Attack: 1/2 Chance jump to 1st Attack for next turn        |
|                        1/2 Chance jump to 2nd Attack for next turn        |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Midgar Zolom's HP <= 2000 HP:                                           |
|                                                                           |
|    Use <Blown Away> on Last Attacker; If <Blown Away> has been used once,  |
|     do nothing                                                            |
|                                                                           |
```

Midgar Zolom's HP <= 1500 HP:

Use Beta on All Targets; If Beta has been used once, do nothing

Notes On Midgar Zolom:

The main reason to battle the Midgar Zolom on your first encounter is to try to learn the Enemy Skill Beta, but it won't be easy. In order for the Skill to be learned the Battle must end, and the Player that has learned Beta must still be present when the Battle concludes; although, they do not need to have survived the attack.

To go into the Battle, set up the following:

- Slow the Battle Speed all the way to 0
- Barret and Red XIII in Party
- All Player's in Back Row
- All Player's with Sadness
- All Player's Limit Breaks completely filled (optional)
- Enemy Skill Materia on Red XIII
- Talisman on Red XIII
- Elemental + Fire on Red XIII
- Unlock Red XIII's Lv 1-2 Limit Break Lunatic High (optional)

Red XIII will not only have the highest MDef, but also the highest HP to deal with Beta. If the Player survives the Attack, then the Enemy Skill will still be learned; however, if the ability killed the every remaining character, then the skill will not keep when you are taken back to the World Map (assuming one player has been ejected). If Beta misses Red XIII then the Enemy Skill *will* still be learned. If Red XIII gets 'flicked' out of Battle after learning Beta, the Skill will *not* be learned.

If you managed to obtain any Graviballs from the Deenglow earlier in the Train Graveyard, then now is the optimal time to use them. Opening with a Graviball will instantly drop its HP by 1000, triggering its 2nd Phase.

If the Midgar Zolom has already used Blown Away prior to its HP dropping below 2000, then it will not use the Counter Attack. If Blown Away is used as a Counter Attack then it will 'flick' the last Player to have attacked it; try to make sure that this is Barret. If Blown Away is used as a normal Attack (as opposed to a Counter), then a random target will selected, and cannot be used more than twice in one Battle.

Make sure to be aware of its HP at all times; cast Sense early on and make sure that Red XIII is not the one to drop its HP below 50%.

When the Midgar Zolom uses Beta it will do so as a Counter Attack, meaning that it could follow up with a use of Bite if its ATB gauge is close to being filled. Always make sure that Red XIII's HP is a priority once the Midgar Zolom's HP is close to reaching 1500 HP.

Poison will deal more damage than Deadly Wastes, and have a higher chance of inflicting Poison, so have Cloud use Bio until the Midgar Zolom is poisoned. Have Cloud cast Choco/Mog also (but not Barret, as Cloud's MAtt will be stronger than Barret's).

Quake and Bio are both stronger than Bolt/Ice/Fire, Quake being marginally stronger than Bio.

There are two identical versions of Bite; one used while the Midgar Zolom is in Phase 1, and another used while it is in Phase 2.

If you were playing a low-levelled game then you could make use of the Loco Weeds that you may have collected in the Shinra HQ. Throw a Loco Weed at one of your Characters, then quickly have that Character use a Hyper before they become confused. If done correctly, the confused

POWER req for Overflow:

Base Damage Overflow: 167
Rnd Var Overflow 3x: 112

| Character will throw a Hyper and a random target, and with luck that target will be the Midgar Zolom. If you manage to inflict the Zolom with Fury then it will have approximately a 20% chance of missing when it casts Beta.
| If an Attack misses the Target then the Enemy Skill will still be learned.
| Once a player is ejected from Battle, they will be flagged as 'escaped' (as opposed to dead), and the Player will *not* be met with a Game Over screen if the remaining Character's are killed. Instead, the Player will spawn back on the World Map at the same edge of the Marsh that they had started on.
| It is possible with a bit of skill to make across the Marsh without the use of a Chocobo; that goes for travelling both ways!
| Once defeated, the Midgar Zolom will re-spawn in, and will continue to do so each time you defeat it. There is no way to permanently kill the Midgar Zolom.

{Mythril Mines}

Screens:	Training Rating:
Mythril Mines Eastern (Swamp) Entrance	***
Mythril Mines North Eastern Cavern	****
Mythril Mines Western (Junon) Entrance	***
Mythril Mines North Western Cavern	***** BEST

Enemies:	Enemy Skills:
L4 Madouge	
Crawler	
Castanets	
Ark Dragon	Flame Thrower

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Fire	Castanets	Double
Earth	Crawler	Double
Wind	Ark Dragon	Double

ELEMENTS TO AVOID:

Fire	Ark Dragon	Absorb

```
[        Earth - Ark Dragon        - Nullify                              ]
[                                                                         ]
[          Ice - Crawler           - Halve                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                        ]
[                                                                         ]
[         Fire - Ark Dragon        - Flame Thrower                        ]
[          Ice - Crawler           - Cold Breath                          ]
[    Lightning - Castanets         - Scissor Spark                        ]
[                                                                         ]
[          Hit - Madouge           - Ironball                             ]
[          Hit - Madouge           - Swamp Shot                           ]
[          Hit - Crawler           - Bite                                 ]
[          Hit - Castanets         - 2-stage attack                       ]
[          Hit - Ark Dragon        - Claw                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                        ]
[                                                                         ]
[     Darkness - Madouge           - Swamp Shoot  (100% Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                             ]
[                                                                         ]
[   Death, Sleep, Poison, Confusion, Silence, Slow, Small, Petrify,       ]
[   D. Sentence                                                           ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION			
	Madouge [8]		Madouge
	Crawler [8]		
	Castanets [8]		
ETHER			
	Ark Dragon [2]	Ark Dragon [32]	
PHOENIX DOWN			
	Ark Dragon [8]		Ark Dragon
GRAND GLOVE			
		Madouge [8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

```
 Mythril Mines Eastern (Swamp) Entrance               48   High
 Mythril Mines Western (Junon) Entrance               48   High

  Average:   EXP: 214.6      AP: 23.6      GIL: 363.3       Enemy QTY: 3.40

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 140     1st Row: 2x Madouge                |
|        Pre-Emp OFF     AP  - 16                                         |
|                        GIL - 300                                  #472  |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 308     1st Row: 1x Madouge, 2x Crawler    |
|        Pre-Emp OFF     AP  - 34      2nd Row: 1x Madouge, 1x Crawler    |
|                        GIL - 495                                  #473  |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 195     1st Row: 2x Castanets              |
|                        AP  - 21      2nd Row: 1x Castanets              |
|                        GIL - 339                                  #474  |
|                                                                         |
|  [12.5%]  Back Attack  EXP - 224     1st Row: 2x Crawler                |
|            Run = 2     AP  - 24      2nd Row: 2x Crawler                |
|                        GIL - 260                                  #475  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2: ****                              Area Enc Rate:

  Mythril Mines North Eastern Cavern                  40   Very High

  Average:   EXP: 248.3      AP: 27.5      GIL: 419.9       Enemy QTY: 3.75

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 252     1st Row: 3x Crawler                |
|        Pre-Emp OFF     AP  - 28      2nd Row: 1x Ark Dragon             |
|            Run = 2     GIL - 375                                  #476  |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 260     1st Row: 2x Castanets              |
|            Run = 2     AP  - 28      2nd Row: 2x Castanets              |
|                        GIL - 452                                  #477  |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 270     1st Row: 2x Castanets              |
|        Pre-Emp OFF     AP  - 30      2nd Row: 1x Ark Dragon, 1x Crawler |
|            Run = 2     GIL - 471                                  #478  |
|                                                                         |
|  [12.5%]  Pinc Attack  EXP - 168     1st Grp: 1x Ark Dragon             |
|            Run = 3     AP  - 20      2nd Grp: 1x Ark Dragon             |
|                        GIL - 360                                  #471  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 3: *****  BEST                       Area Enc Rate:

  Mythril Mines North Western Cavern                  40   Very High

  Average:   EXP: 264.5      AP: 28.9      GIL: 407.0       Enemy QTY: 4.22

.-------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 252     1st Row: 3x Crawler                |
|        Pre-Emp OFF     AP  - 28      2nd Row: 1x Ark Dragon             |
|            Run = 2     GIL - 375                                  #476  |
```

```
|                                                                              |
|  [26.6%]  Nrml Bat #2  EXP - 260     1st Row: 2x Castanets                   |
|            Run = 2     AP  - 28      2nd Row: 2x Castanets                   |
|                        GIL - 452                                      #477 |
|                                                                              |
|  [23.4%]  Nrml Bat #3  EXP - 270     1st Row: 2x Castanets                   |
|         Pre-Emp OFF    AP  - 30      2nd Row: 1x Ark Dragon, 1x Crawler      |
|            Run = 2     GIL - 471                                      #478 |
|                                                                              |
|  [21.9%]  Nrml Bat #4  EXP - 280     1st Row: 5x Crawler                     |
|            Run = 2     AP  - 30                                              |
|                        GIL - 325                                      #479 |
'------------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo


  .-----------.
 /  {Madouge}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/VSY29RjZuZA5vWDS8                    | ID:  82 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     16  ||   Strength:  36  ||    Drop: Hi-Potion    [8] 14.06%    |
|  HP:       220  ||    Defence:  22  ||   Steal: Grand Glove  [8] 10.94%    |
|  MP:         0  ||      Magic:   4  ||   Morph: Hi-Potion                  |
|                 ||   MDefence:  26  ||                                      |
|  EXP:       70  ||  Dexterity:  56  ||                                      |
|   AP:        8  ||       Luck:   3  ||                                      |
|  GIL:      150  ||      Evade:   6  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Mythril Mines Eastern (Swamp) Entrance          63% |  Screamer           |
| Mythril Mines Western (Junon) Entrance          63% |  Staniv             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Ironball           |
|   Madouge's ATTACKS:                |  Manip Attack 2: Swamp Shoot        |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Ironball>          Target: One Opponent      Berserk Attack   |
|  [1BB]       Physical         Element: Hit                                |
|                                  Att%: 115                                |
|                                 Power: 20                                 |
|                           Base Damage: 67 HP                              |
|                                                                           |
|  Attack 2:  Swamp Shoot        Target: One Opponent      Can't Cover      |
|  [1BC]       Physical         Element: Hit               Status Inflict:  |
```

Att%: 100	Darkness (100%)
Power: 4	
Base Damage: 13 HP	

Madouge's BATTLE PLAN: (Repeats)

Madouge is in Front Row:

1/4 Chance: Use Swamp Shoot on Rnd Target
3/4 Chance: Use <Ironball> on Rnd Target

Madouge is in Back Row:

1/4 Chance: Use <Ironball> on Rnd Target
3/4 Chance: Use Swamp Shoot on Rnd Target

Notes On Madouge:	POWER req for Overflow:
Madouge is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 6	Base Damage Overflow: 144 Rnd Var Overflow 3x: 96

You will want to try to steal the Grand Glove for Tifa, which you wouldn't be able to buy until Junon otherwise. A Lv 15 Cloud would have a 10.94% chance of stealing from the Madouge. The Madouge can inflict you with Darkness, which doesn't help at all if your Players are inflicted with Fury for Limit Levelling. One quick blast of L4 Suicide will render the Madouge harmless. The Madouge cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

.-----------.
/ {Crawler} \

https://photos.app.goo.gl/1SmFqEGGk8TQ8Jyv8 | ID: 53

Level:	15	Strength:	28	Drop: Hi-Potion [8] 14.06%			
HP:	140	Defence:	10	Steal: /			
MP:	48	Magic:	38	Morph: /			
		MDefence:	32				
EXP:	56	Dexterity:	36				
AP:	6	Luck:	2	Back Damage: Normal (2x Damage)			
GIL:	65	Evade:	5				

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[Halve]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[Double]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mythril Mines Eastern (Swamp) Entrance	43%	Heg
Mythril Mines North Eastern Cavern	57%	

```
| Mythril Mines Western (Junon) Entrance          43% |                    |
| Mythril Mines North Western Cavern              73% |                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Bite               |
|   Crawler's ATTACKS:                |  Manip Attack 2: Cold Breath        |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Bite               Target: One Opponent      Berserk Attack   |
|  [112]       Physical         Element: Hit                                |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                            Base Damage: 41 HP                             |
|                                                                           |
|  Attack 2:  Cold Breath         Target: One Opponent                      |
|  [1BD]       Magical           Element: Ice                               |
|                                  Att%: 100                                |
|                                 Power: 1                                  |
|                                MP Cost: 2 MP                              |
|                            Base Damage: 19 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Crawler's BATTLE PLAN: (Repeats)                                        |
|                                                                           |
|  1/2 Chance: Use Bite on Rnd Target                                       |
|  1/2 Chance: Use Cold Breath on Rnd Target                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Crawler:                          |   POWER req for Overflow:  |
|                                              |                            |
| Crawler is found in Battle Square:           |  Base Damage Overflow: 141 |
|  Set - 1 (Before Tiny Bronco)  Battle - 6    |  Rnd Var Overflow  3x:  94 |
|                                              |  Rnd Var Overflow  4x:  71 |
| One cast of All+Quake is enough to kill the  |  Rnd Var Overflow  6x:  47 |
|  Crawler in one hit.                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The only Encounter in which you can Pre-Emp                               |
|  the Crawler is the 5x Crawler Encounter found in the North Western       |
|  Cavern of the Mythril Mines.                                             |
\                                                                           /
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  .-------------.
 /  {Castanets}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/XRbaXMYakUUaGJ3w7                    | ID:  55 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  26  ||    Drop: Hi-Potion  [8] 14.06%    |
|  HP:       190  ||    Defence:  76  ||   Steal: /                        |
|  MP:         0  ||      Magic:   2  ||   Morph: /                        |
|                 ||   MDefence:   4  ||                                   |
|  EXP:       65  ||  Dexterity:  49  ||                                   |
|   AP:        7  ||       Luck:   2  || Back Damage: Normal (2x Damage)    |
|  GIL:      113  ||      Evade:   3  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mythril Mines Eastern (Swamp) Entrance	25%	Ceasar
Mythril Mines North Eastern Cavern	55%	
Mythril Mines Western (Junon) Entrance	25%	
Mythril Mines North Western Cavern	50%	

Castanet's ATTACKS:

Manip Attack 1: 2-stage attack
Manip Attack 2: Scissor Spark

Attack 1: 2-stage attack — Target: One Opponent — Berserk Attack
[1BF] Physical — Element: Hit
Att%: 100
Power: 16
Base Damage: 38 HP

Attack 2: Scissor Spark — Target: One Opponent — Can't Cover
[1C0] Physical — Element: Lightning
Att%: 75
Power: 22
Base Damage: 52 HP

Castanet's BATTLE PLAN: (Repeats)

1/2 Chance: Use 2-stage attack on Rnd Target
1/2 Chance: Use Scissor Spark on Rnd Target

Notes On Castanets:

Castanet's is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 6

One blast of All+Fire or Matra Magic will be enough to kill the Castanets in one hit.

POWER req for Overflow:

Base Damage Overflow: 162
Rnd Var Overflow 3x: 108
Rnd Var Overflow 4x: 81
Rnd Var Overflow 6x: 54

.--------------.
/ {Ark Dragon} \

https://photos.app.goo.gl/mUcDhkqXLfsnEsHu8 | ID: 54

Level:	18	Strength:	56	Drop 1: Phoenix Down [8]	14.06%
HP:	280	Defence:	50	Drop 2: Ether [2]	4.03%
MP:	124	Magic:	18	Steal: Ether [32]	40.63%
		MDefence:	130	Morph: Phoenix Down	
EXP:	84	Dexterity:	61		
AP:	10	Luck:	7		
GIL:	180	Evade:	5		

Fire	[Absorb]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[Nullify]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]

```
|        Wind  [Double]        |       Frog  [-]      |       Haste  [VUL]   |
|        Holy  [-]             |      Small  [VUL]    |  Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]    |     Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Mythril Mines North Eastern Cavern               70% |  Ark Dragon         |
| Mythril Mines North Western Cavern               52% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Claw              |
|   Ark Dragon's ATTACKS:              |  Manip Attack 2: Flame Thrower     |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Claw>             Target: One Opponent      Berserk Attack   |
|  [1BE]       Physical        Element: Hit                                |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                           Base Damage: 118 HP                             |
|                                                                           |
|  Attack 2:  Flame Thrower     Target: One Opponent      **Enemy Skill**  |
|  [050]       Magical         Element: Fire              Reflectable      |
|                                  Att%: 100                                |
|                                 Power: 14                                 |
|                               MP Cost: 10 MP                              |
|                           Base Damage: 189 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Ark Dragon's BATTLE PLAN: (Repeats)                                     |
|                                                                           |
|  1/4 Chance: Use <Claw> on Rnd Target                                     |
|  1/4 Chance: Use Flame Thrower on Target with Highest Current HP          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ark Dragon:                     |   POWER req for Overflow:   |
|                                            |                             |
| Ark Dragon is found in Battle Square:      |  Base Damage Overflow: 153  |
|  Set - 1 (Before Tiny Bronco)  Battle - 6  |  Rnd Var Overflow  3x: 102  |
|                                            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Ark Dragon's Attacks can hit hard, so                                 |
|  don't underestimate them.                                                |
| Of all the Enemies in the Mythril Mines, the Ark Dragon gives the most    |
|  amount of Battle Spoils, and the North Western Cavern of the Mythril     |
|  Mines is one of the best places to train on Disc 1!                      |
| Flame Thrower is a strong Enemy Skill to learn at this stage in the game, |
|  and with a Power value of 14 it is your strongest "normal" Magical spell |
|  (Beta doesn't count) to this point.                                      |
| Equip Elemental+Choco/Mog on your weapon to exploit the Ark Dragon's      |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.    |
| Ethers make an easy steal, and the Player should have acquired a 2nd Steal |
|  Materia from Kalm by now, so you should always steal from every Ark      |
|  Dragon you encounter. A Lv 15 Cloud would have a 37.5% chance of stealing |
|  from the Ark Dragon.                                                     |
| The Ark Dragon cannot be Back-Attacked or Side-Attacked, meaning that one |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.           |
\                                                                           /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||         {Junon Area} / {Fort Condor}        ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o
```

Screens:	Training Rating:
Junon Area Grass	*
Junon Area Dirt	*
Junon Area Forest	**** BEST
Junon Area Beach	*
Fort Condor Shack	N/A
Under-Junon Rocky Beach	N/A

	Enemies:	Enemy Skills:
	Zemzelett	White Wind
L4	Nerosuferoth	
L4	Formula	
	Capparwire	
	Hell Rider VR2	
	Chocobo Lv 19	
	Mystery Ninja	
	CMD.Grand Horn Lv 19 (Opt Boss)	
	CMD.Grand Horn Lv 25 (Opt Boss)	
	Bottomswell (Boss)	
L4	Waterpolo (Mini Boss)	

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Wind	Zemzelett	Double
Wind	Formula	Double
Wind	Bottomswell	Double (Boss)

ELEMENTS TO AVOID:

Earth	Zemzelett	Nullify
Earth	Formula	Nullify
Earth	Bottomswell	Nullify (Boss)
Gravity	Zemzelett	Nullify
Water	Zemzelett	Nullify
Gravity	Hell Rider VR2	Halve
Gravity	Bottomswell	Halve (Boss)

ELEMENTS USED BY ENEMIES:

NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).

Fire	Nerosuferoth	Heatwing
Lightning	Zemzelett	Thunderbolt

```
[       Poison - CMD.Grand Horn    - Poison Breath                          ]
[        Water - Bottomswell       - Big Wave                               ]
[         Wind - Zemzelett         - Flap                                   ]
[         Wind - Formula           - Air Bomber                             ]
[         Wind - Formula           - Blue Impulse                           ]
[         Wind - Formula           - Cross Impulse                          ]
[                                                                           ]
[          Hit - Capparwire        - Wire Attack                            ]
[          Hit - Capparwire        - Grand Spark                            ]
[          Hit - Hell Rider VR2    - Iron mallet                            ]
[          Hit - Hell Rider VR2    - Ballistic                              ]
[          Hit - CMD.Grand Horn    - Punch                                  ]
[          Hit - Bottomswell       - Bodyblow                               ]
[          Hit - Bottomswell       - Tail Attack                            ]
[          Hit - Bottomswell       - Moonstrike                             ]
[        Punch - Nerosuferoth      - Beak                                   ]
[        Punch - Chocobo           - Chocobo, goes nuts                     ]
[        Shoot - CMD.Grand Horn    - Grand Attack                           ]
[       Hidden - Hell Rider VR2    - Electromag (0 Damage)                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[ NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler). ]
[                                                                           ]
[       Poison - CMD.Grand Horn    - Poison Breath  (83%  Inflict)          ]
[   Imprisoned - Bottomswell       - Waterball      (100% Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Sleep, Poison, Silence, Slow, Slow-numb                                 ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Capparwire [8] Hell Rider VR2 [8]		
HI-POTION	Zemzelett [8] Nerosuferoth [8] Formula [8]	Hell Rider VR2 [32]	Zemzelett Hell Rider VR2
ETHER		Capparwire [8]	
SPEED DRINK			Formula
VAGYRISK CLAW			

```
----------------'              |                        |                    |
      |CMD.Grand Horn L19 [63] |                        |                    |
      '------------------------+------------------------+--------------------|
 BOOMERANG  |                  |                        |                    |
------------'                  |                        |                    |
      |                        | Formula            [8] |                    |
      '------------------------+------------------------+--------------------|
 POWER WRIST  |                |                        |                    |
--------------'                |                        |                    |
      | Bottomswell       [63] |                        |                    |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Junon Area Grass 32 Medium

Average: EXP: 131.0 AP: 12.7 GIL: 335.4 Enemy QTY: 2.28

[22.1%]	Nrml Bat #1	EXP - 106 AP - 10 GIL - 292	1st Row: 2x Nerosuferoth	#64
[22.1%]	Nrml Bat #2 Pre-Emp OFF	EXP - 171 AP - 17 GIL - 412	1st Row: 2x Nerosuferoth 2nd Row: 1x Formula	#65
[22.1%]	Nrml Bat #3	EXP - 70 AP - 7 GIL - 165	1st Row: 1x Zemzelett	#66
[22.1%]	Nrml Bat #4	EXP - 176 AP - 17 GIL - 457	1st Row: 1x Zemzelett, 2x Nerosuferoth	#67
[5.86%]	Back Att #1 Run = 2	EXP - 106 AP - 10 GIL - 292	2nd Row: 2x Nerosuferoth	#68
[5.86%]	Back Att #2 Run = 2	EXP - 159 AP - 15 GIL - 438	1st Row: 1x Nerosuferoth 2nd Row: 2x Nerosuferoth	#69
[12.9%]	Choc Enc #1 6 - Poor	EXP - 180 AP - 18 GIL - 309	1st Row: 3x Capparwire 2nd Row: 1x Chocobo Lv 19	#78
[12.5%]	Choc Enc #2 6 - Poor	EXP - 120 AP - 12 GIL - 206	1st Row: 1x Chocobo Lv 19 2nd Row: 2x Capparwire	#79
[12.5%]	Choc Enc #3 7 - Bad	EXP - 106 AP - 10	1st Row: 2x Nerosuferoth 2nd Row: 1x Chocobo Lv 19	

```
|                       GIL - 292                                      #80  |
|                                                                           |
|  [12.5%]  Choc Enc #4  EXP - 120     1st Row: 2x Capparwire,              |
|          7 - Bad       AP  - 12                          1x Chocobo Lv 19 |
|                        GIL - 206                                      #81  |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 2: *                                Area Enc Rate:

  Junon Area Dirt                                    20   High

   Average:   EXP: 88.0       AP: 9.3       GIL: 176.1       Enemy QTY: 1.29

.---------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 72      1st Row: 1x Hell Rider VR2           |
|         Pre-Emp OFF    AP  - 8                                            |
|                        GIL - 130                                      #70  |
|                                                                           |
|  [29.0%]  Nrml Bat #2  EXP - 130     1st Row: 1x Formula                  |
|         Pre-Emp OFF    AP  - 14      2nd Row: 1x Formula                  |
|                        GIL - 240                                      #71  |
|                                                                           |
|  [29.0%]  Nrml Bat #3  EXP - 70      1st Row: 1x Zemzelett                |
|                        AP  - 7                                            |
|                        GIL - 165                                      #72  |
|                                                                           |
|  [11.7%]  Back Attack  EXP - 70      1st Row: 1x Zemzelett                |
|            Run = 2     AP  - 7                                            |
|                        GIL - 165                                      #73  |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 3: ****   BEST                      Area Enc Rate:

  Junon Area Forest                                  12   Very High

   Average:   EXP: 232.6      AP: 23.9      GIL: 410.4       Enemy QTY: 3.77

.---------------------------------------------------------------------------.
|  [44.1%]  Nrml Bat #1  EXP - 195     1st Row: 2x Formula                  |
|         Pre-Emp OFF    AP  - 21      2nd Row: 1x Formula                  |
|                        GIL - 360                                      #74  |
|                                                                           |
|  [44.1%]  Nrml Bat #2  EXP - 300     1st Row: 2x Capparwire               |
|                        AP  - 30      2nd Row: 3x Capparwire               |
|                        GIL - 515                                      #75  |
|                                                                           |
|  [11.7%]  Back Attack  EXP - 120     1st Row: 2x Capparwire               |
|            Run = 2     AP  - 12                                           |
|                        GIL - 206                                      #76  |
|                                                                           |
|                                                                           |
|  [12.5%]  Myst Ninja   EXP - /       1st Row: 1x Mystery Ninja            |
|         Pre-Emp OFF    AP  - /                                            |
|                        GIL - /                                            |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 4: *                                Area Enc Rate:
```

Junon Area Beach 64 Low

Average: EXP: 132.8 AP: 13.0 GIL: 282.1 Enemy QTY: 2.33

[34.4%]	Nrml Bat #1	EXP - 120 AP - 12 GIL - 206	1st Row: 1x Capparwire 2nd Row: 1x Capparwire	#77
[32.8%]	Nrml Bat #2	EXP - 106 AP - 10 GIL - 292	1st Row: 2x Nerosuferoth	#82
[32.8%]	Nrml Bat #3	EXP - 173 AP - 17 GIL - 352	1st Row: 1x Nerosuferoth 2nd Row: 2x Capparwire	#83

SCREEN GROUPING 5: Area Enc Rate:

Fort Condor Shack OFF

"Game Over" Flag disabled.

Forced Att #1 Can't Escape		EXP - 200 AP - 20 GIL - 2400	1st Row: 1x CMD.Grand Horn Lv 19	#288
Forced Att #2 Can't Escape		EXP - 400 AP - 40 GIL - 4800	1st Row: 1x CMD.Grand Horn Lv 25	#289

SCREEN GROUPING 6: Area Enc Rate:

Under-Junon Rocky Beach OFF

Forced Attack Can't Escape		EXP - 550 AP - 52 GIL - 1000	1st Row: 1x Bottomswell	#480

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|| ENEMIES ||
oo~~~~~~~~~~~oo

NOTE - The Chocobo Lv 19 can be fought here, however, you can find that enemy listing further down in the Chocobos section of "Extra Enemies". You can also find the Mystery Ninja here; again, scroll down to "Extra Enemies" for those listings.

.-------------.
/ {Zemzelett} \

Level: 17	Strength: 30	Drop: Hi-Potion [8] 14.06%
HP: 285	Defence: 50*	Steal: /
MP: 36	Magic: 30	Morph: Hi-Potion
	MDefence: 50	
EXP: 70	Dexterity: 58	
AP: 7	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 165	Evade: 1*	Flying Enemy (Stage 2 Only)

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[Nullify]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[Nullify]	Stop	[-]	Fury	[VUL]
Wind	[Double]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Grass	44%	
Junon Area Dirt	41%	

Zemzelett's ATTACKS:

Manip Attack 1: Thunderbolt
Manip Attack 2: White Wind

Attack 1: <Flap>	Target:	All Opponents	Can't Cover	
[1C1] Physical	Element:	Wind	Split Damage	
	Att%:	100		
	Power:	16		
	Base Damage:	45 HP		
Attack 2: Thunderbolt	Target:	One Opponent		
[1C2] Magical	Element:	Lightning		
[1C4]	Att%:	75		
	Power:	15		
	MP Cost:	4 MP		
	Base Damage:	264 HP		
Attack 3: White Wind	Target:	All Allies	**Enemy Skill**	
[04B] Physical	Element:	Restorative	Never Used	
Spcl Formula	Att%:	255	Fixed Damage	
	MP Cost:	34 MP	Status Remove:	
	Base Damage:	Caster's HP	15 Statuses	
			(See Notes)	
Attack 4: <[No Name]>	Target:	Self	Transformation	
[11F] Physical 0 Dam	Att%:	Auto Hit	to Stage 2	
Attack 5: <[No Name]>	Target:	Self	Transformation	
[120] Physical 0 Dam	Att%:	Auto Hit	to Stage 1	

Zemzelett's BATTLE PLAN: (Repeats)

STAGE 1: (Ground)

OPENING ATTACK: Use <Flap> on Rnd Target

THEREAFTER: 1/2 Chance use <Flap> on Rnd Target
1/4 Chance use Thunderbolt on Rnd Target
1/4 Chance use <[No Name]> on Self, transform to Stage 2
Set Evade to 11 and Defence to 20

STAGE 2: (Flying - Row 16)

OPENING ATTACK: Use Thunderbolt on Rnd Target

THEREAFTER: 1/2 Chance use <Flap> on Rnd Target
1/4 Chance use Thunderbolt on Rnd Target
1/4 Chance use <[No Name]> on Self, transform to Stage 1
Set Evade back to 1 and Defence back to 50

The Opening Attack will be used each time the Zemzelett transforms to its new stage.

COUNTER: [All Physical and Magical Attacks]

If Last Attack on Zemzelett was Fire OR Ice Element

Use <[No Name]> on Self, transform to Stage 2 (Flying - Row 16)
Set Evade to 11 and Defence to 20

Notes On Zemzelett:

Zemzelett is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 7

1st Stage: Def = 50 Evade = 1
2nd Stage: Def = 20 Evade = 11

White Wind will have a 100% chance of curing the following Statuses: Sleep, Poison, Confusion Silence, Slow, Stop, Frog, Small, Slow-numb, Petrify, Berserk, Paralyzed, Darkness, Death Force and Resist.

The Zemzelett will never use White Wind, so you must manipulate it to learn the Enemy Skill, which you won't be able to do the first time you encounter it. Come back once you have obtained the Buggy. A Lv 22 Cloud would have a 56% chance to manipulate the Zemzelett.

White Wind will cure all Allies for the same value as the caster's Current HP, and, it will also damage Undead enemies for the same value. In addition to this, casting White Wind on an Undead Enemy will have a 100% chance of inflicting Petrify on those vulnerable to said Status.

The Zemzelett has two identical versions of Thunderbolt; one use for each of its two stages.

When the Zemzelett transforms to its second stage it is given a Row value of 16, which means it is considered as "Flying". You will not be able to target it with short-ranged Physical Attacks while it is in this form.

Thunderbolt can hit hard, so keep an eye on your HP when fighting the Zemzelett.

Equip Elemental+Choco/Mog on your weapon to exploit the Zemzelett's weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.

The Zemzelett is one of a handful of enemies that take Double Damage from Wind based attacks while it is on the ground.

POWER req for Overflow:

1st Stage:
Base Damage Overflow: 153
Rnd Var Overflow 3x: 102
Rnd Var Overflow 4x: 77
Rnd Var Overflow 6x: 51

2nd Stage:
Base Damage Overflow: 144
Rnd Var Overflow 3x: 96
Rnd Var Overflow 4x: 72
Rnd Var Overflow 6x: 48

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 /  {Nerosuferoth}  \
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|  https://photos.app.goo.gl/ixTrfjpHWPY9UrPi9                      | ID:  57 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     16  ||   Strength:  23  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       150  ||    Defence:  34  ||   Steal: /                          |
|  MP:        20  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  24  ||                                      |
|  EXP:       53  ||  Dexterity:  53  ||                                      |
|   AP:        5  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      146  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Junon Area Grass                                 78% |                     |
| Junon Area Beach                                 66% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Beak               |
|   Nerosuferoth's ATTACKS:           |  Manip Attack 2: Heatwing           |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Beak>              Target: One Opponent      Berserk Attack   |
|  [1C5]       Physical         Element: Punch                              |
|                                  Att%: 103                                |
|                                 Power: 16                                 |
|                           Base Damage: 34 HP                              |
|                                                                           |
|  Attack 2:  Heatwing           Target: One Opponent                       |
|  [1C6]       Magical          Element: Fire                               |
|                                  Att%: 255                                |
|                                 Power: 16                                 |
|                                MP Cost: 4 MP                              |
|                           Base Damage: 126 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Nerosuferoth's BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  SETUP: If a Chocobo is present, Display String: [A Chocobo!]             |
|                                                                           |
|                                                                           |
|  OPENING ATTACK: Use <Beak> on Rnd Target                                 |
|                                                                           |
|  THEREAFTER:                                                              |
|                                                                           |
|   Nerosuferoth's HP  > 50%: 1/4 Chance use Heatwing on Rnd Target         |
|                             3/4 Chance use <Beak> on Rnd Target           |
|                                                                           |
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|   Nerosuferoth's HP <= 50%: 1/2 Chance use <Beak> on Rnd Target            |
|                             1/2 Chance use Heatwing on Rnd Target          |
|                                                                            |
|   Nerosuferoth's HP <= 25%: 1/4 Chance use <Beak> on Rnd Target            |
|                             3/4 Chance use Heatwing on Rnd Target          |
|                                                                            |
|                                                                            |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:             |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Nerosuferoth:                    |   POWER req for Overflow:    |
|                                             |                              |
| Nerosuferoth is found in Battle Square:     |  Base Damage Overflow: 148   |
|  Set - 1 (Before Tiny Bronco)  Battle - 7   |  Rnd Var Overflow  3x:  99   |
|                                             |  Rnd Var Overflow  4x:  74   |
| The animation for the Nerosuferoth's        |  Rnd Var Overflow  6x:  50   |
|  Heatwing Attack makes it look powerful, but o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the Nerosuferoth are a non-threat. The only                               |
|  thing notable about them is their weird name.                             |
\                                                                            /
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  .-----------.
 /  {Formula}  \
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|  https://photos.app.goo.gl/8EhUP1VCvgrUfeNk7                     | ID:  59 |
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|  Level:     16  ||   Strength:  16  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       240  ||    Defence:  36  ||   Steal: Boomerang  [8] 10.94%      |
|  MP:       100  ||      Magic:   5  ||   Morph: Speed Drink                |
|                 ||   MDefence:  32  ||                                     |
|  EXP:       65  ||  Dexterity:  57  ||                                     |
|   AP:        7  ||       Luck:   0  ||                                     |
|  GIL:      120  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [Nullify]     |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [Double]      |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Junon Area Grass                                 22% |  Sonic Speed         |
| Junon Area Dirt                                  29% |                      |
| Junon Area Forest                                44% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                         |  Manip Attack 1: Air Bomber        |
|   Formula's  ATTACKS:                   |  Manip Attack 2: Blue Impulse      |
|                                         |  Manip Attack 3: Cross Impulse     |
|                                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Air Bomber>          Target: One Opponent      Berserk Attack    |
|  [1C8]       Magical           Element: Wind                                |
|                                   Att%: 115                                |
|                                  Power: 16                                 |
```

```
|                                MP Cost: 5 MP                                |
|                           Base Damage: 126 HP                               |
|                                                                             |
|  Attack 2:  Blue Impulse        Target: All Opponents     No Split Damage  |
|  [1C9]       Magical           Element: Wind                                |
|                                   Att%: 105                                 |
|                                  Power: 10                                  |
|                                MP Cost: 18 MP                               |
|                           Base Damage: 78 HP                                |
|                                                                             |
|  Attack 3:  Cross Impulse       Target: All Opponents     No Split Damage  |
|  [1CA]       Magical           Element: Wind                                |
|                                   Att%: 125                                 |
|                                  Power: 14                                  |
|                                MP Cost: 26 MP                               |
|                           Base Damage: 110 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Formula's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                           |
|                  1/4 Chance start from 2nd Attack                           |
|                  1/4 Chance start from 3rd Attack                           |
|                  1/4 Chance start from 4th Attack                           |
|                                                                             |
|                                                                             |
|  1ST ATTACK: Use <Air Bomber> on Rnd Target; If Formula's MP < 5, skip a    |
|               turn                                                          |
|                                                                             |
|  2ND ATTCK: Same as 1st Attack                                              |
|  3RD ATTCK: Same as 1st Attack                                              |
|                                                                             |
|  4TH Attack:                                                                |
|                                                                             |
|   Formula's HP > 60%:                                                       |
|                                                                             |
|    Use Blue Impulse on All Targets; If Formula's MP < 18, use <Air Bomber> |
|     on Rnd Target; If Formula's MP < 5, skip a turn                         |
|                                                                             |
|   Formula's HP <= 60%:                                                      |
|                                                                             |
|    Use Cross Impulse on All Targets; If Formula's MP < 26, use Blue        |
|     Impulse on All Targets; If Formula's MP < 18, use <Air Bomber> on Rnd  |
|     Target; If Formula's MP < 5, skip a turn                                |
|                                                                             |
|    After 4th Attack: 1/3 Chance jump to 1st Attack for next turn            |
|                      1/3 Chance jump to 2nd Attack for next turn            |
|                      1/3 Chance jump to 3rd Attack for next turn            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Formula:                          |   POWER req for Overflow:    |
|                                              |                              |
| Formula is found in Battle Square:           |  Base Damage Overflow: 149   |
|  Set - 1 (Before Tiny Bronco)  Battle - 7    |  Rnd Var Overflow  3x:  99   |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Formula will often use attack which                                    |
|  targets all opponents, so be careful! Keep an eye on your HP, especially  |
|  when encountering the 3x Formula formations.                               |
| Equip Elemental+Choco/Mog on your weapon to exploit the Formula's           |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
|  Alternatively, if you were under-levelled then you could equip Elemental+ |
|  Choco/Mog on your Armour to defend from the Formula's Wind-based Attacks. |
```

```
| You will want to try to steal the Boomerang from the Formula, a weapon for |
|  Yuffie that is not obtainable until Junon otherwise. If you obtain more   |
|  than one than you can sell your surplus stock for 700 gil each, although  |
|  they are not the easiest to steal. A Lv 16 Cloud would have a 10.94%      |
|  chance of stealing from the Formula. You should have obtained a 2nd Steal |
|  Materia from Kalm by now. Using Barret's Lv 1-2 Limit Break Mindblow will |
|  make it so that the Formula can never attack you.                         |
| One quick blast of L4 Suicide will deplete the Formula's HP to critical,   |
|  which will make it easier to safely steal from them, and also to deal     |
|  with the Formula's rather high HP.                                        |
| The Formula cannot be Back-Attacked or Side-Attacked, meaning that one     |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .--------------.
 /  {Capparwire}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/EmXAfRXTXjTLh7SD7                     | ID:  5A |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  16  ||    Drop: Potion  [8] 14.06%         |
|  HP:       210  ||    Defence:  38  ||   Steal: Ether   [8] 10.94%         |
|  MP:        20  ||      Magic:   0  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                     |
|  EXP:       60  ||  Dexterity:  42  ||                                     |
|   AP:        6  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      103  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Junon Area Forest                                  56% |                     |
| Junon Area Beach                                   67% |                     |
| Junon Area Grass                                  Choc |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Wire Attack        |
|   Capparwire's ATTACKS:              |  Manip Attack 2: Grand Spark        |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Wire Attack>        Target: One Opponent      Berserk Attack   |
|  [1CC]       Magical           Element: Hit                               |
|                                    Att%: 95                                |
|                                   Power: 16                                |
|                             Base Damage: 90 HP                             |
|                                                                            |
|  Attack 2:  Grand Spark         Target: One Opponent                      |
|  [1CD]       Magical           Element: Hit                               |
|                                    Att%: 100                               |
|                                   Power: 24                                |
|                             Base Damage: 135 HP                            |
```

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| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Capparwire's BATTLE PLAN: (Repeats)                                       |
|                                                                             |
|  SETUP: If a Chocobo is present, Display String: [A Chocobo!]               |
|                                                                             |
|                                                                             |
|  1/2 Chance: Use <Wire Attack> on Rnd Target                                |
|  1/2 Chance: Use Grand Spark on Rnd Target                                  |
|                                                                             |
|                                                                             |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:              |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Capparwire:                       |   POWER req for Overflow:   |
|                                              |                             |
| Capparwire is found in Battle Square:        |  Base Damage Overflow: 149  |
|  Set - 1 (Before Tiny Bronco)  Battle - 7    |  Rnd Var Overflow  3x: 100  |
|                                              |  Rnd Var Overflow  4x:  75  |
| The Capparwire's Grand Spark Attack hits     |  Rnd Var Overflow  6x:  50  |
|  hard, so be careful, particularly when      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  facing the 5x Capparwire Encounter in the                                  |
|  Forests of Junon or the Battle Square.                                     |
| You can gain some great Battle Spoils while battling in Junon's Forests     |
|  thanks to the Capparwire, just remember to save often. If you wanted to    |
|  get a head start on Yuffie's Limit Breaks then this would be the optimal   |
|  spot to do it in.                                                          |
| Ethers are a good steal at this point as they sell for 750 gil each. You    |
|  should have acquired a second Steal Materia from Kalm, so try to walk      |
|  away with a few Ethers when you encounter the Capparwire. A Lv 16 Cloud    |
|  would have a 10.94% chance of stealing from the Capparwire.                |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .------------------.
 /  {Hell Rider VR2}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/eNkPn2JhWogmTwAA8                       | ID:  58 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     18  ||   Strength:  76  ||    Drop: Potion     [8]  14.06%       |
|  HP:       350  ||    Defence:  46  ||   Steal: Hi-Potion  [32] 40.63%       |
|  MP:        50  ||      Magic:   5  ||   Morph: Hi-Potion                    |
|                 ||   MDefence:  60  ||                                        |
|  EXP:       72  ||  Dexterity:  60  ||                                        |
|   AP:        8  ||       Luck:   0  ||                                        |
|  GIL:      130  ||      Evade:   1  ||                                        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]             |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]             |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]             |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]             |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]             |    Silence  [VUL]   |                        |
|      Gravity  [Halve]         |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]             |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]             |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]             |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]             |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                   APPEARANCE RATE: |   LOOKALIKES:       |
|                                                           |                     |
| Junon Area Dirt                                       30% |                     |
```

```
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Iron Mallet       |
|   Hell Rider VR2's ATTACKS:          |  Manip Attack 2: Electromag        |
|                                      |  Manip Attack 3: Ballistic         |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Iron Mallet>        Target: One Opponent      Berserk Attack   |
|  [284]       Physical          Element: Hit                               |
|                                   Att%: 95                                |
|                                  Power: 16                                |
|                             Base Damage: 160 HP                           |
|                                                                           |
|  Attack 2:  Electromag          Target: All Opponents     Target's Rows    |
|  [366]       Magical 0 Dam     Element: Hidden             Reversed       |
|                                   Att%: 255                               |
|                                 MP Cost: 12 MP                            |
|                                                                           |
|  Attack 3: <Ballistic>          Target: One Opponent                      |
|  [285]       Physical          Element: Hit                               |
|                                   Att%: 95                                |
|                                  Power: 24                                |
|                             Base Damage: 240 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Hell Rider VR2's BATTLE PLAN: (Repeats)                                 |
|                                                                           |
|  OPENING ATTACK: Use Electromag on All Targets                            |
|                                                                           |
|  THEREAFTER: 1/2 Chance use <Iron Mallet> in Rnd Target                   |
|              1/2 Chance use <Ballistic> on Rnd Target                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hell Rider VR2:                  |   POWER req for Overflow:   |
|                                             |                             |
| Hell Rider VR2 is found in Battle Square:   |  Base Damage Overflow: 152  |
|  Set - 1 (Before Tiny Bronco)  Battle - 8   |  Rnd Var Overflow  3x: 101  |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Hell Rider's Physical Attacks are rather                              |
|  strong, so be on guard. His Electromag Attack will reverse all the rows  |
|  of your Players, which isn't a bad thing if you have your Players in the |
|  Front Row; Reversing their rows to the Back Row will help against the    |
|  Hell Rider VR2's strong Attacks. This Attack uses the Hidden Element,    |
|  but you cannot defend from your rows being swapped in the same way you   |
|  would defend from a Status inflicting Attack that uses Hidden.           |
| You should try to grab some Hi-Potions from the Hell Rider VR2 as they are |
|  an easy steal. A Lv 16 Cloud would have a 39.06% chance of stealing from |
|  the Hell Rider VR2, and you should have a 2nd Steal Materia by now.      |
| The Hell Rider VR2 is one of 105 enemies that are Immune to Peerless,     |
|  which isn't necessary seeing as there is no way for the Player to inflict |
|  the enemy with Peerless.                                                 |
| The Hell Rider VR2 cannot be Back-Attacked or Side-Attacked, meaning that |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.       |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------------.  NOTE - This is the Lv 19 CMD.Grand Horn
 /  {CMD.Grand Horn}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/KChsnwiamWRriwS48                    | ID: 11A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  40  ||    Drop: Vagyrisk Claw  [63] 100%   |
|  HP:      2000  ||    Defence:  30  ||   Steal: /                         |
|  MP:       100  ||      Magic:  20  ||   Morph: /                         |
```

```
|                 ||   MDefence:  32  ||                                      |
|  EXP:      200  ||  Dexterity:  57  ||                                      |
|   AP:       20  ||       Luck:  10  ||                                      |
|  GIL:     2400  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                 |   LOOKALIKES:       |
|                                                        |                     |
| Fort Condor Shack                                      | Grand Horn          |
|                                                        | CMD.Grand Horn Lv 25|
|                                                        | CMD.Grand Horn Lv 37|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   CMD.Grand Horn Lv 19's ATTACKS:     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Punch>              Target: One Opponent                        |
|  [185]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                            Base Damage: 63 HP                               |
|                                                                             |
|  Attack 2:  Poison Breath       Target: One Opponent      Status Inflict:   |
|  [1E6]       Magical           Element: Poison             Poison (83%)    |
|                                   Att%: 90                                  |
|                                  Power: 12                                  |
|                                MP Cost: 10 MP                               |
|                            Base Damage: 175 HP                              |
|                                                                             |
|  Attack 3:  Grand Attack        Target: All Opponents     Split Damage      |
|  [315]       Physical          Element: Shoot                               |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 63 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   CMD.Grand Horn Lv 19's BATTLE PLAN: (Repeats)                             |
|                                                                             |
|  1ST ATTACK: Use <Punch> on Rnd Target                                      |
|  2ND ATTACK: Use <Punch> on Rnd Target                                      |
|  3RD ATTACK: Use <Punch> on Rnd Target                                      |
|  4TH ATTACK: 1/2 Chance use Poison Breath on Rnd Target without Poison; If |
|                   all targets have Poison, use <Punch> on Rnd Target        |
|              1/2 Chance use <Punch> on Rnd Target                           |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   CMD.Grand Horn's HP  > 50%: Do nothing                                    |
|                                                                             |
|   CMD.Grand Horn's HP <= 50%:                                               |
|                                                                             |
```

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|    1/2 Chance: Use Grand Attack on All Targets for next turn, jump to 1st  |
|                Attack for turn after                                       |
|    1/2 Chance: Do nothing                                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On CMD.Grand Horn Lv 19:            |   POWER req for Overflow:    |
|                                             |                              |
| You will always encounter the CMD.Grand Horn |  Base Damage Overflow: 147  |
|  Lv 19 if you lose the Fort Condor Mini-Game |  Rnd Var Overflow  3x:  98  |
|  and at least one of the following          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  conditions are met:                                                       |
|                                                                            |
|   - There are only two or less Characters in your team                     |
|   - The average Party Level is below 19                                    |
|                                                                            |
|  If the average Player Level is above 25 then you will never encounter the |
|  CMD.Grand Horn Lv 19.                                                     |
|  If your average Player level is between 19 - 25 then you will only fight  |
|  the CMD.Grand Horn Lv 19 based on the following conditions:               |
|                                                                            |
|   - Fort Condor Battles 1 - 3: CMD.Grand Horn Lv 19 is always fought       |
|   - Fort Condor Battles 4 - 6: CMD.Grand Horn Lv 19 is only fought if 15+  |
|                                enemies have been killed.                   |
|   - Fort Condor Battles 7 - 9: CMD.Grand Horn Lv 19 is only fought if 20+  |
|                                enemies have been killed.                   |
|   - Fort Condor Battles 4 - 6: CMD.Grand Horn Lv 19 is only fought if 25+  |
|                                enemies have been killed.                   |
|                                                                            |
| Aeris's Lv will not be considered for you average level, although the sum  |
|  of the other two Character's levels will still be divided by three, which |
|  can be very handy to know if you are trying to encounter the CMD.Grand    |
|  Horn Lv 19 for the Vagyrisk Claw (Petrifies on opponent).                 |
| There is only one other Enemy in the game that carries the Vagyrisk Claw,  |
|  which is the Bagrisk in Cosmo Canyon Area. If your Lv exceeds 77 then you |
|  can never steal the Vagyrisk Claw from the Bagrisk, which is why it can   |
|  be a good idea to try to instead obtain one from the CMD.Grand Horn Lv    |
|  19 if you are looking to max your inventory.                              |
| Poison Breath can hit hard, however, the CMD.Grand Horn Lv 19 does not     |
|  perform an MP check for its Attacks, so you can render the use of Poison  |
|  Breath and Grand Attack inert with one use of Barret's Mindblow, causing  |
|  the "skill power is used up" text string to be displayed when it tries to |
|  use those Attacks.                                                        |
| Make use of Bio to exploit the CMD.Grand Horn's vulnerability to Poison.   |
| Losing to the CMD.Grand Horn will not prompt a Game Over.                  |
| The CMD.Grand Horn Lv 19 is immune to Seizure, which isn't necessary       |
|  seeing as there is no way for the Player to inflict an Enemy with         |
|  Seizure. The CMD.Grand Horn Lv 19 is one of 86 enemies that are immune to |
|  Seizure. It is also immune to Peerless, along with 104 other enemies.     |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------------.  NOTE - This is the Lv 25 CMD.Grand Horn
 /  {CMD.Grand Horn}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/emBJZQ7N7EwLveyD8                    | ID: 11B |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     25  ||   Strength:  60  ||    Drop: /                       |
|  HP:      4000  ||    Defence:  50  ||   Steal: /                       |
|  MP:       200  ||      Magic:  50  ||   Morph: /                       |
|                 ||   MDefence:  62  ||                                  |
|  EXP:      400  ||  Dexterity:  67  ||                                  |
```

```
|   AP:       40  ||       Luck:  20  ||                                  |
|  GIL:     4800  ||      Evade:   5  ||                                  |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Fort Condor Shack                                  | Grand Horn            |
|                                                    | CMD.Grand Horn Lv 19  |
|                                                    | CMD.Grand Horn Lv 37  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!                |
|   CMD.Grand Horn Lv 25's ATTACKS:        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                   |
|  Attack 1: <Punch>                 Target: One Opponent                           |
|  [185]       Physical              Element: Hit                                   |
|                                       Att%: 95                                    |
|                                      Power: 16                                    |
|                                Base Damage: 152 HP                                |
|                                                                                   |
|  Attack 2:  Poison Breath          Target: One Opponent      Status Inflict:      |
|  [1E6]       Magical               Element: Poison            Poison (83%)       |
|                                       Att%: 90                                    |
|                                      Power: 12                                    |
|                                    MP Cost: 10 MP                                 |
|                                Base Damage: 337 HP                                |
|                                                                                   |
|  Attack 3:  Grand Attack           Target: All Opponents     Split Damage         |
|  [315]       Physical              Element: Shoot                                 |
|                                       Att%: 100                                   |
|                                      Power: 16                                    |
|                                Base Damage: 152 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   CMD.Grand Horn Lv 25's BATTLE PLAN:                                             |
|                                                                                   |
|  PHASE 1: (Repeats)                                                               |
|                                                                                   |
|   At least one Target without Poison:                                             |
|                                                                                   |
|    Use Poison Breath on Rnd Target without Poison                                 |
|                                                                                   |
|                                                                                   |
|  PHASE 2: (Repeats)                                                               |
|                                                                                   |
|   All Targets with Poison:                                                        |
|                                                                                   |
|   1ST ATTACK: Use <Punch> on Rnd Target                                           |
|   2ND ATTACK: Use <Punch> on Rnd Target                                           |
|   3RD ATTACK: Use <Punch> on Rnd Target                                           |
|   3RD ATTACK: Use Grand Attack on All Targets                                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
```

Notes On CMD.Grand Horn Lv 25:	POWER req for Overflow:
You will always encounter the CMD.Grand Horn Lv 25 if you lose the Fort Condor Mini-Game and the following condition is met:	Base Damage Overflow: 153 Rnd Var Overflow 3x: 102

- The average Party Level is above 25 AND Fort Condor Battle # > 3

You will never encounter the CMD.Grand Horn Lv 25 on the first three Fort Condor Battles, or if the average Party Level is below 19.
If your average Player level is between 19 - 25 then you will only fight the CMD.Grand Horn Lv 25 based on the following conditions:

- Fort Condor Battles 4 - 6: CMD.Grand Horn Lv 25 is only fought if less than 15 enemies have been killed.
- Fort Condor Battles 7 - 9: CMD.Grand Horn Lv 25 is only fought if less than 20 enemies have been killed.
- Fort Condor Battles 4 - 6: CMD.Grand Horn Lv 19 is only fought if less than 25 enemies have been killed.

Aeris's Lv will not be considered for you average level, although the sum of the other two Character's levels will still be divided by three.
Poison Breath can hit hard, however, the CMD.Grand Horn Lv 25 will keep using Poison breath until all three Players are inflicted with Poison. If you were to equip one Character with Poison Status defence, then Poison Breath would be continually used on that Character, rendering the CMD. Grand Horn Lv 25 harmless.
Once the CMD.Grand Horn Lv 25 has ran out of MP it will display the "Skill Power is used up" text string when it tries to use Poison Breath or Grand Attack.
Make use of Bio to exploit the CMD.Grand Horn's vulnerability to Poison.
Losing to the CMD.Grand Horn will not prompt a Game Over.
The CMD.Grand Horn Lv 25 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The CMD.Grand Horn Lv 25 one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

{Bottomswell} !! BOSS BATTLE !!

https://photos.app.goo.gl/mcGfxehkzP8Wxg2u7 | ID: 5B

Level:	23	Strength:	42	Drop: Power Wrist [63] 100%	
HP:	2500	Defence:	36	Steal: /	
MP:	100	Magic:	30	Morph: /	
		MDefence:	96		
EXP:	550	Dexterity:	69		
AP:	52	Luck:	0	Flying Enemy	
GIL:	1000	Evade:	1		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Halve]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]

```
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                 |   LOOKALIKES:       |
|                                                        |                     |
| Under-Junon Rocky Beach                                |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Bottomswell's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Bodyblow>           Target: One Opponent                       |
|  [12D]       Physical          Element: Hit                                |
|  [1A9]                            Att%: 90*                                |
|                                  Power: 40                                 |
|                              Base Damage: 255 HP                           |
|                                                                            |
|  Attack 2:  Tail Attack         Target: One Opponent                       |
|  [142]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 20                                 |
|                              Base Damage: 127 HP                           |
|                                                                            |
|  Attack 3:  Moonstrike          Target: One Opponent                       |
|  [1CE]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 20                                 |
|                              Base Damage: 127 HP                           |
|                                                                            |
|  Attack 4:  Big Wave            Target: All Opponents     Split Damage     |
|  [1D5]       Physical          Element: Water                              |
|                                   Att%: 100                                |
|                                  Power: 30                                 |
|                              Base Damage: 191 HP                           |
|                                                                            |
|  Attack 5: <Waterball>          Target: One Opponent      Status Inflict:  |
|  [1D2]       Physical 0 Dam       Att%: Auto Hit         Imprisoned (100%) |
|  [1D3]                                                                     |
|  [1D4]                                                                     |
|                                                                            |
|  Attack 6: <Fury Blast>         Target: Self              Transformation   |
|  [1CF]       Physical 0 Dam       Att%: Auto Hit          to Stage 2       |
|                                                                            |
|  Attack 7: <Fury Blast>         Target: Self              Transformation   |
|  [1D1]       Physical 0 Dam       Att%: Auto Hit          to Stage 3       |
|                                                                            |
|  Attack 8: <Fury Blast>         Target: Self              Transformation   |
|  [1D0]       Physical 0 Dam       Att%: Auto Hit          to Stage 1       |
|                                                                            |
|  Attack 9: <Chill>              Target: Self              Transformation   |
|  [1D6]       Physical 0 Dam       Att%: Auto Hit          to Stage 1       |
|                                                                            |
| Attack 10: <Vanish>             Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Bottomswell's BATTLE PLAN:                                               |
|                                                                            |
|  SETUP: Disable default Death handling                                     |
|         Set Row value to 16 (Flying)                                       |
|                                                                            |
|                                                                            |
```

```
| STAGE 1: (Repeats)                                                          |
|                                                                             |
|  Bottomswell's HP > 75% AND been attacked less than 6 times                 |
|                                                                             |
|   1ST ATTACK: Use Tail Attack on Rnd Target                                 |
|   2ND ATTACK: Use Tail Attack on Rnd Target                                 |
|   3RD ATTACK: Use Tail Attack on Rnd Target                                 |
|   4TH ATTACK:                                                               |
|                                                                             |
|    1/3 Chance: Use Tail Attack on 2nd Target; If 2nd Target has Death, do   |
|                nothing                                                      |
|     Follow-Up: Use Tail Attack on 1st Target; If 1st Target has Death, do   |
|                nothing                                                      |
|     Follow-Up: Use Tail Attack on 3rd Target; If 3rd Target has Death, do   |
|                nothing                                                      |
|                                                                             |
|    2/3 Chance: Use <Bodyblow> on Target with Highest Current HP             |
|                                                                             |
|                                                                             |
| STAGE 2: (Repeats)                                                          |
|                                                                             |
|  Bottomswell's HP <=75% OR been attacked 6 times while in Stage 1           |
|                                                                             |
|   1ST ATTCK: Use Moonstrike on 2nd Target; If 2nd Target has Death, do      |
|              nothing                                                        |
|   Follow-Up: Use Moonstrike on 1st Target; If 1st Target has Death, do      |
|              nothing                                                        |
|   Follow-Up: Use Moonstrike on 3rd Target; If 3rd Target has Death, do      |
|              nothing                                                        |
|                                                                             |
|   2ND ATTACK: Use <Bodyblow> on Target with Highest Current HP              |
|   3RD ATTACK: Use Moonstrike on Rnd Target                                  |
|   4TH ATTACK:                                                               |
|                                                                             |
|     Bottomswell's HP  > 75%: Use <Fury Blast> on Self, transform to Stage   |
|                               1, set Attack Count to 0                      |
|                                                                             |
|     Bottomswell's HP <= 75%: Use Moonstrike on Rnd Target                   |
|                    Follow-Up: 1/2 Chance jump to 1st Attack for next turn   |
|                               1/2 Chance jump to 2nd Attack for next turn   |
|                                                                             |
|                                                                             |
| Stage 3: (Repeats)                                                          |
|                                                                             |
|  Bottomswell's HP <=50% OR been attacked once while in Stage 2              |
|                                                                             |
|   1ST ATTCK: Use <Waterball> on Rnd Target without Seizure                  |
|   2ND ATTCK: Skip a turn                                                    |
|   3RD ATTCK: Skip a turn                                                    |
|                                                                             |
|   4TH ATTCK:                                                                |
|                                                                             |
|     Bottomswell's HP  > 50%: Use <Chill> on self, transform to Stage 1      |
|                              Set Attack Count to 0                          |
|                                                                             |
|     Bottomswell's HP <= 50%: Use Big Wave on All Targets                    |
|                                                                             |
|   5TH ATTACK: Skip a turn                                                   |
|                                                                             |
|     After 5th Attack: Only One Target Alive without Imprisoned: Jump to    |
```

```
|                          2nd Attack for next turn                          |
|                                                                            |
|                        More than One Target Alive without Imprisoned: Jump |
|                          to 1st Attack for next turn                       |
|                                                                            |
|                                                                            |
|  DEATH: Use Big Wave on All Targets, use <Vanish> on Self, end Battle      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bottomswell:                      |   POWER req for Overflow:   |
|                                              |                             |
| Bottomswell is a 'Flying' Enemy, which means |  Base Damage Overflow: 149  |
|  that you cannot Attach it physically with   |  Rnd Var Overflow  3x:  99  |
|  Players that are short-ranged. Use Yuffie   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  if you have recruited her, and make use of                                |
|  the Long Range Materia that you obtained in the Mythril Mines for Cloud.  |
|  Barret will not be Long Ranged if you have the Atomic Scissors on him.    |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,    |
|  central, and left-most characters, respectively.                          |
| Equip Elemental+Choco/Mog on your weapon to exploit Bottomswell's          |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| Bottomswell has two version of <Bodyblow>; one used while in Phase 1 which |
|  has an Att% if 90, and one used while in Phase 2 which has an Att% of 95  |
|  (the same variants of Bodyblow as Air Buster). There are also three       |
|  identical versions of Waterball, one used for each Character.             |
| When Bottomswell uses <Waterball> it also inflicts the Death Status, which |
|  is primarily used as a flag to induce Seizure. The Death Status is        |
|  lifted once you cure the Character of Imprisoned. The Player that is      |
|  imprisoned will *not* be considered has having Death for the check during |
|  the jump after the 5th Attack during Stage 3; A Player must have 0 HP and |
|  actually ne KO'd to pass that check.                                      |
| Unlike Turks:Reno 1's Pyramid, the Waterpolo cannot be destroyed with the  |
|  use of Physical Attacks. Use Matra Magic or All+Magic to also damage      |
|  Bottomswell when you free your Players. Waterpolo drop no Battle rewards. |
| The Waterpolo is the only Enemy in the game to inflict the Player with     |
|  Seizure, which acts as "Reverse-Regen", and slowly depletes the Player's  |
|  HP over time.                                                             |
| An oversight in the AI script means that once Bottomswell has gone into    |
|  Stage 2 via its HP dropping below 75%, it will instantly enter into Stage |
|  3 the next time you attack it, which will then trigger the use of         |
|  <Waterball>.                                                              |
| If you wanted to turn this into an easy Battle then just cast Beta three   |
|  times to kill Bottomswell with no problems. Just be mindful of the fact   |
|  that Bottomswell will counter with Big Wave upon death.                   |
\                                                                            /
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  .-------------.
 /  {Waterpolo}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/sUpSKuqeDiqm8NfA7                  | ID:  5C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      4  ||   Strength:   1  ||    Drop: /                        |
|  HP:        40  ||    Defence: 100  ||   Steal: /                        |
|  MP:         0  ||      Magic:   1  ||   Morph: /                        |
|                 ||   MDefence: 254  ||                                    |
|  EXP:       10* ||  Dexterity:   1  ||                                    |
|   AP:        0  ||       Luck:   0  ||                                    |
|  GIL:        0  ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
```

Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [-]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Under-Junon Rocky Beach

LOOKALIKES:

Mover

No Manipulate Attacks!

Waterpolo's ATTACKS:

Attack 1: <Appear> Target: Self Appearing
[14F] Physical 0 Dam Att%: Auto hit Animation

Attack 2: <Vanish> Target: Self Disappearing
[14E] Physical 0 Dam Att%: Auto hit Animation

Waterpolo's BATTLE PLAN: (Repeats)

SETUP: Enable Physical immunity

DEATH: Allow Target to be selected. Remove Imprisoned from Target.
Use <Vanish> on self, remove Self from Battle, leave no rewards

Notes On Waterpolo:

Waterpolo acts much like the Pyramid Enemy, in that it will imprison one of your Players, flagging them as dead. If all three Players have been imprisoned, then it would be a Game Over, although Bottomswell will never inflict all use Waterpolo on all three Players.

There are two main differences between the Pyramid and the Waterpolo; Firstly only Magical Attack can hurt them, and secondly, while under the Waterpolo's imprisonment your HP will drain over time. This "Reverse-Regen" effect is called Seizure (or Dual Drain), and it is the only time in the game that you will come across this negative Status.

You can still target the imprisoned Player while they are incapacitated, which means that they can be cured if their HP starts to drop while under the effect of Seizure.

When freeing your Players be sure to use an Attack that targets all enemies, this way you can hurt Bottomswell as well as releasing yourself from the Waterpolo. Matra Magic works well.

The Waterpolo are immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Waterpolo is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies, and also immune to Regen along with 14 other enemies.

The Waterpolo will leave no EXP upon death.

There is an additional "Death Counter" script that runs in the background whenever a Player dies; this script does not exist on the Waterpolo, but as part of the Formation itself. It basically removes the Waterpolo once the imprisoned Character's HP is drained to 0.

POWER req for Overflow:

Base Damage Overflow: 172
Rnd Var Overflow 3x: 115

```
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||              {Junon Cargo Ship}              ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

oo.......................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                      ||
||   Screens:                                          Training Rating: ||
||                                                                      ||
||  Cargo Ship Lower Deck                              ***              ||
||  Cargo Ship Engine Room (Jenova-BIRTH)              ***              ||
\|                                                                      |/
 \                                                                      /
  |      Enemies:                                                      |
  |                                                                   |
  |      Scrutin Eye                                                  |
  |  L4  Marine                                                       |
  |      Jenova-BIRTH  (Boss)                                         |
  \                                                                   /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

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 [                            ELEMENTS TO USE:                            ]
 [                                                                        ]
 [         Wind - Scrutin Eye       - Double                              ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                          ELEMENTS TO AVOID:                            ]
 [                                                                        ]
 [        Earth - Scrutin Eye       - Nullify                             ]
 [      Gravity - Jenova-BIRTH      - Nullify  (Boss)                     ]
 [        Water - Scrutin Eye       - Nullify                             ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                       ]
 [                                                                        ]
 [         Fire - Scrutin Eye       - Fire2                               ]
 [          Ice - Scrutin Eye       - Ice2                                ]
 [                                                                        ]
 [        Punch - Scrutin Eye       - Drilldrive                          ]
 [        Shoot - Marine            - Machine Gun                         ]
 [        Shoot - Jenova-BIRTH      - Laser                               ]
 [        Shoot - Jenova-BIRTH      - W-Laser                             ]
 [        Shoot - Jenova-BIRTH      - Tail Laser                          ]
 [       Hidden - Marine            - Smoke Bullet (0 Damage)             ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        STATUSES TO DEFEND FROM:                        ]
 [                                                                        ]
 [        Sleep - Marine            - Smoke Bullet  (99% Inflict)         ]
 [         Stop - Jenova-BIRTH      - Stop          (59% Inflict)         ]
```

```
[     Darkness - Marine            - Smoke Bullet  (99% Inflict)            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Death, Sleep, Poison, Confusion, Silence, Slow, Small, Petrify,         ]
[   D. Sentence                                                             ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

NOTE - Morph not available at this point in the game.

DROP	STEAL	MORPH
X-POTION		
		Marine
ETHER		
Scrutin Eye [2]	Scrutin Eye [32]	
TURBO ETHER		
		Scrutin Eye
EYE DROP		
Marine [63]		
SHINRA BETA		
	Marine [8]	
WHITE CAPE		
Jenova-BIRTH [63]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ***

	Area Enc Rate:	
Cargo Ship Lower Deck	40	Very High
Cargo Ship Engine Room (Jenova-BIRTH)	40	Very High

Average: EXP: 245.5 AP: 25.2 GIL: 418.5 Enemy QTY: 3.15

Random Encounters disabled on Lower Deck until the alarm sounds.
Forced Attack on the screen "Cargo Ship Engine Room" only.
"J-E-N-O-V-A" Theme plays throughout forced battle.

```
|  [32.8%]  Nrml Bat #1  EXP - 320     1st Row: 2x Scrutin Eye                |
|                        AP  - 32      2nd Row: 2x Scrutin Eye                |
|                        GIL - 480                                      #484 |
|                                                                             |
|  [30.1%]  Nrml Bat #2  EXP - 150     1st Row: 2x Marine                     |
|                        AP  - 16                                             |
|                        GIL - 300                                      #485 |
|                                                                             |
|  [24.6%]  Nrml Bat #3  EXP - 225     1st Row: 1x Marine                     |
|                        AP  - 24      2nd Row: 2x Marine                     |
|                        GIL - 450                                      #486 |
|                                                                             |
|  [12.5%]  Back Attack  EXP - 320     1st Row: 2x Scrutin Eye                |
|            Run = 2     AP  - 32      2nd Row: 2x Scrutin Eye                |
|                        GIL - 480                                      #487 |
|                                                                             |
|         Forced Attack  EXP - 680     1st Row: 1x Jenova-BIRTH               |
|       Can't Escape     AP  - 64                                             |
|                        GIL - 800                                      #488 |
'-----------------------------------------------------------------------------'


                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

  .---------------.
 /  {Scrutin Eye}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/FdvvwJx1aafLvBXe7                    | ID:  5D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  20  ||    Drop: Ether        [2]   4.69%   |
|  HP:       240  ||    Defence:  20  ||   Steal: Ether        [32] 40.63%   |
|  MP:        60  ||      Magic:   5  ||   Morph: Turbo Ether                |
|                 ||   MDefence:  96  ||                                      |
|  EXP:       80  ||  Dexterity:  35  ||                                      |
|   AP:        8  ||       Luck:   0  || Back Damage: Normal (2x Damage)      |
|  GIL:      120  ||      Evade:  16  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Cargo Ship Lower Deck                            45% |  Mono Drive          |
| Cargo Ship Engine Room (Jenova-BIRTH)            45% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                         |  Manip Attack 1: Drilldrive        |
|   Scrutin Eye's ATTACKS:                |  Manip Attack 2: Ice2              |
|                                         |  Manip Attack 3: Fire2             |
|                                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Drilldrive>         Target: One Opponent      Berserk Attack   |
```

```
|  [114]       Physical          Element: Punch                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                              Base Damage: 29 HP                            |
|                                                                            |
|  Attack 2:  Ice2                Target: One Opponent      Reflectable      |
|  [01F]       Magical           Element: Ice                                |
|                                   Att%: 100                                |
|                                  Power: 20                                 |
|                                 MP Cost: 22 MP                             |
|                              Base Damage: 150 HP                           |
|                                                                            |
|  Attack 3:  Fire2               Target: One Opponent      Reflectable      |
|  [01C]       Magical           Element: Fire                               |
|                                   Att%: 100                                |
|                                  Power: 20                                 |
|                                 MP Cost: 22 MP                             |
|                              Base Damage: 150 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Scrutin Eye's BATTLE PLAN: (Repeats)                                     |
|                                                                            |
|    *If Scrutin Eye's MP < 22, use <Drilldrive> on Rnd Target               |
|                                                                            |
|  Scrutin Eye is in Front Row:                                              |
|                                                                            |
|   1/4 Chance: Use Fire2 on Rnd Target*                                     |
|   1/4 Chance: Use Ice2 on Rnd Target*                                      |
|   1/2 Chance: Use <Drilldrive> on Rnd Target                               |
|                                                                            |
|                                                                            |
|  Scrutin Eye is in Back Row:                                               |
|                                                                            |
|   3/8 Chance: Use Fire2 on Rnd Target*                                     |
|   3/8 Chance: Use Ice2 on Rnd Target*                                      |
|   1/4 Chance: Use <Drilldrive> on Rnd Target                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Scrutin Eye:                    |   POWER req for Overflow:     |
|                                            |                               |
| Scrutin Eye is found in Battle Square:     |  Base Damage Overflow: 144    |
|  Set - 1 (Before Tiny Bronco)  Battle - 6  |  Rnd Var Overflow  3x:  96    |
|                                            |  Rnd Var Overflow  4x:  72    |
| You can use the Scrutin Eye's strong Magical |  Rnd Var Overflow  6x:  48  |
|  Attacks to fill your Limit bars for the   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  upcoming boss, just keep an eye on your HP.                               |
| Ethers make a very easy steal, a Lv 18 Cloud would have a 42.19% chance of |
|  stealing from the Scrutin Eye.                                            |
| Equip Elemental+Choco/Mog on your weapon to exploit the Scrutin Eye's      |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| The Scrutin Eye is encountered in an area that cannot be revisited; once   |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy.                                                                |
\                                                                            /
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  .----------.
 /  {Marine}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/RmAVCU7KmjRs76V78                  | ID:  5E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     16  ||   Strength:  36  ||    Drop: Eye Drop     [63]   100%   |
```

```
|  HP:       300  ||    Defence:  30  ||   Steal: Shinra Beta  [8]  10.94%   |
|  MP:        20  ||      Magic:   5  ||   Morph: X-Potion                    |
|                 ||   MDefence:  60  ||                                      |
|  EXP:       75  ||  Dexterity:  59  ||                                      |
|   AP:        8  ||       Luck:   0  || Back Damage: Normal (2x Damage)      |
|  GIL:      150  ||      Evade:  10  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Cargo Ship Lower Deck                          55% |  MP                   |
| Cargo Ship Engine Room (Jenova-BIRTH)          55% |  Grenade Combatant    |
|                                                    |  Attack Squad         |
|                                                    |  Submarine Crew       |
|                                                    |  Captain              |
|                                                    |  Underwater MP        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Machine Gun        |
|   Marine's ATTACKS:                   |  Manip Attack 2: Grenade            |
|                                       |  Manip Attack 3: Smoke Bullet       |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Machine Gun>        Target: One Opponent      Berserk Attack   |
|  [110]       Physical          Element: Shoot                               |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 54 HP                              |
|                                                                            |
|  Attack 2:  Grenade             Target: All Opponents     Split Damage     |
|  [1D8]       Physical          Element: None              Can't Cover      |
|                                   Att%: 85                                 |
|                                  Power: 20                                 |
|                            Base Damage: 67 HP                              |
|                                                                            |
|  Attack 3: <Smoke Bullet>       Target: One Opponent      Status Inflict:  |
|  [1D7]       Physical 0 Dam    Element: Hidden             Sleep    (99%)  |
|                                   Att%: 75                 Darkness        |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Marine's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK:                                                               |
|                                                                            |
|   At least one Target with Paralyzed AND at least one Target with Darkness |
|    Use <Smoke Bullet> on Rnd Target                                        |
|                                                                            |
|   At least one Target with Paralyzed AND no Targets have Darkness          |
|    Use <Smoke Bullet> on Rnd Target without Darkness                       |
|                                                                            |
|   No Targets with Paralyzed                                                |
|    Use <Smoke Bullet> on Rnd Target without Paralyzed                      |
```

2ND ATTACK:

No Targets with Paralyzed AND no Targets have Darkness
Use <Machine Gun> on Rnd Target

No Targets with Paralyzed AND at least one Target with Darkness
Use <Machine Gun> on Rnd Target with Darkness

At least one Target with Paralyzed
Use <Machine Gun> on Rnd Target with Paralyzed

2RD ATTACK: Same as 2nd Attack
3RD ATTACK: Same as 2nd Attack
4TH ATTACK: Same as 2nd Attack

5TH ATTACK:

Marine's HP > 66%: Skip a turn, jump to 1st Attack for next turn

Marine's HP <= 66%:

Grenade used less than 4 times:
Use Grenade on All Targets, jump to 4th Attack for next turn

Grenade used 4 times:
Same as 2nd Attack, jump to 1st Attack for next turn

Notes On Marine:

The Marine searches Players that have/do not have Paralyzed, which seems to be an error with the AI script seeing as there is no way for the Player to inflicted with Paralyzed at this stage in the game. It is likely that the intended check was instead for Sleep, seeing as <Smoke Bullet> inflicts Sleep (and Darkness).

Equip the Silver Glasses and Headband that you would have bought from Junon to deal with the Marine's Status inflicting Attack.

The Attack <Smoke Bullet> is one of seven Status inflicting Attacks that use the 'Hidden' Element, and as such can be defended from by equipping the Elemental on your Armour with any other non-element Materia (excluding other Support Materia and Restorative Materia). The Elemental Materia has to be Lv 2 minimum for the effect to work, the effect being that the chance of each Status being inflicted is dropped to 0. The Player is still considered to be vulnerable to the Statuses used, and the "Miss" will perpetually appear above their head. A Lv 1 Elemental would instead halve the chance of the Element being inflicted.

Shinra Betas are a useful steal seeing as you cannot obtain them normally; the only other time to obtain this piece of Armour is as a drop from the Submarine Crew much later on in the game, making them permanently missable. A Lv 18 Cloud would have a 10.94% chance of stealing from the Marine, and you should have two Steal materias by now. Shinra Betas have low MDef, but contain one extra Materia slot than the Carbon Bangle.

The Marine is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow:	147
Rnd Var Overflow 3x:	98
Rnd Var Overflow 4x:	74
Rnd Var Overflow 6x:	49

```
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.
 /  {Jenova-BIRTH}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/RgDYosXRQiDbW4889                     | ID:  5F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     25  ||   Strength:  38  ||    Drop: White Cape  [63] 100%      |
|  HP:      4000  ||    Defence:  56  ||   Steal: /                          |
|  MP:       110  ||      Magic:  30  ||   Morph: /                          |
|                 ||   MDefence: 180  ||                                     |
|  EXP:      680  ||  Dexterity:  60  ||                                     |
|   AP:       64  ||       Luck:  10  || Back Damage: Normal (2x Damage)     |
|  GIL:      800  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [       |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]         Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Cargo Ship Engine Room                             |  Jenova-LIFE          |
|                                                    |  Jenova-DEATH         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!                    |
|   Jenova-BIRTH's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                       |
|  Attack 1: <Laser>                Target: One Opponent      Can't Cover               |
|  [36C]       Physical            Element: Shoot             No Critical               |
|                                     Att%: 90                                          |
|                                    Power: 48                                          |
|                                Base Damage: 201 HP                                    |
|                                                                                       |
|  Attack 2:  Gas                   Target: One Opponent      Can't Cover               |
|  [36D]       Physical            Element: None              No Critical               |
|                                     Att%: 90                                          |
|                                    Power: 48                                          |
|                                Base Damage: 201 HP                                    |
|                                                                                       |
|  Attack 3:  W-Laser               Target: One Opponent      Can't Cover               |
|  [36E]       Physical            Element: Shoot             No Critical               |
|                                     Att%: 90                                          |
|                                    Power: 48                                          |
|                                Base Damage: 201 HP                                    |
|                                                                                       |
|  Attack 4:  Tail Laser            Target: All Opponents     Split Damage              |
|  [36F]       Physical            Element: Shoot             No Critical               |
|                                     Att%: 90                                          |
|                                    Power: 48                                          |
|                                Base Damage: 201 HP                                    |
|                                                                                       |
|  Attack 5:  Stop                  Target: One Opponent      Reflectable               |
```

[015] Magical 0 Dam	Att%: Auto Hit	Status Inflict:
	MP Cost: 34 MP	Stop (59%)

Jenova-BIRTH's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/2 Chance start from 1st Attack
1/2 Chance start from 4th Attack

1ST ATTACK:

At least one Target with Stop: Use Gas on Rnd Target with Stop

No Targets with Stop: Use Stop on Rnd Target; If Jenova-BIRTH's MP < 34, skip a turn

2ND ATTACK: Skip a turn
3RD ATTACK: Skip a turn

4TH ATTCK:

1/3 Chance: Use <Laser> on 2nd Target; If 2nd Target has Death OR Stop, do nothing
Follow-Up: Use <Laser> on 1st Target; If 1st Target has Death OR Stop, do nothing
Follow-Up: Use <Laser> on 3rd Target; If 3rd Target has Death OR Stop, do nothing

2/3 Chance: Use <Laser> on Rnd Target without Stop; If all Targets have Stop, select Rnd Target

5TH ATTACK: Use Tail Laser on All Targets
Follow-Up: 1/2 Chance use Tail Laser on All Targets
1/2 Chance do nothing

6TH ATTACK:

1/3 Chance: Use W-Laser on 2nd Target; If 2nd Target has Death OR Stop, do nothing
Follow-Up: Use W-Laser on 1st Target; If 1st Target has Death OR Stop, do nothing
Follow-Up: Use W-Laser on 3rd Target; If 3rd Target has Death OR Stop, do nothing

2/3 Chance: Use W-Laser on Rnd Target without Stop; If all Targets have Stop, select Rnd Target

7TH ATTACK: Use Gas on Rnd Target with Stop; If no Targets have Stop:
1/3 Chance select Rnd Target
2/3 Chance skip a turn

Notes On Jenova-BIRTH:	POWER req for Overflow:
Use strong Magic such as Quake and Flame Thrower to deal with Jenova-BIRTH's high	Base Damage Overflow: 155 Rnd Var Overflow 3x: 104

| MDef. You could 'cheat' and use Beta for 700+ HP per hit. | Rnd Var Overflow 4x: 78 | Rnd Var Overflow 6x: 52 |

Jenova-BIRTH will inflict the Players with Stop every now and then, however, it will only do so three times before it runs out of MP. One blast of Barret's Lv 1-2 Limit Break Mindblow will sufficiently deplete its MP.

While Jenova-BIRTH isn't the toughest of bosses, it will occasionally use its Attack consecutively, and they all hit for 150+ HP (except for Tail laser which has Split Damage), so be on guard. Make use of your Long Range Materia and Long Ranged Characters for this Battle.

The "1st Target", "2nd Target" & "3rd Target" refers to the right-most, central, and left-most characters, respectively.

The Jenova-BIRTH Boss Battle is one of five Boss Battles in which the "Pre-Emp" Flag has been mistakenly enabled, meaning you have a chance of encountering it as a Pre-Emptive Strike and can land a cheeky Back-Attack for 4x Damage.

The White Cape that you get as a reward massively helps for the Battle Square until you get a Ribbon, and also against the Touch Me in Gongaga.

The Tail laser that Jenova-BIRTH is not the same Tail Laser that the Guard Scorpion uses; while they both have an Attack Power of 48, Jenova-BIRTH's variant has 90 Att%, and Guard Scorpion's has 120 Att%.

The "J-E-N-O-V-A" theme will be heard throughout this Boss Battle, as opposed to the regular "Still More Fighting" Boss Theme.

{Corel Area}

Screens:	Training Rating:
Corel Area Grass	*** BEST
Corel Area Beach	***
Corel Area Mountain Path	**

	Enemies:	Enemy Skills:
L4	Grangalan	
	Grangalan Jr.	
	Grangalan Jr.Jr.	
L4	Beach Plug	Big Guard
	Needle Kiss	
	Cokatolis	

ELEMENTS AND STATUSES

ELEMENTS TO USE:

```
[                                                                          ]
[         Wind - Needle Kiss       - Double                              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                             ]
[                                                                          ]
[    Lightning - Needle Kiss       - Nullify                               ]
[        Earth - Needle Kiss       - Nullify                               ]
[        Earth - Grangalan         - Nullify                               ]
[        Earth - Grangalan Jr.     - Nullify                               ]
[        Earth - Grangalan Jr.Jr.  - Nullify                               ]
[      Gravity - Grangalan         - Nullify                               ]
[      Gravity - Grangalan Jr.     - Nullify                               ]
[      Gravity - Grangalan Jr.Jr.  - Nullify                               ]
[        Water - Grangalan         - Nullify                               ]
[        Water - Grangalan Jr.     - Nullify                               ]
[        Water - Grangalan Jr.Jr.  - Nullify                               ]
[                                                                          ]
[          Ice - Beachplug         - Halve                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                        ]
[                                                                          ]
[          Ice - Beachplug         - Ice                                   ]
[    Lightning - Needle Kiss       - Thunder Kiss                          ]
[                                                                          ]
[          Hit - Cokatolis         - Bird Kick                             ]
[        Punch - Needle Kiss       - Chute Attack                          ]
[        Punch - Cokatolis         - Beak                                  ]
[        Shoot - Grangalan         - Silver Wheel                          ]
[        Shoot - Grangalan Jr.     - Silver Wheel                          ]
[        Shoot - Grangalan Jr.Jr.  - Silver Wheel                          ]
[       Hidden - Cokatolis         - Petrify Smog (0 Damage)               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                         ]
[                                                                          ]
[    Slow-numb - Grangalan Jr.     - Triclops      (71% Inflict)           ]
[    Slow-numb - Cokatolis         - Petrify Smog  (71% Inflict)           ]
[     Darkness - Grangalan         - Darkeye       (71% Inflict)           ]
[      Sadness - Grangalan Jr.     - Triclops      (71% Inflict)           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Sleep, Poison, Silence, Slow                                           ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Grangalan Jr.Jr. [8]		
HI-POTION	Grangalan [8] Grangalan Jr. [8]		

```
      | Beachplug          [8] |                          |                    |
      '------------------------+--------------------------+--------------------|
 TURBO ETHER  |                |                          |                    |
--------------'                |                          |                    |
      |                        |                          | Beachplug          |
      '------------------------+--------------------------+--------------------|
 SOFT  |                       |                          |                    |
-------'                       |                          |                    |
      | Cokatolis          [8] | Cokatolis         [32] | Cokatolis          |
      |                        | Needle Kiss       [32] |                    |
      '------------------------+--------------------------+--------------------|
 REMEDY  |                     |                          |                    |
---------'                     |                          |                    |
      |                        |                          | Needle Kiss        |
      '------------------------+--------------------------+--------------------|
 BOLT PLUME  |                 |                          |                    |
-------------'                 |                          |                    |
      | Needle Kiss        [8] |                          |                    |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill every Grangalan per Battle.

SCREEN GROUPING 1: *** BEST — Area Enc Rate:

Corel Area Grass — 32 Medium

Average: EXP: 363 AP: 36 GIL: 495 Enemy QTY: 5

<C> The Grangalan Jr.Jr. [A] covers the Grangalan Jr. and the Grangalan
The Grangalan Jr. covers the Grangalan

[100%] Nrml Bat #1	EXP - 363	1st Row: 3x Grangalan Jr.Jr. <C>	
Pre-Emp OFF	AP - 36	2nd Row: 1x Grangalan Jr. <C>	
	GIL - 495	3rd Row: 1x Grangalan	#84

SCREEN GROUPING 2: *** — Area Enc Rate:

Corel Area Beach — 64 Low

Average: EXP: 328.3 AP: 34.0 GIL: 411.3 Enemy QTY: 3.75

The same Encounters can be found in Gold Saucer Beach and Gongaga Beach.
The Side Attack has been placed in the Normal Battle slot, and is not considered a "Special Battle".

<C> The Grangalan Jr.Jr. [A] covers the Grangalan Jr. and the Grangalan
The Grangalan Jr. covers the Grangalan
<C> The Beachplug [B] covers the Beachplug [D]

[25%] Nrml Bat #1	EXP - 363	1st Row: 3x Grangalan Jr.Jr. <C>	
Pre-Emp OFF	AP - 36	2nd Row: 1x Grangalan Jr. <C>	
	GIL - 495	3rd Row: 1x Grangalan	#85

```
|    [25%]  Nrml Bat #2  EXP - 285     1st Row: 1x Beachplug                 |
|                        AP  - 30      2nd Row: 2x Beachplug                 |
|                        GIL - 345                                    #92  |
|                                                                           |
|    [25%]  Nrml Bat #3  EXP - 380     1st Row: 3x Beachplug <C>             |
|                        AP  - 40      2nd Row: 1x Beachplug                 |
|                        GIL - 460                                    #93  |
|                                                                           |
|    [25%]  Side Attack  EXP - 285     1st Row: 3x Beachplug                 |
|                        AP  - 30                                           |
|                        GIL - 345                                    #94  |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                                Area Enc Rate:

  Corel Area Mountain Path                            32   Medium

   Average:   EXP: 221.2      AP: 22.9      GIL: 352.1       Enemy QTY: 2.92

 <C> The Grangalan Jr.Jr. [A] covers the Grangalan Jr. and the Grangalan
     The Grangalan Jr. covers the Grangalan
.---------------------------------------------------------------------------.
|  [23.2%]  Nrml Bat #1  EXP - 323     1st Row: 3x Grangalan Jr.Jr. <C>     |
|         Pre-Emp OFF    AP  - 36      2nd Row: 1x Grangalan Jr. <C>        |
|                        GIL - 495     3rd Row: 1x Grangalan           #86  |
|                                                                           |
|  [22.2%]  Nrml Bat #2  EXP - 150     1st Row: 2x Needle Kiss              |
|                        AP  - 16                                           |
|                        GIL - 260                                    #88  |
|                                                                           |
|  [22.2%]  Nrml Bat #3  EXP - 247     1st Row: 1x Cokatolis, 1x Needle Kiss|
|                        AP  - 26      2nd Row: 1x Needle Kiss              |
|                        GIL - 428                                    #89  |
|                                                                           |
|  [11.7%]  Back Attack  EXP - 150     1st Row: 2x Needle Kiss              |
|             Run = 2    AP  - 16                                           |
|                        GIL - 260                                    #90  |
|                                                                           |
|  [20.7%]  Side Attack  EXP - 150     1st Row: 2x Needle Kiss              |
|                        AP  - 16                                           |
|                        GIL - 260                                    #91  |
'---------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The Needle Kiss and Cokatolis can also be fought here; however, I will
        not be duplicating their entries. You can find those enemies within
        the "Mt. Corel" listings just below.

  .-------------.
 /  {Grangalan}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/aaP9PUAuiPPoefUz7                    | ID:  60 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     16  ||   Strength:  40  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       550  ||    Defence:  88  ||   Steal: /                          |
```

```
|  MP:        60  ||      Magic:  25  ||   Morph: /                          |
|                 ||   MDefence: 120  ||                                     |
|  EXP:       88  ||  Dexterity:  50  ||                                     |
|   AP:       10  ||       Luck:   0  ||                                     |
|  GIL:      220  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Corel Area Grass                                100% |  Grangalan Jr.      |
| Corel Area Beach                                 25% |  Grangalan Jr.Jr.   |
| Corel Area Mountain Path                         23% |                     |
| Gold Saucer Area Beach                           25% |                     |
| Gongaga Area Beach                               25% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Darkeye           |
|   Grangalan's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Darkeye             Target: One Opponent      Berserk Attack   |
|  [1D9]       Magical 0 Dam        Att%: 255               Status Inflict:  |
|                                MP Cost: 4 MP               Darkness (71%)  |
|                                                                             |
|  Attack 2:  Silver Wheel        Target: One Opponent      Can't Cover      |
|  [1DC]       Physical          Element: Shout                              |
|  [1DD]                            Att%: 100                                |
|                                  Power: 20                                 |
|                            Base Damage: 75 HP                              |
|                                                                             |
|  Attack 3: <Pull out>           Target: Self              Animation Spawns |
|  [1DE]       Physical 0 Dam       Att%: Auto Hit           Grangalan Jr.   |
|                                                                             |
|  Attack 4: <Vanish>             Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Grangalan's BATTLE PLAN:                                                  |
|                                                                             |
|  SETUP: Disable default Death handling                                      |
|                                                                             |
|                                                                             |
|  PHASE 1: (Repeats)                                                         |
|                                                                             |
|   Grangalan Jr. has not spawned in:                                         |
|                                                                             |
|    Use Silver Wheel on Rnd Target                                           |
|                                                                             |
|                                                                             |
|  PHASE 2: (Repeats)                                                         |
|                                                                             |
|   Grangalan Jr. has spawned in:                                             |
|                                                                             |
```

Grangalan IS covered by Grangalan Jr. OR Grangalan Jr.Jr. A

1ST ATTACK: Skip a turn
2ND ATTACK: Skip a turn
3RD ATTACK: Skip a turn
4TH ATTACK: Use Silver Wheel on Rnd Target

PHASE 3: (Repeats)

Grangalan Jr. has spawned:

Grangalan is NOT covered by Grangalan Jr. OR Grangalan Jr.Jr. A

1ST ATTACK: Use Silver Wheel on Rnd Target
2ND ATTACK: Use Silver Wheel on Rnd Target
3RD ATTACK: Use Silver Wheel on Rnd Target
4TH ATTACK: Use Darkeye on Rnd Target

COUNTER: [All Physical and Magical Attacks]

Grangalan Jr. has not spawned in:

1ST COUNTER: Do Noting
2ND COUNTER: Do Noting
3RD COUNTER: Use <Pull out> on Self, spawn Grangalan Jr. in

Grangalan Jr. has spawned in:

Do nothing

DEATH: Use <Vanish> on Self, remove Grangalan Jr. and Grangalan Jr.Jr. from battle, end Battle

Notes On Grangalan:

Grangalan is found in Battle Square:
Set - 1 (Before Tiny Bronco) Battle - 8

POWER req for Overflow:

Base Damage Overflow: 167
Rnd Var Overflow 3x: 111

The Grangalan can be a very annoying Enemy to kill, seeing as once it spawns in the Grangalan Jr. you will not be able to target it physically. If the Grangalan Jr. spawns in the Grangalan Jr.Jr. then you will not be able to target the Grangalan Jr. until the Jr.Jr. have been defeated. You can still use Magic or long-ranged Attacks to target the Grangalan, and the Battle will end once the Grangalan has been killed.

Use L4 Suicide to dispatch the Grangalan quickly, especially in the Battle Square should you get the Grangalan on the final Battle (assuming you still have Command Materia available) before Tiny Bronco.

The "Average "EXP AP and gil earned" assumes you to kill the Grangalan plus it counterparts. If you only kill the Grangalan then you will not gain the spoils for the other Grangalans, and the average spoils per battle will be much lower.

There are two identical versions of Silver Wheel, one used while it it being covered by the enemies in front of it, and another when it is not being covered.

Only the Grangalan Jr. and Grangalan Jr.Jr. A (right-most Jr.Jr.) cover the Grangalan; kill these two enemies and the Grangalan can be targeted

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|  again, even if the middle and left-most Jr.Jr. are still present.          |
| The Grangalan is one of a number 'elevated' enemies that Nullifies the      |
|  Earth Element, but will no take double damage from Wind.                   |
| The Grangalan is one of 105 enemies that are Immune to Peerless, which      |
|  isn't necessary seeing as there is no way for the Player to inflict the    |
|  enemy with Peerless.                                                       |
| The Grangalan cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
\                                                                             /
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  .-----------------.
 /  {Grangalan Jr.}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/yJnZswBo6fG22YUy7                     | ID:  61 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     15  ||   Strength:  30  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       330  ||    Defence:  66  ||   Steal: /                          |
|  MP:        40  ||      Magic:  15  ||   Morph: /                          |
|                 ||   MDefence:  80  ||                                      |
|  EXP:       77  ||  Dexterity:  55  ||                                      |
|   AP:        8  ||       Luck:   0  ||                                      |
|  GIL:      110  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Corel Area Grass                                 100% |  Grangalan            |
| Corel Area Beach                                  25% |  Grangalan Jr.Jr.     |
| Corel Area Mountain Path                          23% |                       |
| Gold Saucer Area Beach                            25% |                       |
| Gongaga Area Beach                                25% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Triclops              |
|   Grangalan Jr.'s ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Triclops            Target: One Opponent      Berserk Attack    |
|  [1DA]       Magical 0 Dam        Att%: 255                Status Inflict:   |
|                                MP Cost: 4 MP                Sadness   (71%) |
|                                                             Slow-numb        |
|                                                                             |
|  Attack 2:  Silver Wheel        Target: One Opponent      Can't Cover       |
|  [1DC]       Physical          Element: Shout                                |
|  [1DD]                            Att%: 100                                 |
|                                  Power: 20                                  |
|                            Base Damage: 55 HP                               |
|                                                                             |
|  Attack 3: <Pull out>           Target: One Opponent      Animation Spawns  |
|  [1DE]       Physical 0 Dam       Att%: Auto Hit            Grangalan Jr.Jr.|
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
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|  Grangalan Jr.'s BATTLE PLAN: (Repeats)                                  |
|                                                                          |
|  PHASE 1: (Repeats)                                                      |
|                                                                          |
|   Grangalan Jr.Jr. has not spawned in:                                   |
|                                                                          |
|    Use Silver Wheel on Rnd Target                                        |
|                                                                          |
|                                                                          |
|  PHASE 2: (Repeats)                                                      |
|                                                                          |
|   Grangalan Jr.Jr. has spawned in:                                       |
|                                                                          |
|    Grangalan IS covered by Grangalan Jr.Jr. A                            |
|                                                                          |
|     1ST ATTACK: Skip a turn                                              |
|     2ND ATTACK: Skip a turn                                              |
|     3RD ATTACK: Skip a turn                                              |
|     4TH ATTACK: Use Silver Wheel on Rnd Target                           |
|                                                                          |
|                                                                          |
|  PHASE 3: (Repeats)                                                      |
|                                                                          |
|   Grangalan Jr.Jr. has spawned in:                                       |
|                                                                          |
|    Grangalan is NOT covered by Grangalan Jr.Jr. A                        |
|                                                                          |
|     1ST ATTACK: Use Silver Wheel on Rnd Target                           |
|     2ND ATTACK: Use Silver Wheel on Rnd Target                           |
|     3RD ATTACK: Use Silver Wheel on Rnd Target                           |
|     4TH ATTACK: Use Triclops on Rnd Target                               |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   Grangalan Jr.Jr. has not spawned in:                                   |
|                                                                          |
|    1ST COUNTER: 1/4 Chance use <Pull out> on Self, spawns 3x Grangalan   |
|                      Jr.Jr. in                                           |
|                 3/4 Chance do nothing                                    |
|                                                                          |
|    2ND COUNTER: 1/4 Chance use <Pull out> on Self, spawns 3x Grangalan   |
|                      Jr.Jr. in                                           |
|                 3/4 Chance do nothing                                    |
|                                                                          |
|    3RD COUNTER: Use <Pull out> on Self, spawns 3x Grangalan Jr.Jr. in    |
|                                                                          |
|   Grangalan Jr.Jr. has spawned in:                                       |
|                                                                          |
|    Do nothing                                                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Grangalan Jr.:                 |   POWER req for Overflow:      |
|                                           |                                |
| Grangalan Jr. is found in Battle Square:  |  Base Damage Overflow: 159     |
|  Set - 1 (Before Tiny Bronco)  Battle - 8 |  Rnd Var Overflow  3x: 106     |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Grangalan Jr. will spawn in once you                                 |
|  have attacked the Grangalan three times. At which point the Grangalan in|
|  the Back Row will no longer be targetable by short-ranged attacks.      |
| The Grangalan Jr. will always spawn in the Jr.Jrs once you have attacked |
```

| it three times. Prior to that it will have a 25% chance of spawning in its children when you attack it.

Once the Grangalan Jr.Jr. have spawned in you will not be able to target the Grangalan Jr. with short-ranged attacks, however, only the right-most Grangalan Jr.Jr. "A" will cover the Grangalan Jr. Kill the right-most Jr.Jr. and the Grangalan Jr. will be targetable again.

Be warned; once the Grangalan Jr. is targetable again he will start using Triclops which could inflict the Player with Slow-numb. Make sure to have bought Softs from Costa Del Sol! Set the ATB to "Wait" so that the timer doesn't run down as you make your selections.

If you kill the main Grangalan while Grangalan Jr. is still alive then the Battle will end instantly. You will not gain the spoils for the Grangalan Jr. or Jr.Jrs if this happens.

The "Average "EXP AP and gil earned" assumes you to kill the Grangalan plus it counterparts. If you only kill the Grangalan in the Back Row then you will not gain the spoils for the other Grangalans, and the average spoils per battle will be much lower.

There are two identical versions of Silver Wheel, one used while it it being covered by the enemy in front of it, and another when it is not being covered.

The Grangalan Jr. is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind.

The Grangalan Jr. is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the enemy with Peerless.

The Grangalan Jr. cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Grangalan Jr.Jr.}

https://photos.app.goo.gl/JaU7enMJfU7uRUL79 | ID: 62

Level:	14	Strength:	20	Drop: Potion [8]	14.06%
HP:	110	Defence:	44	Steal:	/
MP:	20	Magic:	5	Morph:	/
		MDefence:	40		
EXP:	66	Dexterity:	60		
AP:	6	Luck:	0		
GIL:	55	Evade:	1		

Fire	[-]	Death	[-]	Petrify	[-]
Ice	[-]	Sleep	[VUL]	D. Sentence	[-]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[Nullify]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[Nullify]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Area Grass	100%	Grangalan
Corel Area Beach	25%	Grangalan Jr.
Corel Area Mountain Path	23%	
Gold Saucer Area Beach	25%	

| Gongaga Area Beach 25% |

| Grangalan Jr.Jr's ATTACKS: | Manip Attack 1: Stop Eye |

Attack 1: Stop Eye	Target: One Opponent	Never Used
[1DB] Magical 0 Dam	Att%: 255	Berserk Attack
	MP Cost: 4 MP	Status Inflict:
		Stop (71%)

Attack 2: Silver Wheel	Target: One Opponent	Can't Cover
[1DC] Physical	Element: Shout	
	Att%: 100	
	Power: 20	
	Base Damage: 35 HP	

Grangalan Jr.Jr's BATTLE PLAN: (Repeats)

1/4 Chance: Skip a turn
3/4 Chance: Use Silver Wheel on Rnd Target

Notes On Grangalan Jr.Jr.:

Grangalan Jr.Jr. is found in Battle Square: Set - 1 (Before Tiny Bronco) Battle - 8

You will only see the Grangalan Jr.Jr. once the Grangalan has first spawned in the Grangalan Jr., and the Grangalan Jr. has then spawned in the Jr.Jr. which it will do so after it has been attacked three times (or 1/4 chance when attacked once and twice).
Once the Grangalan Jr.Jr. has spawned in you will not be able to target the Grangalan Jr. in the middle row with short-ranged attacks, however, you only need to kill the right-most Grangalan Jr.Jr. "A" to make it so that the Grangalan Jr. is targetable again.
Killing the main Grangalan in the BacK Row will end the Battle instantly, and you will not gain the spoils for killing the other Grangalan's if that happens.
The "Average "EXP AP and gil earned" assumes you to kill the Grangalan plus it counterparts. If you only kill the Grangalan in the Back Row then you will not gain the spoils for the other Grangalans, and the average spoils per battle will be much lower.
There are two identical versions of Silver Wheel, one of which is never used. Also, the Grangalan Jr.Jr. carries an Attack called Stop Eye which will only be used if the Grangalan Jr.Jr is inflicted with Berserk.
The Grangalan Jr.Jr. is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind.
The Grangalan Jr.Jr. is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the enemy with Peerless.
The Grangalan Jr.Jr. cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

POWER req for Overflow:

Base Damage Overflow: 151
Rnd Var Overflow 3x: 101

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/ {Beachplug} \

https://photos.app.goo.gl/eHTtjaKPKxvEkgit8 | ID: 99

| Level: 16 || Strength: 22 || Drop: Hi-Potion [8] 14.06%

```
|  HP:       200  ||    Defence:  36  ||   Steal: /                          |
|  MP:       100  ||      Magic:   8  ||   Morph: Turbo Ether                |
|                 ||   MDefence:  36  ||                                     |
|  EXP:       95  ||  Dexterity:  52  ||                                     |
|   AP:       10  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      115  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Halve]        |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Corel Area Beach                                 75% |  Poodler            |
| Gold Saucer Area Beach                           75% |  Poodler Sample     |
| Gongaga Area Beach                               75% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Bite              |
|   Beachplug's ATTACKS:                |  Manip Attack 2: Big Guard         |
|                                       |  Manip Attack 3: Ice               |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Bite>              Target: One Opponent      Berserk Attack   |
|  [258]       Physical         Element: None                               |
|                                  Att%: 95                                 |
|                                 Power: 16                                 |
|                           Base Damage: 33 HP                              |
|                                                                           |
|  Attack 2:  Big Guard          Target: All Allies        **Enemy Skill**  |
|  [04C]       Magical 0 Dam       Att%: 255               Never Used       |
|                               MP Cost: 56 MP             Status Inflict:  |
|                                                           See Notes       |
|                                                                           |
|  Attack 3:  Ice                Target: One Opponent      Reflectable      |
|  [01E]       Magical          Element: Ice                                |
|                                  Att%: 100                                |
|                                 Power: 8                                  |
|                               MP Cost: 4 MP                               |
|                           Base Damage: 72 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Beachplug's BATTLE PLAN: (Repeats)                                      |
|                                                                           |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                         |
|                  1/2 Chance start from 2nd Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Skip a turn                                                  |
|  2ND ATTACK: Use <Bite> on Rnd Target                                     |
|                                                                           |
|                                                                           |
|  COUNTER: [Magical Attacks Only]                                          |
|                                                                           |
|   Use Ice on Rnd Target for next turn; If Beachplug's MP < 4, use <Bite>  |
|    on Rnd Target for next turn, jump to 1st Attack for turn after         |
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|   Notes On Beachplug:                        |   POWER req for Overflow:   |
|                                              |                             |
| Beachplug is found in Battle Square:         |  Base Damage Overflow: 149  |
|  Set - 1 (Before Tiny Bronco)  Battle - 7    |  Rnd Var Overflow  3x:  99  |
|                                              |  Rnd Var Overflow  4x:  75  |
| Big Guard is a must-get Enemy Skill as it    |  Rnd Var Overflow  6x:  50  |
|  will inflict (100%) Haste, Barrier and      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  MBarrier on all allies. You can only learn                               |
|  the Enemy Skill by manipulating the Beachplug, which you will not be able |
|  to do until you have recruited Cait Sith. A Lv 22 Cloud would have a 57%  |
|  chance to manipulate the Beachplug.                                      |
| Beachplugs do not have massive amounts of HP, so once you have the Morph   |
|  Materia from the Temple of The Ancients you could return to the beaches   |
|  of Corel/Gold Saucer/Gongaga to morph yourself some easy Turbo Ethers.    |
|  Use L4 Suicide to drop their HP to critical, then Morph them for roughly  |
|  60 HP worth of Damage.                                                   |
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               ||                 {Mt. Corel}                 ||
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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||  Mt. Corel 1st Mountain Path From World Map         ***              ||
||  Mt. Corel 2nd Mountain Path Towards Reactor        ***              ||
||  Mt. Corel Reactor                                  ***              ||
||  Mt. Corel Short Mountain-Side Tracks Past Reactor  ***              ||
||  Mt. Corel Long Roller-Coaster Screen               ***              ||
||  Mt. Corel Waterside Tracks (W Flippable Switch)    ****   BEST      ||
||  Mt. Corel Bird's Nest (Phoenix Downs)              N/A              ||
||  Mt. Corel Bridge                                   **               ||
\|                                                                      |/
 \                                                                      /
  |      Enemies:                                                      |
  |                                                                    |
  |  L4  Search Crown                                                  |
  |      Needle Kiss                                                   |
  |  L4  Bagnadrana                                                    |
  |      Bloatfloat                                                    |
  |      Cokatolis                                                     |
  |      Bomb                                                          |
  \                                                                    /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

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 [                              ELEMENTS TO USE:                           ]
 [                                                                         ]
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[          Ice - Bagnadrana        - Double                                ]
[         Wind - Needle Kiss       - Double                                ]
[         Wind - Bloatfloat        - Double                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                            ]
[                                                                         ]
[         Fire - Bagnadrana        - Nullify                               ]
[         Fire - Bomb              - Nullify                               ]
[    Lightning - Needle Kiss       - Nullify                               ]
[        Earth - Needle Kiss       - Nullify                               ]
[        Earth - Bloatfloat        - Nullify                               ]
[        Earth - Bomb              - Nullify                               ]
[      Gravity - Bagnadrana        - Nullify                               ]
[                                                                         ]
[         Fire - Search Crown      - Halve                                 ]
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[                          ELEMENTS USED BY ENEMIES:                       ]
[                                                                         ]
[         Fire - Bomb              - Fireball                              ]
[    Lightning - Needle Kiss       - Thunder Kiss                          ]
[       Poison - Bagnadrana        - Poison Breath                         ]
[                                                                         ]
[          Hit - Bagnadrana        - Fang                                  ]
[          Hit - Bagnadrana        - Claw                                  ]
[          Hit - Bloatfloat        - Bodyblow                              ]
[          Hit - Cokatolis         - Bird Kick                             ]
[          Hit - Bomb              - Bodyblow                              ]
[        Punch - Needle Kiss       - Chute Attack                          ]
[        Punch - Bagnadrana        - Horn                                  ]
[        Punch - Bloatfloat        - Spiky Hell                            ]
[        Punch - Cokatolis         - Beak                                  ]
[        Shout - Search Crown      - Seed Shot                             ]
[       Hidden - Cokatolis         - Petrify Smog (0 Damage)               ]
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[                          STATUSES TO DEFEND FROM:                       ]
[                                                                         ]
[       Poison - Bagnadrana        - Poison Breath  (83% Inflict)          ]
[    Slow-numb - Cokatolis         - Petrify Smog   (71% Inflict)          ]
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[                           STATUSES TO USE:                              ]
[                                                                         ]
[   Sleep, Poison, Silence, Slow                                          ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
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ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION			
	Search Crown [8]		Search Crown
	Bagnadrana [8]		Bloatfloat
	Bloatfloat [8]		
TURBO ETHER			

		Search Crown [8]	
SOFT			
	Cokatolis [8]	Cokatolis [8]	Cokatolis
		Needle Kiss [32]	
		Bloatfloat [8]	
REMEDY			
			Needle Kiss
SHRAPNEL			
	Bomb [8]		Bomb
RIGHT ARM			
		Bomb [8]	
BOLT PLUME			
	Needle Kiss [8]		
GUARD SOURCE			
			Bagnadrana
DIAMOND PIN			
		Bagnadrana [8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

Mt. Corel 1st Mountain Path From World Map	48	Very High
Mt. Corel 2nd Mountain Path Towards Reactor	48	Very High

Average: EXP: 261.9 AP: 27.1 GIL: 404.8 Enemy QTY: 3.3

<C> The Search Crown [B] covers the Needle Kiss

[32.8%] Nrml Bat #1	EXP - 225 AP - 24 GIL - 390	1st Row: 2x Needle Kiss 2nd Row: 1x Needle Kiss	#492
[30.1%] Nrml Bat #2	EXP - 315 AP - 32 GIL - 463	1st Row: 3x Search Crown <C> 2nd Row: 1x Needle Kiss	#493
[24.6%] Nrml Bat #3 Pre-Emp OFF	EXP - 265 AP - 27 GIL - 361	1st Row: 1x Needle Kiss, 1x Search Crown 2nd Row: 1x Bagnadrana	#494

```
|  [12.5%]  Back Attack  EXP - 225     1st Row: 2x Needle Kiss               |
|            Run = 2     AP  - 24      2nd Row: 1x Needle Kiss               |
|                        GIL - 390                                    #495 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***                                Area Enc Rate:

  Mt. Corel Reactor                                    72   Medium

   Average:   EXP: 282.2      AP: 28.2      GIL: 367.3       Enemy QTY: 2.97

.-------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 270     1st Row: 1x Bloatfloat                |
|                        AP  - 27      2nd Row: 2x Bloatfloat                |
|                        GIL - 375                                    #496 |
|                                                                           |
|  [26.6%]  Nrml Bat #2  EXP - 220     1st Row: 1x Bagnadrana                |
|        Pre-Emp OFF     AP  - 22      2nd Row: 1x Bagnadrana                |
|                        GIL - 240                                    #497 |
|                                                                           |
|  [23.4%]  Nrml Bat #3  EXP - 360     1st Row: 4x Bloatfloat                |
|                        AP  - 36                                           |
|                        GIL - 500                                    #498 |
|                                                                           |
|  [21.9%]  Nrml Bat #4  EXP - 290     1st Row: 1x Bloatfloat                |
|        Pre-Emp OFF     AP  - 29      2nd Row: 1x Bagnadrana                |
|                        GIL - 370     3rd Row: 1x Bloatfloat           #499 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***                                Area Enc Rate:

  Mt. Corel Short Mountain-Side Tracks Past Reactor    72   Medium

   Average:   EXP: 229.2      AP: 27.2      GIL: 327.5       Enemy QTY: 1.95

.-------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 150     1st Row: 1x Bomb                      |
|                        AP  - 20                                           |
|                        GIL - 192                                    #500 |
|                                                                           |
|  [26.6%]  Nrml Bat #2  EXP - 300     1st Row: 2x Bomb                      |
|                        AP  - 40                                           |
|                        GIL - 384                                    #501 |
|                                                                           |
|  [23.4%]  Nrml Bat #3  EXP - 277     1st Row: 1x Cokatolis                 |
|                        AP  - 28      2nd Row: 2x Bloatfloat                |
|                        GIL - 418                                    #502 |
|                                                                           |
|  [21.9%]  Nrml Bat #4  EXP - 194     1st Row: 1x Cokatolis                 |
|                        AP  - 20      2nd Row: 1x Cokatolis                 |
|                        GIL - 336                                    #503 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4: ***                                Area Enc Rate:

   Mt. Corel Long Roller-Coaster Screen                72   Medium
```

Average: EXP: 311.3 AP: 32.9 GIL: 539.4 Enemy QTY: 3.88

Normal Battle #1's encounter rate falls victim to an overflow glitch, and overrides the chance of all other Normal Battles.
<C> The Needle Kiss [B] covers the Cokatolis

[87.5%]	Nrml Bat #1	EXP - 322 AP - 34 GIL - 558	1st Row: 3x Needle Kiss <C> 2nd Row: 1x Cokatolis	#504
[0%]	Nrml Bat #2	EXP - 194 AP - 20 GIL - 336	1st Row: 1x Cokatolis 2nd Row: 1x Cokatolis	#505
[6.25%]	Back Attack Run = 2	EXP - 97 AP - 10 GIL - 168	1st Row: 1x Cokatolis	#506
[6.25%]	Pinc Attack	EXP - 375 AP - 40 GIL - 650	1st Grp: 2x Needle Kiss 2nd Grp: 3x Needle Kiss	#507

SCREEN GROUPING 5: **** BEST Area Enc Rate:

Mt. Corel Waterside Tracks (W Flippable Switch) 72 Medium

Average: EXP: 355.4 AP: 36.1 GIL: 511.7 Enemy QTY: 4.40

[32.8%]	Nrml Bat #1	EXP - 400 AP - 40 GIL - 555	1st Row: 2x Search Crown 2nd Row: 3x Search Crown	#508
[30.1%] Pre-Emp OFF	Nrml Bat #2	EXP - 260 AP - 27 GIL - 380	1st Row: 2x Needle Kiss 2nd Row: 1x Bagnadrana	#509
[24.6%]	Nrml Bat #3	EXP - 390 AP - 40 GIL - 593	1st Row: 3x Search Crown, 2x Needle Kiss	#510
[12.5%]	Side Attack	EXP - 400 AP - 40 GIL - 555	1st Row: 5x Search Crown	#511

SCREEN GROUPING 6: Area Enc Rate:

Mt. Corel Bird's Nest (Phoenix Downs) OFF

Forced Attack Can't Escape		EXP - 97 AP - 10 GIL - 168	1st Row: 1x Cokatolis	#512

SCREEN GROUPING 7: ** Area Enc Rate:

Mt. Corel Bridge 72 Medium

Average: EXP: 176.4 AP: 21.9 GIL: 250.5 Enemy QTY: 1.38

Normal Battle #1's encounter rate falls victim to an overflow glitch, and overrides the chance of all other Normal Battles.

[81.3%]	Nrml Bat #1	EXP - 150 AP - 20 GIL - 192	1st Row: 1x Bomb	#513
[0%]	Nrml Bat #2 Pre-Emp OFF	EXP - 110 AP - 11 GIL - 120	1st Row: 1x Bagnadrana	#514
[18.8%]	Pinc Attack	EXP - 291 AP - 30 GIL - 504	1st Grp: 2x Cokatolis 2nd Grp: 1x Cokatolis	#515

ENEMIES

{Search Crown}

https://photos.app.goo.gl/K2yPLZftfSs8PWjg6 | ID: 64

Level:	16	Strength:	20	Drop: Hi-Potion	[8]	14.06%	
HP:	150	Defence:	26	Steal: Turbo Ether	[8]	10.94%	
MP:	30	Magic:	30	Morph: Hi-Potion			
		MDefence:	70				
EXP:	80	Dexterity:	40				
AP:	8	Luck:	0	Back Damage: Normal (2x Damage)			
GIL:	111	Evade:	1	Susceptible to L4 Suicide			

Fire	[Halve]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Corel 1st Mountain Path From World Map	55%	Battery Cap
Mt. Corel 2nd Mountain Path Towards Reactor	55%	
Mt. Corel Waterside Tracks (W Flippable Switch)	70%	

Search Crown's ATTACKS:
- Manip Attack 1: Seed Shot
- Manip Attack 2: Four Laser

Attack 1: Seed Shot	Target: One Opponent	Berserk Attack
[1DF] Physical	Element: Shoot	Can't Cover
	Att%: 100	
	Power: 16	
	Base Damage: 30 HP	

Attack 2: Four Laser	Target: One Opponent
[1E0] Magical	Element: None
	Att%: 100
	Power: 7
	MP Cost: 8 MP
	Base Damage: 120 HP

Search Crown's BATTLE PLAN: (Repeats)

1/2 Chance: Use Seed Shot on Rnd Target
1/2 Chance: Use Four Laser on Rnd Target

Notes On Search Crown:

Search Crown is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 2

The large amounts of Battle Spoils given by the Search Crown means that the 5x Encounter on the Waterside Tracks (before the bridge) is one of the best training areas for this point in the game.

Be wary when encountering the 5x Search Crown Formation, as Four Laser can ruin you. One blast of Matra Magic should be enough to take them out in one hit.

Four Laser can only be cast 3 times before the Search Crown runs out of MP, at which point the "skill power is used up" text string will be displayed every time it tries to use that Attack.

Turbo Ethers are an incredibly useful steal, although a Lv 20 Cloud would only have a 12.5% chance of stealing from them.

The only reason the the Waterside Tracks in Mt. Corel is not better than the North West Mythril Mine cavern is due to the fact that it can take a while for the Search Crown to play out their Attack animations, especially if they Back-Attack you. Also, the area encounter rate is slightly lower on the Waterside Tracks. Still, the amazing Battle Spoils per average battle makes it an amazing spot to train in, especially for racking up kills for your Limit Breaks!

POWER req for Overflow:

Base Damage Overflow:	146
Rnd Var Overflow 3x:	97
Rnd Var Overflow 4x:	73
Rnd Var Overflow 6x:	49

{Needle Kiss}

https://photos.app.goo.gl/FeWXGLdHwdPmzDmR7 | ID: 65

Level:	17	Strength:	26	Drop: Bolt Plume [8]	14.06%
HP:	180	Defence:	38	Steal: Soft [32]	40.63%
MP:	40	Magic:	25	Morph: Remedy	
		MDefence:	60		
EXP:	75	Dexterity:	47		
AP:	8	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	130	Evade:	1		

Fire [-]	Death [VUL]	Petrify [VUL]

Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [Nullify]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Area Mountain Path	77%	Thunderbird
Mt. Corel 1st Mountain Path From World Map	100%	
Mt. Corel 2nd Mountain Path Towards Reactor	100%	
Mt. Corel Long Roller-Coaster Screen	94%	
Mt. Corel Waterside Tracks (W Flippable Switch)	55%	

Needle Kiss's ATTACKS:

Manip Attack 1: Chute Attack
Manip Attack 2: Thunder Kiss

Attack 1: <Chute Attack> [1E1] Physical
Target: One Opponent
Element: Punch
Att%: 100
Power: 16
Base Damage: 39 HP
Berserk Attack

Attack 2: Thunder Kiss [1E2] Magical
Target: One Opponent
Element: Lightning
Att%: 255
Power: 12
MP Cost: 4 MP
Base Damage: 189 HP

Needle Kiss's BATTLE PLAN:

PHASE 1: (Repeats)

Needle Kiss's HP > 75%:

1/8 Chance: Use Needle Kiss on Rnd Target without Petrify

7/8 Chance: Use <Chute Attack> on Rnd Target without Petrify
Follow-Up: 1/8 Chance use <Chute Attack> on Rnd Target without Petrify
7/8 Chance do nothing

PHASE 2: (Repeats)

Needle Kiss's HP <= 75%:

1/6 Chance: Use Needle Kiss on Rnd Target without Petrify

5/6 Chance: Use <Chute Attack> on Rnd Target without Petrify
Follow-Up: 1/6 Chance use <Chute Attack> on Rnd Target without Petrify
5/6 Chance do nothing

PHASE 3: (Repeats)

```
|                                                                          |
|   Needle Kiss's HP <= 50%:                                               |
|                                                                          |
|    1/4 Chance: Use Needle Kiss on Rnd Target without Petrify             |
|                                                                          |
|    3/4 Chance: Use <Chute Attack> on Rnd Target without Petrify          |
|     Follow-Up: 1/4 Chance use <Chute Attack> on Rnd Target without Petrify |
|                3/4 Chance do nothing                                     |
|                                                                          |
|                                                                          |
|  PHASE 4: (Repeats)                                                      |
|                                                                          |
|   Needle Kiss's HP <= 25%:                                               |
|                                                                          |
|    1/2 Chance: Use Needle Kiss on Rnd Target without Petrify             |
|                                                                          |
|    1/2 Chance: Use <Chute Attack> on Rnd Target without Petrify          |
|     Follow-Up: 1/2 Chance use <Chute Attack> on Rnd Target without Petrify |
|                1/2 Chance do nothing                                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Needle Kiss:                      |   POWER req for Overflow:   |
|                                              |                             |
| Needle Kiss is found in Battle Square:       |  Base Damage Overflow: 149  |
|  Set - 2 (After Tiny Bronco)   Battle - 2    |  Rnd Var Overflow  3x: 100  |
|                                              |  Rnd Var Overflow  4x:  75  |
| The lower the Needle Kiss's HP the greater   |  Rnd Var Overflow  6x:  50  |
|  the chance it will use Needle Kiss, which   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  is a rather strong attack.                                              |
| Try to steal some Softs from the Needle Kiss, as they will help against    |
|  enemies that cast Petrify/Slow-numb (which a few will at this point).     |
|  A Lv 20 Cloud would have a 43.75% chance of stealing from the Needle      |
|  Kiss. You should have ideally stocked up on Softs while at Costa Del Sol. |
| Equip Elemental+Choco/Mog on your weapon to exploit the Needle Kiss's      |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
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 /  {Bagnadrana}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/wttCpZkrSnDhhvyY6                     | ID:  67 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     16  ||   Strength:  40  ||    Drop: Hi-Potion    [8] 14.06%    |
|  HP:       450  ||    Defence:  40  ||   Steal: Diamond Pin  [8] 10.94%    |
|  MP:        60  ||      Magic:  23  ||   Morph: Guard Source               |
|                 ||   MDefence:  80  ||                                     |
|  EXP:      110  ||  Dexterity:  43  ||                                     |
|   AP:       11  ||       Luck:   0  ||                                     |
|  GIL:      120  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Nullify]      |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
```

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Corel 1st Mountain Path From World Map	24%	
Mt. Corel 2nd Mountain Path Towards Reactor	24%	
Mt. Corel Reactor	49%	
Mt. Corel Waterside Tracks (W Flippable Switch)	30%	

Bagnadrana's ATTACKS:

Manip Attack 1: Fang
Manip Attack 2: Claw
Manip Attack 3: Horn

Attack 1: Fang [189] — Physical
Target: One Opponent
Element: Hit
Att%: 120
Power: 16
Base Damage: 60 HP
Berserk Attack

Attack 2: Claw [1BE] — Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 60 HP

Attack 3: Horn [1E5] — Physical
Target: One Opponent
Element: Punch
Att%: 100
Power: 18
Base Damage: 67 HP

Attack 4: Poison Breath [1E6] — Magical
Target: One Opponent
Element: Poison
Att%: 90
Power: 12
MP Cost: 10 MP
Base Damage: 175 HP
Status Inflict: Poison (83%)

Bagnadrana's BATTLE PLAN: (Repeats)

1/4 Chance: Use Fang on Rnd Target
1/4 Chance: Use Claw on Rnd Target
1/4 Chance: Use Horn on Rnd Target
1/4 Chance: Use Poison Breath on Rnd Target

Notes On Bagnadrana:	POWER req for Overflow:
Bagnadrana is found in Battle Square:	Base Damage Overflow: 150
Set - 1 (Before Tiny Bronco) Battle - 8	Rnd Var Overflow 3x: 100
Set - 2 (After Tiny Bronco) Battle - 2	

The Bagnadrana aren't too difficult, although they do have a rather large amount of HP. They also have a 25% chance of using Poison Breath every turn, which can hit for high damage. Be sure to give someone the Star Pendant.

One blast of L4 Suicide will weaken the Bagnadrana's HP to Critical, which can be especially useful in the Battle Square if you encounter them on the final Battle (and still have use of your Command Materia).

Once you have the Morph Materia from the Temple of The Ancients, you could come back to Mt. Corel to morph the Bagnadrana into Guard Sources. The best screen to do this is the main Reactor screen. Use L4 Suicide, then

follow up with Morph which should deal around 60 HO worth of Damage.
On your first encounter you shout try to steal the Diamond Pin from it; a Weapon for Red XIII that will not be available until Gongaga otherwise. If you steal more than one then you can sell your surplus supply for 650 gil each. A Lv 20 Cloud would have a 12.5% chance of stealing from the Bagnadrana.
Poison Breath can only be used six times per battle at which point it will run out of MP. When this happens the "skill power is used up" text string will be displayed when the Bagnadrana tries to use Poison Breath.
You should also have been able to encounter the Bomb on the Mt. Corel Bridge as a 38.09% chance encounter, however, due to an overflow glitch with the encounter rate, the 1x Bomb Encounter overrides the chance of the 1x Bagnadrana Encounter.
The Bagnadrana cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Bloatfloat}

https://photos.app.goo.gl/XRSELkJtiGtWCSbaA | ID: 66

Level: 18	Strength: 20	Drop: Hi-Potion [8]	14.06%
HP: 240	Defence: 36	Steal: Soft [8]	10.94%
MP: 0	Magic: 24	Morph: Hi-Potion	
	MDefence: 40		
EXP: 90	Dexterity: 52		
AP: 9	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 125	Evade: 1		

Fire	[-]	Death [VUL]	Petrify [VUL]
Ice	[-]	Sleep [VUL]	D. Sentence [VUL]
Lightning	[-]	Poison [VUL]	Paralyzed [-]
Earth	[Nullify]	Confusion [VUL]	Darkness [VUL]
Poison	[-]	Silence [VUL]	
Gravity	[-]	Slow [VUL]	Sadness [VUL]
Water	[-]	Stop [-]	Fury [VUL]
Wind	[Double]	Frog [-]	Haste [VUL]
Holy	[-]	Small [VUL]	Manipulate [VUL]
Restorative	[-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Corel Reactor	73%	Blugu
Mt. Corel Short Mountain-Side Tracks	23%	

Bloatfloat's ATTACKS:

- Manip Attack 1: Bodyblow
- Manip Attack 2: Vacuum
- Manip Attack 3: Spiky Hell

Attack 1: <Bodyblow> — Berserk Attack
[126] Physical
Target: One Opponent
Element: Hit
Att%: 95
Power: 16
Base Damage: 31 HP

Attack 2: Vacuum — Can't Cover
[1E3] Physical
Target: One Opponent
Element: None
Att%: 100

```
|                                Power: 25                                  |
|                           Base Damage: 48 HP                              |
|                                                                           |
|  Attack 3:  Spiky Hell          Target: One Opponent      Fixed Damage    |
|  [1E4]       Magical           Element: Punch                             |
|              Spcl Formula         Att%: 100                              |
|                                  Power: 10                                |
|                           Base Damage: 200 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bloatfloat's BATTLE PLAN: (Repeats)                                     |
|                                                                           |
|  1/2 Chance: Use <Bodyblow> on Rnd Target                                 |
|  1/2 Chance: Use Vacuum on Rnd Target                                     |
|                                                                           |
|                                                                           |
|  COUNTER: [Magical Attacks Only]                                          |
|                                                                           |
|   1ST COUNTER: Use Spiky Hell on Target with Highest Current HP           |
|    THEREAFTER: Do nothing                                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bloatfloat:                        |   POWER req for Overflow:   |
|                                               |                             |
| The Bloatfloat only appear on a few screens,  |  Base Damage Overflow: 149  |
|  so you won't see them very often during a    |  Rnd Var Overflow  3x:  99  |
|  playthrough.                                 |  Rnd Var Overflow  4x:  75  |
| Be very mindful of the fact one blast of      |  Rnd Var Overflow  6x:  50  |
|  Matra Magic may not kill them, and it will   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  trigger the use of Spiky Hell from each                                  |
|  Bloatfloat on the Character that used Matra Magic. If this happens during |
|  the 3x Bloatfloat Encounter, then they will retaliate with 600 HP worth  |
|  of damage, likely killing the Character to have used Matra Magic.        |
| If you don't have many Softs by now then you could try to steal from them, |
|  although you'd have an easier job stealing Softs from the Cokatolis and  |
|  Needle Kiss. A Lv 20 Cloud would have a 10.94% chance of stealing from   |
|  the Bloatfloat.                                                          |
| Equip Elemental+Choco/Mog on your weapon to exploit the Bloatfloat's      |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.    |
\                                                                           /
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  .-------------.
 /  {Cokatolis}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/c5E5hkykEGnT5kLQ7                  | ID:  68 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     17  ||   Strength:  30  ||    Drop: Soft  [8]  14.06%       |
|  HP:       420  ||    Defence:  36  ||   Steal: Soft  [32] 40.63%       |
|  MP:         0  ||      Magic:  24  ||   Morph: Soft                     |
|                 ||   MDefence:  60  ||                                   |
|  EXP:       97  ||  Dexterity:  55  ||                                   |
|   AP:       10  ||       Luck:   0  || Back Damage: Normal (2x Damage)   |
|  GIL:      168  ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]  |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]  |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]  |
|       Poison  [-]            |    Silence  [VUL]   |                      |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]  |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]  |
```

Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [-]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Area Mountain Path	22%	
Mt. Corel Short Mountain-Side Tracks	45%	
Mt. Corel Long Roller-Coaster Screen	94%	
Mt. Corel Bird's Nest (Phoenix Downs)	N/A	
Mt. Corel Bridge	19%	

Cokatolis's ATTACKS:

Manip Attack 1: Beak
Manip Attack 2: Bird Kick
Manip Attack 3: Petrify Smog

Attack 1: <Beak> [1E7] Physical
Target: One Opponent
Element: Punch
Att%: 100
Power: 16
Base Damage: 45 HP
Berserk Attack

Attack 2: Bird Kick [1B6] Physical
Target: One Opponent
Element: Hit
Att%: 108
Power: 16
Base Damage: 45 HP

Attack 3: Petrify Smog [1E8] Magical 0 Dam
Target: One Opponent
Element: Hidden
Att%: 100
Status Inflict: Slow-numb (71%)

Cokatolis's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance use Petrify Smog on Rnd Target without Slow-numb OR Petrify
3/4 Skip a turn

1ST ATTACK:

1/2 Chance: Use <Beak> on Rnd Target without Slow-numb OR Petrify
1/2 Chance: Use Bird Kick on Rnd Target without Slow-numb OR Petrify

If all targets are inflicted with either Slow-numb OR Petrify, skip turn.

2ND ATTACK:

Petrify Smog used less than 2 times:

1/3 Chance: Use Petrify Smog on Rnd Target without Slow-numb OR Petrify
2/3 Chance: Use 1st Attack

Petrify Smog used 2 times:

Use 1st Attack

Notes On Cokatolis:	POWER req for Overflow:

The Cokatolis will not you for much HP, although they can inflict you with Slow-numb which will act as a countdown timer to becoming Petrified. Make sure to have stocked up on Softs at Costa Del Sol; if you are short on Softs then just steal them from the Cokatolis. Set the ATB to "Wait" to help make your selection without the timer running down.	Base Damage Overflow: 149 Rnd Var Overflow 3x: 99 Rnd Var Overflow 4x: 75 Rnd Var Overflow 6x: 50

A Lv 19 Cloud would have a 43.75% chance of stealing from the Cokatolis.

The Cokatolis have fairly high HP, so don't hold back on using Magic against them.

You can gain 10 Phoenix Downs by opting to fight the Cokatolis in the bird's nest from the Waterside Tracks. Your party will not gain or lose any affection based on your choice.

The Attack Petrify Smog is one of seven Status inflicting Attacks that use the 'Hidden' Element, and as such can be defended from by equipping the Elemental on your Armour with any other non-element Materia (excluding other Support Materia and Restorative Materia). The Elemental Materia has to be Lv 2 minimum for the effect to work, the effect being that the chance of each Status being inflicted is dropped to 0. The Player is still considered to be vulnerable to the Status used, and the word "Miss" "Miss" will perpetually appear above their head. A Lv 1 Elemental would instead halve the chance of the Element being inflicted.

{Bomb}

https://photos.app.goo.gl/Wk6zpxCiBCeMrauw5 | ID: 69

Level: 18	Strength: 24	Drop: Shrapnel [8]	14.06%
HP: 600	Defence: 60	Steal: Right Arm [8]	10.94%
MP: 30	Magic: 22	Morph: Shrapnel	
	MDefence: 60		
EXP: 150	Dexterity: 65		
AP: 20	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 192	Evade: 1		

Fire [Nullify]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Corel Short Mountain-Side Tracks	55%	Grenade
Mt. Corel Bridge	81%	

No Manipulate Attacks!

Bomb's ATTACKS:

Attack 1: <Bodyblow> Target: One Opponent

[126] Physical Element: Hit

```
|  [172]                          Att%: 95*                                  |
|  [12D]                         Power: 16                                   |
|                          Base Damage: 37 HP                                |
|                                                                            |
|  Attack 2:  Fireball          Target: One Opponent                         |
|  [1E9]       Magical         Element: Fire                                 |
|                                 Att%: 100                                  |
|                                Power: 16                                   |
|                               MP Cost: 3 MP                                |
|                          Base Damage: 240 HP                               |
|                                                                            |
|  Attack 3:  Bomb Blast          Target: One Opponent      Can't Cover      |
|  [1EA]       Physical          Element: None                               |
|                                 Att%: 100                                  |
|                                Power: 254                                  |
|                          Base Damage: 587 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Bomb's BATTLE PLAN:                                                      |
|                                                                            |
|  PHASE 1: (Repeats)                                                        |
|                                                                            |
|   Bomb's HP  > 75%: 1/2 Chance use <Bodyblow> on Rnd Target                |
|                     1/2 Chance skip a turn                                 |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   Bomb's HP <= 75%: 1/4 Chance skip a turn                                 |
|                     1/4 Chance use Fireball on Rnd Target                  |
|                     1/2 Chance use <Bodyblow> on Rnd Target                |
|                                                                            |
|                                                                            |
|  PHASE 3: (Repeats)                                                        |
|                                                                            |
|   Bomb's HP <= 50%: 1/2 Chance use <Bodyblow> on Rnd Target                |
|                     1/2 Chance use Fireball on Rnd Target                  |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Bomb's HP <= 75% AND in Phase 1: Increase model size by 50%              |
|   Bomb's HP <= 50% AND in Phase 2: Increase model size by 50%              |
|   Bomb's HP <= 25%: Use Bomb Blast on Rnd Target, remove Self from Battle, |
|                      leave no rewards                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bomb:                          |   POWER req for Overflow:    |
|                                           |                              |
| The Attack <Bodyblow> has three different |  Base Damage Overflow: 156   |
|  versions, each with a different Att%. Each |  Rnd Var Overflow  3x: 104   |
|  one will be called upon depending on the |  Rnd Var Overflow  4x:  78   |
|  Bomb's Current HP:                       |  Rnd Var Overflow  6x:  52   |
|   Bomb's HP  > 75%: <Bodyblow> Att% = 95  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Bomb's HP <= 75%: <Bodyblow> Att% = 100                                  |
|   Bomb's HP <= 50%: <Bodyblow> Att% = 90                                   |
|                                                                            |
| Make sure to use Sense on the Bomb, and be wary once their HP comes close  |
|  to dropping below 150. You have to take the Bomb out in one hit at that   |
|  point, so use Matra Magic on it to deal 200+ worth of damage.             |
| If the Bomb manages to use Bomb Blast the it'll likely kill the Character  |
|  that it hits, and you'll get no spoils for that Battle.                   |
```

```
| Make sure to steal as many Right Arms as you can from the Bomb, as they    |
|  will massively help out in the Battle Square (they have a Base Damage of  |
|  1600 HP). A Lv 20 Cloud would have a 10.94% chance of stealing from the   |
|  Bomb, and this is best done at the beginning of the battle where it'll    |
|  have a 50% chance of skipping each turn.                                  |
| The Bomb is one of a number 'elevated' enemies that Nullifies the Earth    |
|  Element, but will no take double damage from Wind.                        |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||                {Corel Prison}                ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - Once you get to North Corel, you can optionally explore the "Gold
        Saucer Area" if you wish (see the section below Corel Prison).

      - This area cannot be revisited.

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                         ||
||   Screens:                                          Training Rating:  ||
||                                                                         ||
||  Corel Prison Northern Screen (With Well)           **                ||
||  Corel Prison Well                                  ***    BEST       ||
||  Corel Prison Southern Screen (With Save Point)     **                ||
||  Corel Prison Outskirts (Start of Crevice)          **                ||
||  Corel Prison Desert Screen 1 (Without Crevice)     **                ||
||  Corel Prison Junkyard                              **                ||
||  Corel Prison Dyne                                  N/A               ||
\|                                                                         |/
 \                                                                         /
  |      Enemies:                   Enemy Skills:                        |
  |                                                                      |
  |      2-Faced                                                         |
  |      Bandit                                                          |
  |      Death Claw                 Laser                                |
  |      Bullmotor                  Matra Magic                          |
  |      Land Worm                                                       |
  |  L4  Cactuar                                                         |
  |      Dyne  (Boss)                                                    |
  \                                                                      /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                           ]
 [                                                                         ]
 [          Ice - Land Worm         - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                           ]
 [                                                                         ]
 [        Earth - Land Worm         - Absorb                               ]
```

```
[                                                                      ]
[         Fire - Cactuar           - Nullify                           ]
[          Ice - Cactuar           - Nullify                           ]
[    Lightning - Cactuar           - Nullify                           ]
[        Earth - 2-Faced           - Nullify                           ]
[        Earth - Cactuar           - Nullify                           ]
[      Gravity - Cactuar           - Nullify                           ]
[      Gravity - Dyne              - Nullify  (Boss)                   ]
[        Water - Cactuar           - Nullify                           ]
[         Holy - Cactuar           - Nullify                           ]
[       Hidden - Cactuar           - Nullify                           ]
[                                                                      ]
[         Fire - Land Worm         - Halve                             ]
[      Gravity - Land Worm         - Halve                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        ELEMENTS USED BY ENEMIES:                      ]
[                                                                      ]
[        Earth - Land Worm         - Earthquake                        ]
[        Earth - Land Worm         - Sandstorm                         ]
[      Gravity - Death Claw        - Laser                             ]
[  Restorative - 2-Faced           - Cure3                             ]
[                                                                      ]
[          Hit - Bullmotor         - Bodyblow                          ]
[          Hit - Cactuar           - Mystery Kick                      ]
[          Hit - Dyne              - Needle Gun                        ]
[          Hit - Dyne              - S-Mine                            ]
[          Hit - Dyne              - Molotov Cocktail                  ]
[        Punch - Death Claw        - Claw                              ]
[        Punch - Death Claw        - Death Claw                        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                      ]
[                                                                      ]
[    Paralyzed - Death Claw        - Death Claw  (19% Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          STATUSES TO USE:                            ]
[                                                                      ]
[   Death, Sleep, Poison, Silence, Slow, Small, Petrify, D. Sentence   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                          oo~~~~~~~~~~~~~~~oo
                          ||  ENEMY LOOT  ||
                          oo~~~~~~~~~~~~~~~oo
```

NOTE - Morph not available at this point in the game.

	DROP	STEAL	MORPH
HI-POTION			
	2-Faced [8]		2-Faced
	Death Claw [8]		Bandit
			Death Claw
			Cactuar
X-POTION			
		Bandit [8]	
		Bullmotor [32]	

ETHER			
	Bullmotor [8]		
	Land Worm [8]		
TURBO ETHER			
		Land Worm [8]	Bullmotor
PHOENIX DOWN			
		2-Faced [32]	
FIRE FANG			
			Land Worm
TENT			
	Bandit [8]		
SILVER ARMLET			
	Dyne [63]		
PLATINUM BANGLE			
		Death Claw [32]	

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill every 2-Faced per Battle.

SCREEN GROUPING 1: **

	Area Enc Rate:	
Corel Prison Northern Screen (With Well)	72	Medium
Corel Prison Southern Screen (With Save Point)	128	Low

Average: EXP: 286.3 AP: 28.8 GIL: 525.8 Enemy QTY: 2.88

[32.8%]	Nrml Bat #1	EXP - 298 AP - 30 GIL - 596	1st Row: 1x 2-Faced 2nd Row: 2x Bandit	#516
[30.1%]	Nrml Bat #2	EXP - 299 AP - 30 GIL - 532	1st Row: 2x 2-Faced 2nd Row: 1x Bandit	#517
[24.6%]	Nrml Bat #3	EXP - 300 AP - 30 GIL - 468	1st Row: 3x 2-Faced	#518
[12.5%]	Pinc Attack	EXP - 198	1st Grp: 1x Bandit	

Pre-Emp OFF

```
|                        AP  - 20      2nd Grp: 1x Bandit                    |
|                        GIL - 440                                      #519 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***    BEST                        Area Enc Rate:

  Corel Prison Well                                    72   Medium

   Average:   EXP: 400        AP: 40        GIL: 624         Enemy QTY: 4

.-----------------------------------------------------------------------------.
|   [100%]  Pinc Attack  EXP - 400     1st Grp: 2x 2-Faced                   |
|                        AP  - 40      2nd Grp: 2x 2-Faced                   |
|                        GIL - 624                                      #520 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                                Area Enc Rate:

  Corel Prison Outskirts (Start of Crevice)            128  Low

   Average:   EXP: 283.5      AP: 28.5      GIL: 485.2       Enemy QTY: 2.98

 <C> The Bullmotor [A] covers the Bullmotor [D]
.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 192     1st Row: 2x Death Claw                |
|                        AP  - 20                                             |
|                        GIL - 336                                      #521 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 368     1st Row: 1x Bullmotor <C>             |
|                        AP  - 36      2nd Row: 2x Bullmotor                 |
|                        GIL - 560     3rd Row: 1x Bullmotor            #522 |
|                                                                             |
|  [23.4%]  Nrml Bat #3  EXP - 284     1st Row: 2x Death Claw                |
|                        AP  - 29      2nd Row: 1x Bullmotor                 |
|                        GIL - 476                                      #523 |
|                                                                             |
|  [21.9%]  Nrml Bat #4  EXP - 298     1st Row: 1x 2-Faced                   |
|        Pre-Emp OFF     AP  - 30      2nd Row: 2x Bandit                    |
|                        GIL - 596                                      #516 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4: **                                Area Enc Rate:

  Corel Prison Desert Screen 1 (Without Crevice)       240  Extremely Low

   Average:   EXP: 375.1      AP: 37.6      GIL: 865.0       Enemy QTY: 1.0

  Only the screen *without* the crevice contains encounters.
.-----------------------------------------------------------------------------.
|  [93.8%]  Nrml Bat #1  EXP - 400     1st Row: 1x Land Worm                 |
|        Pre-Emp OFF     AP  - 40                                             |
|                        GIL - 256                                      #524 |
|                                                                             |
|  [6.25%]  Nrml Bat #2  EXP - 1       1st Row: 1x Cactuar                   |
|                        AP  - 1                                              |
|                        GIL - 10,000                                   #256 |
'-----------------------------------------------------------------------------'
```

```
 SCREEN GROUPING 5: **                                  Area Enc Rate:

  Corel Prison Junkyard                                 128  Low

   Average:   EXP: 283.7      AP: 28.5      GIL: 471.2       Enemy QTY: 2.98

 <C> The Bullmotor [A] covers the Bullmotor [D]
.-------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 192     1st Row: 2x Death Claw             |
|                        AP  - 20                                         |
|                        GIL - 336                                  #521  |
|                                                                         |
|  [26.6%]  Nrml Bat #2  EXP - 368     1st Row: 1x Bullmotor <C>          |
|                        AP  - 36      2nd Row: 2x Bullmotor              |
|                        GIL - 560     3rd Row: 1x Bullmotor        #522  |
|                                                                         |
|  [23.4%]  Nrml Bat #3  EXP - 284     1st Row: 2x Death Claw             |
|                        AP  - 29      2nd Row: 1x Bullmotor              |
|                        GIL - 476                                  #523  |
|                                                                         |
|  [21.9%]  Nrml Bat #4  EXP - 299     1st Row: 2x 2-Faced                |
|        Pre-Emp OFF     AP  - 30      2nd Row: 1x Bandit                 |
|                        GIL - 532                                  #517  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 6:                                     Area Enc Rate:

  Corel Prison Dyne                                     OFF

  "Battle Victory Music" and "Victory Pose" Flags disabled.
.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 600     1st Row: 1x Dyne                   |
|       Can't Escape     AP  - 55                                         |
|                        GIL - 750                                  #527  |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo


   .-----------.
 /  {2-Faced}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/VGhSaSypwEQeeqYQ7                 | ID:  6B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     18  ||   Strength:  40  ||    Drop: Hi-Potion     [8]  14.06%  |
|  HP:       330  ||    Defence:  38  ||   Steal: Phoenix Down  [32] 40.63%  |
|  MP:        80  ||      Magic:  25  ||   Morph: Hi-Potion                 |
|                 ||   MDefence: 150  ||                                    |
|  EXP:      100  ||  Dexterity:  48  ||                                    |
|   AP:       10  ||       Luck:   0  ||                                    |
|  GIL:      156  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
```

Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Prison Northern Screen (With Well)	88%	
Corel Prison Well	100%	
Corel Prison Southern Screen (With Save Point)	88%	
Corel Prison Outskirts (Start of Crevice)	22%	
Corel Prison Junkyard	22%	

2-Faced's ATTACKS:

No Manipulate Attacks!

Attack 1: Cure3 [002]
Magical
Spcl Formula
Target: All Opponents
Element: Restorative
Att%: 255
Power: 130
MP Cost: 64 MP
Base Damage: 3118 HP
Reflectable
Split Damage

Attack 2: Self-destruct [1ED]
Magical
% Based
Target: One Opponent
Element: None
Att%: 255
Power: 24
Base Damage: 75% Current HP

2-Faced's BATTLE PLAN:

No main AI Script exists for 2-Faced

COUNTER: [All Physical and Magical Attacks]

1/8 Chance: Use Self-destruct on Rnd Target, remove Self from Battle, leave no rewards

1/8 Chance: Use Cure3 on All Targets, remove Self from Battle, leave no rewards

3/4 Chance: Do nothing

Notes On 2-Faced:

A flaw exists with the 2-Faced's AI Script. If the other (non 2-Faced) enemies that share the same 'Group ID' as the 2-Faced have been killed (2-Faced A = Group A; 2-Faced B = Group B etc), then the 2-Faced *should* have had a 100% chance of activating its Counter Script, with a 50/50 chance of using either Attack. As it stands, the Counter script will check for the Death Status of the other 2-Faced in the same group, which is illogical due to the fact there can only be one "2-Faced A" (or "B" or "C").

The 2-Faced will never attack unless prompted to via a Counter Attack. They will either heal you for massive amounts of HP, or damage you for

POWER req for Overflow:

Base Damage Overflow: 149
Rnd Var Overflow 3x: 100

| massive amounts of HP, which can be great for Limit Leveling but also hazardous to your Phoenix Down supply. It's a good job that a Lv 21 Cloud would have a 42.19% chance of stealing Phoenix Downs from the 2-Faced.
| If the 2-Faced's Counter script activates then you will not receive any rewards for that 2-Faced. Because of this, the average spoils per Battle will be affected when the 2-Faced escapes.
| The 2-Faced is one of six enemies that are affected by the 'Berserk Glitch', which means that they have no assigned Attack to use when they are inflicted with Berserk. As such the "skill power is used up" text string will be displayed every turn, seeing as the Attack they are trying to use costs 65,535 MP!
| The 2-Faced is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind.
| The 2-Faced cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.
| The 2-Faced is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

{Bandit}

https://photos.app.goo.gl/y9soGPjg9Wdccbwq6 | ID: 6C

Level:	17	Strength:	38	Drop: Tent	[8] 14.06%
HP:	360	Defence:	40	Steal: X-Potion	[8] 10.94%
MP:	0	Magic:	5	Morph: Hi-Potion	
		MDefence:	96		
EXP:	99	Dexterity:	68		
AP:	10	Luck:	0		
GIL:	220	Evade:	1		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Prison Northern Screen (With Well)	75%	Vice
Corel Prison Southern Screen (With Save Point)	75%	Prowler
Corel Prison Outskirts (Start of Crevice)	22%	
Corel Prison Junkyard	22%	

Manip Attack 1: Hit

Bandit's ATTACKS:

Attack 1: <Hit> Target: One Opponent Never Used

[134] Physical Element: Hit Berserk Attack

Att%: 100

Power: 16

Base Damage: 58 HP

Attack 2: Mug	Target: One Opponent	Steals From
[1EF] Physical	Element: None	Target
	Att%: 100	
	Power: 16	
	Base Damage: 58 HP	
Attack 3: Hold-up	Target: One Opponent	Steals gil From
[1EE] Physical 0 Dam	Att%: Auto Hit	Target equal to Caster's Lv * 20
Attack 4: <Escape>	Target: Self	Disappearing
[138] Physical 0 Dam	Att%: Auto Hit	Animation

Bandit's BATTLE PLAN: (Repeats)

NOTE - The Bandit targets the last Player to attack it. If it hasn't taken any damage, select a Rnd Target and keep attacking that target until damage is taken. If the Last Attacker has Death, select a Rnd Target.

1ST ATTACK: Skip a turn

2ND ATTACK: 1/2 Chance use Hold-up on Last Attacker
1/2 Chance use Mug on Last Attacker

3RD ATTACK: 1/2 Chance skip a turn
1/2 Chance use <Escape> on Self, remove Self from Battle, no rewards

4TH ATTACK: Use <Escape> on Self, remove Self from Battle, leave no rewards

Notes On Bandit:

If the Bandit manages to escape the battle, then the Item stolen is lost forever.
When attempting to steal, the Bandit will always have a 100% success rate of stealing An item is always chosen at random from your available inventory, provided that the Item can be sold in the shops. If the Bandit cannot steal an Item from you, it will still continue to flee the battle after the steal attempt.
Killing the Bandit that has stolen from you is the only way to retrieve the item stolen.
The Bandit can and will steal your most powerful Weapons, Armour and Accessories, so always be cautious when battling them. They will have a 50% chance of fleeing on their 3rd turn, and will always flee on their 4th turn. Always deal with the Bandits as a priority.
The Bandit may use Hold-up which will steal gil equal to the Caster's Level * 20, in this case that will be 340 gil. Kill the Bandit to get it back. The Bandit is the only Enemy in the game that uses an attack which steals gil from you.
X-Potions can be am extremely useful steal, although you will not have time to get more than one steal attempt in. A Lv 21 Cloud would have a 12.5% chance of stealing from the Bandit. Tents can be equally useful, as such it may be better just to hope for the Tent as a drop (you cannot get the Drop and the Steal).
The Bandit cannot be Back-Attacked or Side-Attacked, meaning that one

POWER req for Overflow:

Base Damage Overflow:	150
Rnd Var Overflow 3x:	100

```
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Bandit is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy.                                                                     |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .--------------.
 /  {Death Claw}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
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|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  41  ||    Drop: Hi-Potion       [8]  14.06%|
|  HP:       400  ||    Defence:  44  ||   Steal: Platinum Bangle [32] 40.63%|
|  MP:       120  ||      Magic:  30  ||   Morph: Hi-Potion                  |
|                 ||   MDefence: 100  ||                                     |
|  EXP:       96  ||  Dexterity:  51  ||                                     |
|   AP:       10  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      168  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Corel Prison Outskirts (Start of Crevice)        52% |                     |
| Corel Prison Junkyard                            52% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Claw               |
|   Death Claw's ATTACKS:               |  Manip Attack 2: Death Claw         |
|                                       |  Manip Attack 3: Laser              |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1:  Claw                Target: One Opponent      Berserk Attack   |
|  [1EB]       Physical          Element: Punch                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 65 HP                              |
|                                                                            |
|  Attack 2:  Death Claw          Target: One Opponent      Status Inflict:  |
|  [1EC]       Physical          Element: Punch              Paralyzed (19%) |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                                 MP Cost: 10 MP                             |
|                            Base Damage: 65 HP                              |
|                                                                            |
|  Attack 3:  Laser               Target: One Opponent      **Enemy Skill**  |
|  [051]       Magical           Element: Gravity           Reflectable      |
|              % Based              Att%: 100                                |
|                                  Power: 16                                 |
|                                 MP Cost: 16 MP                             |
|                            Base Damage: 50% Current HP                     |
|                                                                            |
```

```
|  Attack 4:  Barrier            Target: One Ally         Reflectable      |
|  [00F]       Magical 0 Dam       Att%: Auto Hit          Status Inflict:  |
|                                MP Cost: 16 MP             Barrier (100%)  |
|                                                                           |
|  Attack 5:  MBarrier           Target: One Ally         Reflectable      |
|  [010]       Magical 0 Dam       Att%: Auto Hit          Inflicts Status: |
|                                MP Cost: 24 MP             MBarrier (100%) |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Death Claw's BATTLE PLAN: (Repeats)                                     |
|                                                                           |
|  Death Claw does not have Barrier OR MBarrier:                            |
|                                                                           |
|   1/4 Chance: Use Claw on Rnd Target                                      |
|   1/4 Chance: Use Death Claw on Rnd Target                                |
|   1/4 Chance: Use Barrier on Self                                         |
|   1/4 Chance: Use MBarrier on Self                                        |
|                                                                           |
|                                                                           |
|  Death Claw has Barrier OR MBarrier:                                      |
|                                                                           |
|   1/4 Chance: Use Claw on Rnd Target                                      |
|   1/4 Chance: Use Death Claw on Rnd Target                                |
|   1/4 Chance: Use Laser on Rnd Target                                     |
|   1/4 Chance: Death Claw Has Barrier: Use MBarrier on Self                |
|               Death Claw Has MBarrier: Use Barrier on Self                |
|                                                                           |
|                                                                           |
|  Death Claw has Barrier AND MBarrier:                                     |
|                                                                           |
|   1/4 Chance: Use Claw on Rnd Target                                      |
|   1/4 Chance: Use Laser on Rnd Target                                     |
|   1/2 Chance: Use Death Claw on Rnd Target                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Death Claw:                    |   POWER req for Overflow:       |
|                                           |                                 |
| Make sure to learn the Enemy Skill Laser  |  Base Damage Overflow: 151      |
|  from the Death Claw; you won't be able to|  Rnd Var Overflow  3x: 101      |
|  until you get to Disc 3 otherwise, and it|  Rnd Var Overflow  4x:  76      |
|  is an invaluable Skill to learn which is |  Rnd Var Overflow  6x:  51      |
|  the equivalent of casting Demi2 (drains  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  50% of the target's current HP).                                         |
| The Death Claw can only cast its Magic so many times before it depletes   |
|  its MP, at which point the "skill power is used up" text string will be  |
|  displayed when it tries to use any attack other than Claw.               |
| You most definitely want to be trying to steal a set of Platinum Bangles  |
|  from the Death Claw; a Double Growth Armour that would have to be        |
|  purchased from Costa Del Sol for 1800 a piece otherwise. A Lv 21 Cloud   |
|  would have a 42.19% chance of stealing from the Death Claw.              |
| Now would be the perfect time to make use of your new Manipulate Materia; |
|  A Lv 22 Cloud would have a 53% chance to manipulate the Death Claw.      |
| The Death Claw is encountered in an area that cannot be revisited; once   |
|  you progress past a certain point in the game, you can no longer fight   |
|  the enemy.                                                               |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-------------.
 /  {Bullmotor}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/h8fYqTjwNUPQuhv67                  | ID:  6D |
```

Level: 19	Strength: 36	Drop: Ether [8] 14.06%
HP: 420	Defence: 40	Steal: X-Potion [32] 40.63%
MP: 96	Magic: 8	Morph: Turbo Ether
	MDefence: 120	
EXP: 92	Dexterity: 61	
AP: 9	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 140	Evade: 1	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Prison Outskirts (Start of Crevice)	50%	Hard Attacker
Corel Prison Junkyard	50%	

Bullmotor's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Matra Magic

Attack 1: <Bodyblow> [172] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 57 HP
Berserk Attack

Attack 2: Matra Magic [052] Magical
Target: All Opponents
Element: None
Att%: 100
Power: 11
MP Cost: 8 MP
Base Damage: 111 HP
Enemy Skill
Reflectable
No Split Damage

Bullmotor's BATTLE PLAN: (Repeats)

1/2 Chance: Use Matra Magic on All Targets
1/2 Chance: Use <Bodyblow> on Rnd Target in Back Row; If all Targets are in Front Row, select Rnd Target

Notes On Bullmotor:

Bullmotor is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 1

If you missed Matra Magic the first time around from the Super Sweeper, then now's the time to relearn it. Regardless, you'll want to learn it for your 2nd Enemy Skill as it is one of the best abilities for your party at this stage in the game (it has no-split damage unlike most other attacks that target all opponents).

For the first time in the game you are able to steal X-Potions, and they

POWER req for Overflow:

Base Damage Overflow: 150
Rnd Var Overflow 3x: 100
Rnd Var Overflow 4x: 75
Rnd Var Overflow 6x: 50

```
|  are an easy steal at that! A Lv 21 Cloud would have a 42.19% chance of    |
|  stealing from the Bullmotor, and you should steal from every one you      |
|  encounter. You can also steal X-Potions from the Bandit, but that would   |
|  be very ill-advised given their stealing -> escaping tactics.             |
| The Bullmotor is encountered in an area that cannot be revisited; once you |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy.                                                                    |
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 /  {Land Worm}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/6qhQtN73BPaE4FuG6                    | ID:  6E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     22  ||   Strength:  60  ||    Drop: Ether        [8] 14.06%    |
|  HP:      1500  ||    Defence:  80  ||   Steal: Turbo Ether  [8] 10.94%    |
|  MP:        80  ||      Magic:  42  ||   Morph: Fire Fang                  |
|                 ||   MDefence: 260  ||                                     |
|  EXP:      400  ||  Dexterity:  68  ||                                     |
|   AP:       40  ||       Luck:   0  ||                                     |
|  GIL:      256  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [Absorb]       |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Halve]        |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Corel Prison Desert Screen 1 (Without Crevice)   94% |  Sea Worm            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Earthquake         |
|   Land Worm's ATTACKS:                 |  Manip Attack 2: Sandstorm          |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1:  Earthquake          Target: All Opponents     Berserk Attack     |
|  [1F0]       Magical           Element: Earth             No Split Damage   |
|                                   Att%: 255                                  |
|                                  Power: 6                                    |
|                                 MP Cost: 10 MP                               |
|                             Base Damage: 144 HP                              |
|                                                                              |
|  Attack 2:  Sandstorm           Target: All Opponents     Split Damage*      |
|  [1F1]       Physical          Element: Earth             Inflict Status:   |
|                                   Att%: 255                 Darkness (47%)   |
|                                  Power: 32                                   |
|                             Base Damage: 284 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Land Worm's BATTLE PLAN: (Repeats)                                         |
|                                                                              |
|  Land Worm has Poison OR Confusion: Use Sandstorm on Rnd Target              |
|                                                                              |
|  Land Worm does not have Poison AND Confusion                                |
```

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|                                                                                |
|   Land Worm's HP  > 50%: Use Earthquake on All Targets                         |
|   Land Worm's HP <= 50%: 1/2 Chance use Earthquake on All Targets              |
|                          1/2 Chance use Sandstorm on All Targets               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Land Worm:                          |   POWER req for Overflow:     |
|                                                |                               |
| The Land Worm performs an illogical check to   |  Base Damage Overflow: 164    |
|  see if it is inflicted with Confusion; it     |  Rnd Var Overflow  3x: 109    |
|  has an immunity to Confusion (!). I suspect o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  that the check may have instead been for                                      |
|  Silence, although that is only speculation based on the sequencing of the    |
|  Statuses (Silence is one after Confusion sequentially).                      |
| The Attack Sandstorm is subject to Split Damage for the damage                 |
|  calculations; however, the Status inflicted via Sandstorm is *not*            |
|  subject to Split Damage.                                                      |
| You can only encounter the Land Worm on one screen, and given the              |
|  ridiculously low encounter rate on that screen it's likely you may never     |
|  encounter the Land Worm on a playthrough. Note that the desert screen        |
|  *with* the crevice does not contain enemies. You can revisit the Desert      |
|  of Corel Prison by driving the Buggy straight into the base of the Gold      |
|  Saucer in the centre of the quicksand.                                        |
| If you do encounter the Land Worm then you should definitely try to steal     |
|  some Turbo Ethers from it; a Lv 21 Cloud would have a 10.94% chance of       |
|  stealing from the Land Worm, and a 50% Chance of manipulating it.             |
| Don't hold back on using your stronger Magical attacks to deal with the       |
|  Land Worm's high HP, especially Ice! If you are under levelled then you      |
|  should put Elemental+Earth on someones Armour to help defend against the     |
|  Land Worm's rather strong attacks.                                            |
| The Land Worm can only use Earthquake 8 times before it runs out of MP, at    |
|  which point the "skill power is used up" text string will be displayed       |
|  when it tries to use that Attack.                                             |
| The Land Worm cannot be Back-Attacked or Side-Attacked, meaning that one      |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                |
| The Land Worm is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the       |
|  enemy. So long as you have the Buggy, you can revisit Corel Prison Desert    |
|  which will be when up until reach Icicle Inn on Disc 2.                       |
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 /  {Cactuar}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/A5GgMLsMCDiC642D7                     | ID: 16C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     20  ||   Strength:  30  ||    Drop: /                           |
|  HP:       200  ||    Defence:  40  ||   Steal: /                           |
|  MP:        20  ||      Magic:  20  ||   Morph: Hi-Potion                    |
|                 ||   MDefence:   0  ||                                      |
|  EXP:        1  ||  Dexterity:  40  ||                                      |
|   AP:        1  ||       Luck:  40  || Back Damage: Normal (2x Damage)      |
|  GIL:   10,000  ||      Evade:  20* || Susceptible to L4 Suicide            |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Nullify]      |      Death  [-]     |      Petrify  [-]      |
|          Ice  [Nullify]      |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [Nullify]      |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [-]      |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [-]      |
```

Water [Nullify]	Stop [-]	Fury [-]
Wind [-]	Frog [-]	Haste [-]
Holy [Nullify]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]
Hidden [Nullify]		

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corel Prison Desert Screen 1 (Without Crevice)	6%	Cactuer

Cactuar's ATTACKS:

Manip Attack 1: 1000 Needles
Manip Attack 2: Mystery Kick

Attack 1: <Mystery Kick>
[36B] Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 48
Base Damage: 144 HP

Attack 2: 1000 Needles
[34E] Magical
Spcl Formula
Target: One Opponent
Element: Shoot
Att%: 100
Power: 50
Base Damage: 1000 HP
Never Used
Fixed Damage

Attack 3: <Dodge>
[23A] Physical 0 Dam
Target: Self
Att%: Auto Hit
Never Used

Attack 4: <(Report)>
[164] Physical 0 Dam
Target: Self
Att%: Auto Hit
Escapes Battle

Cactuar's BATTLE PLAN: (Repeats)

1ST ATTACK: 1/2 Chance use <Mystery Kick> on Rnd Target
1/2 Chance skip a turn

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Use <Mystery Kick> on Rnd Target
Follow-Up: 1/2 Chance do nothing
1/2 Chance use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle

4TH ATTACK: Same as 3rd Attack
5TH ATTACK: Same as 3Rd Attack

6TH ATTACK: Use <Mystery Kick> on Rnd Target
Follow-Up: Use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle

COUNTER: [All Actions made by All Players and Enemies]

7/8 Chance: Set Evade to 255 until the next action is performed
1/8 Chance: Do nothing

Notes On Cactuar:	POWER req for Overflow:
The Cactuar can be one of the most annoying	Base Damage Overflow: 150

enemies in the game, seeing as they have an 87.5% chance of triggering the Counter script every time any Action is performed, regardless of the Target or the Caster. This includes all Actions made by the Cactuar. Even actions such as Change/Defend will trigger the Counter chance.	Rnd Var Overflow 3x: 100 Rnd Var Overflow 4x: 75 Rnd Var Overflow 6x: 50

Once the Cactuar has set its Evade to 255, all Physical attacks will only have a 1% chance of connecting. Because of this, and the fact that it is impervious to all magical Elements you should open with L4 suicide which has the "Auto Hit" flag enabled, and then follow up with Matra Magic as it is the only non-elemental Magical attack at your disposal (other than Choco/Mog, which is also a good alternative option). The following Battle Items also have the "Auto Hit" flag enabled:

- Grenade
- Shrapnel
- Right Arm
- Molotov
- S-mine
- 8-inch Cannon

Every action performed by both the Player and Enemy will set the Cactuar's Evade back to 20, and a fresh 7/8 chance of the Counter script will then occur. If the Cactuar's Evade does pass the 1/8 chance of being set back to it default value, then your attacks will still only have approximately 90% chance of connecting.

Thankfully the Cactuar does not make use of its 1000 Needles Attack which deals a fixed 1000 HP of damage. It likely exists as a copy and paste leftover from the Cactuer.

The Cactuar is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the Enemy with Peerless. It is also immune to Regen, along with 14 other enemies.

The Cactuar is the only enemy in the game that nullifies the Hidden Element. This means that it would take 0 damage from your physical attacks if you were to equip the Elemental Materia on your Weapon with any non=elemental Materia (excluding other Support Materia and Restorative Materia).

The Cactuar is only found in one screen in the game (the Desert screen *without* the crevice), and it only has a 6.25% chance encounter rate. This makes it an extremely rare enemy, so if you do encounter it be sure to kill it as the 10,000 gil reward can be massively helpful at this current point in the game. You can revisit the Desert of Corel Prison by driving the buggy straight into the base of the Gold Saucer.

The Cactuar can be a good option to try to battle if you are playing a low-levelled game given its obsolete EXP and AP amount. You can also stock up on Turbo Ethers from the Land Worm for the 60/64 times that you'll be encountering it.

The Cactuar is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy. So long as you have the Buggy, you can revisit Corel Prison Desert which will be when up until reach Icicle Inn on Disc 2.

{Dyne} !! BOSS BATTLE !!

https://photos.app.goo.gl/oSmbkvDGZk45TsZ46 | ID: 6F

Level: 23	Strength: 32	Drop: Silver Armlet [63] 100%
HP: 1200	Defence: 64	Steal: /

```
|  MP:        20  ||      Magic:  25  ||   Morph: /                          |
|                 ||   MDefence: 250  ||                                      |
|  EXP:      600  ||  Dexterity:  55  ||                                      |
|   AP:       55  ||       Luck:   0  ||                                      |
|  GIL:      750  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                 |   LOOKALIKES:      |
|                                                        |                    |
| Corel Prison Dyne                                      |                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!            |
|   Dyne's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Needle Gun          Target: One Opponent                       |
|  [383]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 48                                 |
|                              Base Damage: 165 HP                           |
|                                                                            |
|  Attack 2:  Fire                Target: One Opponent      Never Used       |
|  [01B]       Magical           Element: Fire              Reflectable      |
|                                   Att%: 100                                |
|                                  Power: 8                                  |
|                                 MP Cost: 4 MP                              |
|                              Base Damage: 144 HP                           |
|                                                                            |
|  Attack 3:  S-Mine              Target: One Opponent      Can't Cover      |
|  [384]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 50                                 |
|                              Base Damage: 171 HP                           |
|                                                                            |
|  Attack 4:  Molotov Cocktail    Target: All Opponents     Split Damage     |
|  [385]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 52                                 |
|                              Base Damage: 178 HP                           |
|                                                                            |
|  Attack 5: <(Report)>           Target: Self                               |
|  [164]       Physical 0 Dam       Att%: Auto Hit                           |
|                                                                            |
|  Attack 6: <[No Name]>          Target: Self              Death Animation  |
|  [11F]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Dyne's BATTLE PLAN:                                                      |
|                                                                            |
|  SETUP: Disable default Death handling                                     |
|                                                                            |
|                                                                            |
```

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|  PHASE 1: (Repeats)                                                          |
|                                                                              |
|   Dyne's HP  > 75%: Use Needle Gun on Rnd Target                             |
|          Follow-Up: Use Molotov Cocktail on All Targets                      |
|                                                                              |
|                                                                              |
|  PHASE 2: (Repeats)                                                          |
|                                                                              |
|   Dyne's HP <= 75%: Use Needle Gun on Rnd Target                             |
|          Follow-Up: Use S-Mine on Rnd Target                                 |
|                                                                              |
|                                                                              |
|  PHASE 3: (Repeats)                                                          |
|                                                                              |
|   Dyne's HP <= 50%: 1/4 Chance use S-Mine on Rnd Target                      |
|                     3/4 Chance use Needle Gun on Rnd Target                  |
|                                                                              |
|                                                                              |
|  PHASE 4: (Repeats)                                                          |
|                                                                              |
|   Dyne's HP <= 25%: Use Needle Gun on Rnd Target                             |
|                                                                              |
|                                                                              |
|  DEATH: 1/2 Chance use Molotov Cocktail on All Targets                       |
|         1/2 Chance do nothing                                                |
|                                                                              |
|   Follow-Up: Display String: [Dyne "Urgh!"], cure Self of Sleep, Poison,     |
|               Haste, Slow, D.Sentence & Berserk                              |
|              Use <[No Name]> on Self, end Battle                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Dyne:                           |   POWER req for Overflow:       |
|                                            |                                 |
| This Battle is fought with Barret-only, and|  Base Damage Overflow: 158      |
|  as far as bosses go, Dyne does not present|  Rnd Var Overflow  3x: 105      |
|  too much of a challenge, just be sure to  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  have enough HP to survive Molotov Cocktail                                  |
|  which he has a 50% chance of using as a Death Counter. Keep Barret in the   |
|  Back Row and equip him with the Long Range Materia (if equipped with the    |
|  Atomic Scissors) as Dyne's attacks can do moderate damage.                  |
| Be 100% sure that Barret has the Restore Materia equipped prior to the       |
|  Battle, and also use Poison to exploit Dyne's vulnerability to the          |
|  Status. If you were low-levelled then a Right Arm will kill Dyne in one     |
|  hit, or alternatively just cast Beta (DynemixDJ says that's cheating).      |
| The "S-Mine" Attack that you see is not the same as the Battle Item; the     |
|  S-mine (small "m") has a Base Damage of 1600 and is much stronger than      |
|  Dyne's Attack.                                                              |
| Molotov Cocktail is scripted to attack all opponents, however, seeing as     |
|  only Barret exists as a target it will attack just him, and as such the     |
|  Attack will *not* be subject to Split Damage.                               |
| Even though Dyne has incredibly high MDefence, he will still take more       |
|  damage from your Lv 2 Magical Materia. Ifrit is your strongest Summon,      |
|  and will deal over 250 HP of damage.                                        |
| Once Dyne is defeated Barret will not perform his victory pose, and the      |
|  Battle Victory Fanfare will not play.                                       |
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              ||              {Gold Saucer Area}              ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - You could optionally visit the Junon "T" Intersection once you gain
        the Buggy to gain huge amounts of Battle Spoils and Smoke Bombs.

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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                     ||
||   Screens:                                          Training Rating: ||
||                                                                     ||
||  Gold Saucer Area Grass                             ****   BEST     ||
||  Gold Saucer Area Desert                            **              ||
||  Gold Saucer Area Beach                             **              ||
\|                                                                     |/
 \                                                                     /
  |      Enemies:                    Enemy Skills:                     |
  |                                                                     |
  |      Spencer                                                        |
  |      Joker                                                          |
  |      Flapbeat                                                       |
  |      Harpy                        Aqualung                          |
  |  L4  Grangalan                                                      |
  |      Grangalan Jr.                                                  |
  |      Grangalan Jr.Jr.                                               |
  |  L4  Beach Plug                   Big Guard                         |
  |      Chocobo Lv 22 B                                                |
  |      Chocobo Lv 29                                                  |
  \                                                                     /
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                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO USE:                          ]
 [                                                                       ]
 [         Wind - Joker             - Double                            ]
 [         Wind - Flapbeat          - Double                            ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                         ]
 [                                                                       ]
 [        Earth - Joker             - Absorb                            ]
 [        Earth - Flapbeat          - Absorb                            ]
 [                                                                       ]
 [        Earth - Grangalan         - Nullify                           ]
 [        Earth - Grangalan Jr.     - Nullify                           ]
 [        Earth - Grangalan Jr.Jr.  - Nullify                           ]
 [      Gravity - Grangalan         - Nullify                           ]
 [      Gravity - Grangalan Jr.     - Nullify                           ]
 [      Gravity - Grangalan Jr.Jr.  - Nullify                           ]
 [        Water - Grangalan         - Nullify                           ]
 [        Water - Grangalan Jr.     - Nullify                           ]
 [        Water - Grangalan Jr.Jr.  - Nullify                           ]
 [                                                                       ]
 [          Ice - Beachplug         - Halve                             ]
 [      Gravity - Harpy             - Halve                             ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
```

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[                        ELEMENTS USED BY ENEMIES:                          ]
[                                                                           ]
[          Ice - Beachplug         - Ice                                    ]
[        Earth - Joker             - Club                                   ]
[        Water - Harpy             - Aqualung                               ]
[         Wind - Flapbeat          - Flying Sickle                          ]
[  Restorative - Joker             - Heart                                  ]
[                                                                           ]
[          Cut - Spencer           - Swordblade                             ]
[          Cut - Spencer           - Upper Cutter                           ]
[          Cut - Joker             - Spinning Card                          ]
[          Hit - Flapbeat          - Tailbeat                               ]
[        Punch - Harpy             - Claw                                   ]
[        Punch - Chocobo           - Chocobo, goes nuts                     ]
[        Shout - Grangalan         - Silver Wheel                           ]
[        Shout - Grangalan Jr.     - Silver Wheel                           ]
[        Shout - Grangalan Jr.Jr.  - Silver Wheel                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[        Death - Joker             - Joker         (47% Inflict)            ]
[       Poison - Harpy             - Poison Storm  (99% Inflict)            ]
[    Slow-numb - Grangalan Jr.     - Triclops      (71% Inflict)            ]
[     Darkness - Grangalan         - Darkeye       (71% Inflict)            ]
[      Sadness - Grangalan Jr.     - Triclops      (71% Inflict)            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                                ]
[                                                                           ]
[   Sleep, Poison, Silence, Slow, Slow-numb                                 ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Grangalan Jr.Jr. [8]		
HI-POTION	Joker [8] Harpy [8] Grangalan [8] Grangalan Jr. [8] Beachplug [8]		
TURBO ETHER			Beachplug
ELIXIR			Harpy
T/S BOMB			

```
-----------'                   |                        |                   |
      | Flapbeat           [8] | Flapbeat          [32] | Flapbeat          |
      '-----------------------+-----------------------+-------------------|
 SARAHA NUT  |                 |                        |                   |
-------------'                 |                        |                   |
      | Spencer            [8] | Spencer            [8] |                   |
      '-----------------------+-----------------------+-------------------|
 STRIKING STAFF  |             |                        |                   |
-----------------'             |                        |                   |
      |                        | Harpy              [8] |                   |
      '-----------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~~oo


SCREEN GROUPING 1: ****   BEST                        Area Enc Rate:

 Gold Saucer Area Grass                               32   Medium

  Average:   EXP: 401.6      AP: 52.0      GIL: 602.1       Enemy QTY: 3.01

<C> Nrml Bat #1 - The Spencer [A] covers the Flapbeat
<C> Choc Enc #2 - The Spencer [A] and Spencer [B] cover the Chocobo Lv 29
.-----------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 470     1st Row: 3x Spencer <C>                |
|                        AP  - 48      2nd Row: 1x Flapbeat                   |
|                        GIL - 711                                      #96  |
|                                                                             |
|  [29.0%]  Nrml Bat #2  EXP - 420     1st Row: 1x Flapbeat                   |
|                        AP  - 45      2nd Row: 2x Flapbeat                   |
|                        GIL - 558                                      #97  |
|                                                                             |
|  [29.0%]  Nrml Bat #3  EXP - 300     1st Row: 1x Joker                      |
|                        AP  - 60      2nd Row: 1x Joker                      |
|                        GIL - 520                                      #100 |
|                                                                             |
|  [11.7%]  Back Attack  EXP - 430     1st Row: 1x Joker, 2x Flapbeat         |
|            Run = 2     AP  - 60                                             |
|                        GIL - 632                                      #101 |
|                                                                             |
|                                                                             |
|  [4.30%]  Choc Enc #1  EXP - 280     1st Row: 1x Chocobo Lv 29              |
|          3 - Good      AP  - 30      2nd Row: 2x Flapbeat                   |
|                        GIL - 372                                      #98  |
|                                                                             |
|  [3.91%]  Choc Enc #2  EXP - 220     1st Row: 2x Spencer <C>                |
|          3 - Good      AP  - 22      2nd Row: 1x Chocobo Lv 29              |
|                        GIL - 350                                      #99  |
|                                                                             |
|  [8.59%]  Choc Enc #3  EXP - 280     1st Row: 2x Flapbeat                   |
|          5 - Average   AP  - 30      2nd Row: 1x Chocobo Lv 22 B            |
|                        GIL - 372                                      #104 |
|                                                                             |
|  [8.59%]  Choc Enc #4  EXP - 148     1st Row: 1x Chocobo Lv 22 B, 1x Harpy |
|          5 - Average   AP  - 14                                             |
|        Pre-Emp OFF     GIL - 210                                      #105 |
'-----------------------------------------------------------------------------'
```

SCREEN GROUPING 2: ** Area Enc Rate:

Gold Saucer Area Desert 32 Medium

Average: EXP: 354 AP: 37 GIL: 477 Enemy QTY: 2.5

<C> The Flapbeat [A] covers the Flapbeat [B]
The Flapbeat [D] covers the Flapbeat [C]

[50%] Nrml Bat #1	EXP - 148	1st Row: 1x Harpy	
Pre-Emp OFF	AP - 14		
	GIL - 210		#106
[50%] Nrml Bat #2	EXP - 560	1st Row: 2x Flapbeat <C>	
	AP - 60	2nd Row: 2x Flapbeat	
	GIL - 744		#107

SCREEN GROUPING 3: ** Area Enc Rate:

Gold Saucer Area Beach 64 Low

Average: EXP: 328.3 AP: 34.0 GIL: 411.3 Enemy QTY: 3.75

The same Encounters can be found in Corel Beach and Gongaga Beach.
The Side Attack has been placed in the Normal Battle slot, and is not considered a "Special Battle".
<C> The Grangalan Jr.Jr. [A] covers the Grangalan Jr. and the Grangalan
The Grangalan Jr. covers the Grangalan
<C> The Beachplug [B] covers the Beachplug [D]

[25%] Nrml Bat #1	EXP - 363	1st Row: 3x Grangalan Jr.Jr. <C>	
Pre-Emp OFF	AP - 36	2nd Row: 1x Grangalan Jr. <C>	
	GIL - 495	3rd Row: 1x Grangalan	#85
[25%] Nrml Bat #2	EXP - 285	1st Row: 1x Beachplug	
	AP - 30	2nd Row: 2x Beachplug	
	GIL - 345		#92
[25%] Nrml Bat #3	EXP - 380	1st Row: 3x Beachplug <C>	
	AP - 40	2nd Row: 1x Beachplug	
	GIL - 460		#93
[25%] Side Attack	EXP - 285	1st Row: 3x Beachplug	
	AP - 30		
	GIL - 345		#94

ENEMIES

NOTE - The Grangalan, Grangalan Jr., Grangalan Jr.Jr. and Beachplug can also be fought here, however, I will not be duplicating their entries. You can find those enemies within the "Corel Area" listings above. You can also find the Chocobo Lv 22 B and Lv 29 here; scroll down to

the Chocobos section of "Extra Enemies" for those listings.

.-----------.
/ {Spencer} \

| https://photos.app.goo.gl/KYscuhvAw2TWPGWP9 | ID: 71 |

Level: 17	Strength: 42	Drop: Saraha Nut [8] 14.06%
HP: 250	Defence: 22	Steal: Saraha Nut [8] 10.94%
MP: 0	Magic: 30	Morph: /
	MDefence: 120	
EXP: 110	Dexterity: 48	
AP: 11	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 175	Evade: 1	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

| MAPS: | APPEARANCE RATE: | LOOKALIKES: |
| Gold Saucer Area Grass | 30% | |

Spencer's ATTACKS:

Manip Attack 1: Swordblade
Manip Attack 2: Upper Cutter

| Attack 1: <Swordblade> [1F3] Physical | Target: One Opponent | Element: Cut | Att%: 95 | Power: 16 | Base Damage: 64 HP | Berserk Attack |

| Attack 2: Upper Cutter [1F4] Physical | Target: One Opponent | Element: Cut | Att%: 110 | Power: 20 | Base Damage: 80 HP |

Spencer's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present, Display String: [A Chocobo!]

1/2 Chance: Use <Swordblade> on Rnd Target
1/2 Chance: Use Upper Cutter on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Spencer:

POWER req for Overflow:

Spencer is found in Battle Square:	Base Damage Overflow: 144
Set - 2 (After Tiny Bronco) Battle - 1	Rnd Var Overflow 3x: 96
	Rnd Var Overflow 4x: 72
It is commonly thought that the 'Good'	Rnd Var Overflow 6x: 48
Chocobo will only appear alongside the 2x o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<
Spencer. This is incorrect; the 'Good'
Chocobo also appears alongside 2x Flapbeat, *so long as the Chocobo is in
the Front Row*.
The Sahara Nuts are actually a useful item to obtain, seeing as you will
always have a 50% chance of getting a Black Chocobo when breeding a Blue
+ Green Chocobo, *regardless of the amount of wins they have
accumulated*. A Lv 22 Cloud would have a 12.5% chance of stealing from
the Spencer.
\ /
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  .---------.
 / {Joker} \
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/ST9PGX76eoL9wV2R9 | ID: 72 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
Level: 18		Strength: 45		Drop: Hi-Potion [8] 14.06%
HP: 370		Defence: 32		Steal: /
MP: 0		Magic: 31		Morph: /
		MDefence: 162		
EXP: 150		Dexterity: 60		
AP: 30		Luck: 0		Back Damage: Normal (2x Damage)
GIL: 260		Evade: 1		
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<
Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<
MAPS: APPEARANCE RATE:	LOOKALIKES:
Gold Saucer Area Grass 41%	Death Dealer
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<
	Manip Attack 1: Spinning Card
Joker's ATTACKS: o~~~~~~<
Attack 1: <Spinning Card> Target: One Opponent Berserk Attack
[152] Physical Element: Cut
Att%: 110
Power: 16
Base Damage: 70 HP
Attack 2: Spade Target: One Opponent Can't Cover
[153] Physical Element: None
Att%: 130
Power: 24
Base Damage: 105 HP
Attack 3: Heart Target: One Opponent

```
|  [154]       Magical           Element: Restorative                        |
|              Spcl Formula         Att%: 255                               |
|                                  Power: 10                                |
|                             Base Damage: 514 HP                           |
|                                                                           |
|  Attack 4:  Club               Target: One Opponent                       |
|  [155]       Magical           Element: Earth                             |
|                                   Att%: 255                               |
|                                  Power: 12                                |
|                             Base Damage: 220 HP                           |
|                                                                           |
|  Attack 5:  Diamond            Target: One Opponent                       |
|  [156]       Magical           Element: None                              |
|                                   Att%: 255                               |
|                                  Power: 1                                 |
|                             Base Damage: 18 HP                            |
|                                                                           |
|  Attack 6:  Joker              Target: One Opponent      Status Inflict:  |
|  [157]       Magical 0 Dam       Att%: 255                Death (47%)     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Joker's BATTLE PLAN: (Repeats)                                          |
|                                                                           |
|  1/8 Chance: Use Heart on Rnd Target                                      |
|  1/8 Chance: Use Club on Rnd Target                                       |
|  1/8 Chance: Use Diamond on Rnd Target                                    |
|  1/8 Chance: Use Joker on Rnd Target                                      |
|  1/4 Chance: Use <Spinning Card> on Rnd Target                            |
|  1/4 Chance: Use Spade on Rnd Target                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Joker:                          |   POWER req for Overflow:    |
|                                            |                              |
| Joker is found in Battle Square:           |  Base Damage Overflow: 147   |
|  Set - 2 (After Tiny Bronco)   Battle - 1  |  Rnd Var Overflow  3x:  98   |
|                                            |  Rnd Var Overflow  4x:  74   |
| These playing card-themed enemies can ruin |  Rnd Var Overflow  6x:  49   |
|  your day if you're not lucky, seeing as   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  they have a 1/8 chance of using Joker on                                 |
|  you, which has a 47% chance of killing your Character.                   |
| The Joker has fairly high MDef, although your Lv 2 Magical attacks such as |
|  Ice2 will still deal more damage than your Physical attack. Unless, of   |
|  course, you managed to obtain the Champion Belt from the Battle Square!  |
| Equip Elemental+Choco/Mog on your weapon to exploit the Joker's weakness  |
|  to Wind (as with all other 'elevated' enemies). Avoid Earth.             |
\                                                                           /
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  .------------.
 /  {Flapbeat}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/m2NtKzQLys8gpB9t7                   | ID:  73 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     18  ||   Strength:  40  ||    Drop: T/S Bomb  [8]  14.06%     |
|  HP:       330  ||    Defence:  36  ||   Steal: T/S Bomb  [32] 40.63%     |
|  MP:        60  ||      Magic:  32  ||   Morph: T/S Bomb                   |
|                 ||   MDefence: 156  ||                                     |
|  EXP:      140  ||  Dexterity:  50  ||                                     |
|   AP:       15  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      186  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
```

Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gold Saucer Area Grass	71%	Deenglow
Gold Saucer Area Desert	50%	Wind Wing

Flapbeat's ATTACKS:

Manip Attack 1: Tailbeat
Manip Attack 2: Flying Sickle

Attack 1: <Tailbeat> [1FB] Physical
Target: One Opponent
Element: Hit
Att%: 255
Power: 16
Base Damage: 62 HP
Berserk Attack

Attack 2: Flying Sickle [1FC] Magical
Target: One Opponent
Element: Wind
Att%: 255
Power: 12
MP Cost: 8 MP
Base Damage: 225 HP

Flapbeat's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present, Display String: [A Chocobo!]

*A 'Group Enemy' is an Enemy that is NOT another Flapbeat, and also shares the same 'Group ID' Flag as the Flapbeat running the AI Script; Flapbeat 'A' = Group A, 'B' = Group B, 'C' = Group C etc.

At least one 'Group Enemy' alive*:

1/4 Chance: Use Flying Sickle on Rnd Target
3/4 Chance: Use <Tailbeat> on Rnd Target

All 'Group Enemies' dead*:

1/3 Chance: Use <Tailbeat> on Rnd Target
2/3 Chance: Use Flying Sickle on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Flapbeat:	POWER req for Overflow:
Flapbeat is found in Battle Square:	Base Damage Overflow: 149

Set - 2 (After Tiny Bronco) Battle - 1	Rnd Var Overflow 3x: 99
	Rnd Var Overflow 4x: 75
The Flying Sickle Attack is the same Attack	Rnd Var Overflow 6x: 50
used by the SOLDIER:3rd (and Frozen Nail),	o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<
and can hit quite hard. The Flapbeat will	
use Flying Sickle more often if it is the last enemy alive in its	
'Group'. If you were fighting the 3x Spencer and 1x Flapbeat Encounter,	
then the other 'Group Enemy' would be the Spencer A; Kill the Spencer B	
and Spencer C first to keep the Flapbeat from using Flying Sickle as	
often.	
The Flapbeat can only use Flying Sickle 8 times, at which point the "skill	
power is used up" text string will be displayed every time it tries to	
use that Attack.	
With a high MDef value, the Flapbeat will take less damage from your	
Magical attacks, although, things like Bolt2 will still deal more damage	
than your Physical attacks (unless you acquired the Champion Belt from	
the Battle Square).	
If you failed to obtain the Laser Enemy Skill from the Death Claw in Corel	
Prison, then you should definitely try to obtain some T/S Bombs from the	
Flapbeat, as they have the same effect (deals damage equal to 50% of the	
target's current HP). A Lv 22 Cloud would have a 45.31% chance of	
stealing from the Flapbeat.	
If you intend to embark on Yuffie's Sidequest when the game intends you to	
(after acquiring the Tiny Bronco), then you would do well to obtain at	
least two T/S Bombs for the Rapps Battle, as Rapps is one of a handful of	
Bosses that do not nullify % based Gravity Attacks.	
Equip Elemental+Choco/Mog on your weapon to exploit the Flapbeat's	
weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.	
\ /
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.---------.
/ {Harpy} \
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/wAsqy8G4NNMX92eg9 | ID: 74 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
Level: 18		Strength: 50		Drop: Hi-Potion [8] 14.06%
HP: 800		Defence: 32		Steal: Striking Staff [8] 10.94%
MP: 200		Magic: 13		Morph: Elixir
		MDefence: 100		
EXP: 148		Dexterity: 58		
AP: 14		Luck: 0		
GIL: 210		Evade: 1		
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<
Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [Halve]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]
>~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<
MAPS: APPEARANCE RATE:	LOOKALIKES:
Gold Saucer Area Desert 50%	Maximum Kimaira
Gold Saucer Area Grass Choc	
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<

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|                                      |  Manip Attack 1: Claw                |
|   Harpy's ATTACKS:                   |  Manip Attack 2: Poison Storm        |
|                                      |  Manip Attack 3: Aqualung            |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Claw>              Target: One Opponent      Berserk Attack      |
|  [20F]       Physical         Element: Punch                                |
|                                  Att%: 130                                 |
|                                 Power: 16                                  |
|                            Base Damage: 106 HP                             |
|                                                                            |
|  Attack 2:  Poison Storm       Target: One Opponent      Status Inflict:     |
|  [394]       Magical 0 Dam       Att%: 100                Poison (99%)      |
|                                MP Cost: 20 MP                              |
|                                                                            |
|  Attack 3:  Aqualung           Target: All Opponents     **Enemy Skill**     |
|  [055]       Magical          Element: Water             Reflectable       |
|                                  Att%: 100              No Split Damage     |
|                                 Power: 52                                  |
|                                MP Cost: 34 MP                              |
|                            Base Damage: 604 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Harpy's BATTLE PLAN: (Repeats)                                           |
|                                                                            |
|  SETUP: If a Chocobo is present, Display String: [A Chocobo!]              |
|                                                                            |
|                                                                            |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                          |
|                  1/2 Chance start from 2nd Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use Poison Storm on Rnd Target                                |
|                                                                            |
|  2ND ATTACK: Use <Claw> on Rnd Target                                      |
|                                                                            |
|  3RD ATTACK: Use Aqualung on All Targets                                   |
|                                                                            |
|                                                                            |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:             |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Harpy:                        |   POWER req for Overflow:       |
|                                          |                                 |
| Harpy is found in Battle Square:         |  Base Damage Overflow: 147      |
|  Set - 1 (Before Tiny Bronco)   Battle - 8  |  Rnd Var Overflow  3x:  98   |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The AI Script for the Harpy acts very                                      |
|  peculiarly when faced alongside a Chocobo. If you kill the Harpy while    |
|  its HP is less than or equal to 25%, then it will play out the normal AI  |
|  Script to instantly end the battle and capture the Chocobo. If, however,  |
|  you manage to kill the Harpy with its HP above 200, then the battle will  |
|  *not* end instantly. Instead, you must wait for the Chocobo's ATB gauge   |
|  to fill, at which point the Chocobo's 'safety net' AI Script kicks in and |
|  ends the Battle for you, still capturing the Chocobo.                     |
| If The Chocobo passes the chance to flee the Battle once its ATB gauge has |
|  filled, instead of displaying the default "Caught A Chocobo" text string, |
|  the message will instead display the “Wark! Wark!”" text string,          |
|  signifying that the Chocobo is about to escape; it will not. The battle   |
|  will end before that happens, and you will still capture the Chocobo.     |
| Be VERY cautious when battling the Harpy, as Aqualung can wipe out your    |
|  party in one fell swoop. If you encounter the Harpy as the last Battle    |
```

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|  in the Battle Square (Set 1), then you should consider using any Right    |
|  Arms or Smoke Bombs that you may have.                                    |
| Aqualung is a must-get Enemy Skill, seeing as it has an Attack power of 52 |
|  (only 2 less than Beta), and will hit all Opponents for Non-Split Damage  |
|  which makes it practically as good as Beta. It is also one of just two    |
|  available Water-based attacks available to the Player; the other being    |
|  the Leviathan Summon.                                                     |
| The easiest way to encounter the Harpy is by driving the Buggy around in   |
|  the quicksand 'Desert' area on the World Map. Here you'll have a 50%      |
|  chance of encountering it, whereas on the Grass Chocobo tracks you'll     |
|  only have an 8.59% chance on encountering the Harpy (assuming a Lv 1      |
|  Chocobo lure).                                                            |
| You should try to manipulate the Harpy when attempting to learn Aqualung;  |
|  a Lv 22 Cloud would have a 55% chance on manipulating it. Once its        |
|  manipulated, you could optionally have it cast Poison Storm on itself.    |
| The easiest way to deal with the Harpy is to Open with Laser dealing 200   |
|  HP, then follow up with Aqualung to finish it off. You could try to       |
|  manipulate it to have it cast Aqualung on itself to save your own MP; the |
|  Harpy's high MP count means it can use Aqualung several times per battle. |
| Once you have obtained the Morph Materia from the Temple of The Ancients,  |
|  you would be wise to come back to the Harpy to try morph some Elixirs     |
|  (unless you're prepared to exploit the infinite Elixir glitch in the      |
|  Great Glacier further on). Your Morph Damage following the TOTA will be   |
|  around 60 HP, so attack it once normally before trying to Morph it.       |
| When your party reaches end-game levels you will be able to stockpile      |
|  Elixirs from the Harpy easier than any other enemy, which will be        |
|  necessary for defeating the Magic Pots to reap the spoils they leave.     |
|  With 2x Lv 3 Chocobo Lures equipped (or Mastered) you would have a 33.2%  |
|  chance to encounter the Harpy on the Chocobo tracks on the Gold Saucer    |
|  World Map terrain.                                                        |
| There is no need to try to steal the Striking Staff from the Harpy, as you |
|  should already have obtained the Weapon for Aeris while in the Train      |
|  Graveyard from the Eligor, or from one of Junon Weapon Shops.             |
| The word 'Harpy' means 'snatchers' in Greek and Roman mythology, and one   |
|  would take the form of a female monster-like bird with the face of a      |
|  human. In the JORG version, the Harpy was named "Chimera"; a term used    |
|  describe an animal that has been spliced with one (or more) other        |
|  animal/s to create a hybrid creature.                                     |
| The Harpy is one of 105 enemies that are Immune to Peerless, which isn't   |
|  necessary seeing as there is no way for the Player to inflict the Enemy   |
|  with Peerless.                                                            |
| The Harpy cannot be Back-Attacked or Side-Attacked, meaning that one       |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
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              ||                {Gongaga Area}                 ||
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::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                                Training Rating: ||
||                                                                          ||
||  Gongaga Area Grass                                       *               ||
||  Gongaga Area Jungle                                      ****   BEST     ||
||  Gongaga Area Beach                                       *               ||
```

Enemies:	Enemy Skills:
Grand Horn	
Gagighandi	
Touch Me	Frog Song
L4 Grangalan	
Grangalan Jr.	
Grangalan Jr.Jr.	
L4 Beachplug	Big Guard
Mystery Ninja	

ELEMENTS AND STATUSES

ELEMENTS TO USE: None!

ELEMENTS TO AVOID:

Earth	Grangalan	Nullify
Earth	Grangalan Jr.	Nullify
Earth	Grangalan Jr.Jr.	Nullify
Gravity	Grangalan	Nullify
Gravity	Grangalan Jr.	Nullify
Gravity	Grangalan Jr.Jr.	Nullify
Water	Grangalan	Nullify
Water	Grangalan Jr.	Nullify
Water	Grangalan Jr.Jr.	Nullify
Ice	Beachplug	Halve

ELEMENTS USED BY ENEMIES:

NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).

Ice	Beachplug	Ice
Earth	Grand Horn	Grand Punch
Hit	Grand Horn	Punch
Hit	Gagighandi	Claw
Hit	Touch Me	Frog Jab
Shout	Grangalan	Silver Wheel
Shout	Grangalan Jr.	Silver Wheel
Shout	Grangalan Jr.Jr.	Silver Wheel
Hidden	Gagighandi	Stone Stare (0 Damage)

STATUSES TO DEFEND FROM:

NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler).

Sleep	Touch Me	Frog Song	(100% Toggle)
Frog	Touch Me	Frog Jab	(100% Toggle)

```
[         Frog - Touch Me          - Frog Song    (100% Toggle)             ]
[    Slow-numb - Gagighandi        - Stone Stare  (100% Inflict)            ]
[    Slow-numb - Grangalan Jr.     - Triclops     (100% Inflict)            ]
[     Darkness - Grangalan         - Darkeye      (71%  Inflict)            ]
[      Sadness - Grangalan Jr.     - Triclops     (71%  Inflict)            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Sleep, Poison, Silence, Slow, Slow-numb                                 ]
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ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Grangalan Jr.Jr. [8]		
HI-POTION	Grand Horn [8] Grangalan [8] Grangalan Jr. [8] Beachplug [8]		Grand Horn
TURBO ETHER			Beachplug
SOFT	Gagighandi [8]	Gagighandi [32]	
MAIDEN's KISS	Touch Me [8]		
REMEDY			Gagighandi Touch Me
WAR GONG	Grand Horn [8]		
IMPALER		Touch Me [32]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Gongaga Area Grass 32 Medium

Average: EXP: 299.3 AP: 27.6 GIL: 391.1 Enemy QTY: 1.69

The same Encounters can be found in Cosmo Area Grass.

[30.5%] Nrml Bat #1	EXP - 180 AP - 15 GIL - 240	1st Row: 1x Grand Horn	#108
[29.1%] Nrml Bat #2	EXP - 346 AP - 36 GIL - 440	1st Row: 2x Gagighandi	#109
[29.1%] Nrml Bat #3	EXP - 360 AP - 36 GIL - 440	1st Row: 2x Grand Horn	#110
[5.86%] Back Attack Run = 2	EXP - 180 AP - 15 GIL - 240	1st Row: 1x Grand Horn	#111
[5.52%] Pinc Attack	EXP - 519 AP - 54 GIL - 660	1st Grp: 2x Gagighandi 2nd Grp: 1x Gagighandi	#112

SCREEN GROUPING 2: **** BEST Area Enc Rate:

Gongaga Area Jungle 20 High

Average: EXP: 525.9 AP: 61.5 GIL: 622.3 Enemy QTY: 3.06

[30.4%] Nrml Bat #1	EXP - 519 AP - 54 GIL - 660	1st Row: 2x Gagighandi 2nd Row: 1x Gagighandi	#113
[29.0%] Nrml Bat #2	EXP - 346 AP - 36 GIL - 440	1st Row: 2x Gagighandi	#114
[29.0%] Nrml Bat #3	EXP - 513 AP - 64 GIL - 580	1st Row: 1x Gagighandi, 2x Touch Me	#115
[11.7%] Pinc Attack	EXP - 1020 AP - 138 GIL - 1080	1st Grp: 3x Touch Me 2nd Grp: 3x Touch Me	#116
[25%] Myst Ninja Pre-Emp OFF	EXP - / AP - / GIL - /	1st Row: 1x Mystery Ninja	

SCREEN GROUPING 3: * Area Enc Rate:

Gongaga Area Beach 64 Low

Average: EXP: 328.3 AP: 34.0 GIL: 411.3 Enemy QTY: 3.75

The same Encounters can be found in Corel Beach and Gold Saucer Beach.
The Side Attack has been placed in the Normal Battle slot, and is not considered a "Special Battle".
<C> The Grangalan Jr.Jr. [A] covers the Grangalan Jr. and the Grangalan
The Grangalan Jr. covers the Grangalan
<C> The Beachplug [B] covers the Beachplug [D]

[25%] Nrml Bat #1	EXP - 363	1st Row: 3x Grangalan Jr.Jr. <C>	
Pre-Emp OFF	AP - 36	2nd Row: 1x Grangalan Jr. <C>	
	GIL - 495	3rd Row: 1x Grangalan	#85
[25%] Nrml Bat #2	EXP - 285	1st Row: 1x Beachplug	
	AP - 30	2nd Row: 2x Beachplug	
	GIL - 345		#92
[25%] Nrml Bat #3	EXP - 380	1st Row: 3x Beachplug <C>	
	AP - 40	2nd Row: 1x Beachplug	
	GIL - 460		#93
[25%] Side Attack	EXP - 285	1st Row: 3x Beachplug	
	AP - 30		
	GIL - 345		#94

ENEMIES

NOTE - The Grangalan, Grangalan Jr., Grangalan Jr.Jr. and Beachplug can also be fought here, however, I will not be duplicating their entries. You can find those enemies within the "Corel Area" listings above. You can also find the Mystery Ninja here; scroll down to the Mystery Ninja section of "Extra Enemies" for those listings.

{Grand Horn}

https://photos.app.goo.gl/a966B8x8cJNs9jyAA ID: 75

Level:	19	Strength:	46	Drop 1: War Gong	[8] 14.06%
HP:	460	Defence:	42	Drop 2: Hi-Potion	[8] 12.09%
MP:	43	Magic:	15	Steal: /	
		MDefence:	90	Morph: Hi-Potion	
EXP:	180	Dexterity:	60		
AP:	15	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	240	Evade:	1		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]

```
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Gongaga Area Grass                                 65% | CMD.Grand Horn Lv 19|
| Cosmo Area Grass                                   65% | CMD.Grand Horn Lv 25|
|                                                      | CMD.Grand Horn Lv 37|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Punch              |
|   Grand Horn's ATTACKS:              |  Manip Attack 2: Grand Punch        |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Punch>             Target: One Opponent      Berserk Attack    |
|  [185]       Physical         Element: Hit                                 |
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                            Base Damage: 100 HP                             |
|                                                                            |
|  Attack 2:  Grand Punch        Target: One Opponent                        |
|  [1FD]       Magical          Element: Earth                               |
|                                  Att%: 255                                 |
|                                 Power: 24                                  |
|                            Base Damage: 306 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Grand Horn's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  1/2 Chance: Use <Punch> on Rnd Target                                     |
|  1/2 Chance: Use Grand Punch on Rnd Target                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Grand Horn:                       |   POWER req for Overflow:   |
|                                              |                             |
| Grand Horn is found in Battle Square:        |  Base Damage Overflow: 150  |
|  Set - 2 (After Tiny Bronco)   Battle - 2    |  Rnd Var Overflow  3x: 100  |
|                                              |  Rnd Var Overflow  4x:  75  |
| Grand Punch can hit hard, so equip Earth     |  Rnd Var Overflow  6x:  50  |
|  resistance on your Armour if you are under  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  levelled. One blast from your stronger                                    |
|  Lv 2 Magic such as Bolt2 followed by a Physical Attack should be enough  |
|  to kill it.                                                               |
| The Grand Horn has MP at its disposal, although it does not need it as    |
|  none of its attacks cost MP.                                              |
| You can obtain the rare War Gong from the Grand Horn, which casts Berserk |
|  on all opponents. You will be able to steal them from the Behemoth much  |
|  later on in the game; it's worth trying to get one or two now.            |
\                                                                            /
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 /  {Gagighandi}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  https://photos.app.goo.gl/fyV7HrYdeG7J3s959                     | ID:  76 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  40  ||    Drop: Soft       [8]  14.06%     |
|  HP:       480  ||    Defence:  38  ||   Steal: Soft       [32] 40.63%     |
|  MP:        55  ||      Magic:  25  ||   Morph: Remedy                      |
```

```
|                 ||   MDefence:  72  ||                                    |
|  EXP:      173  ||  Dexterity:  45  ||                                    |
|   AP:       18  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      220  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Gongaga Area Grass                                35% |  Under Lizard       |
| Gongaga Area Jungle                               88% |                     |
| Cosmo Area Grass                                  35% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Claw              |
|   Gagighandi's ATTACKS:                |  Manip Attack 2: Stone Stare       |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Claw>               Target: One Opponent      Berserk Attack   |
|  [1BE]       Physical          Element: Hit                                |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 63 HP                              |
|                                                                             |
|  Attack 2:  Stone Stare         Target: One Opponent      Status Inflict:  |
|  [1FE]       Magical 0 Dam     Element: Hidden             Slow-numb (100%)|
|                                   Att%: 255                                |
|                                MP Cost: 5 MP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Gagighandi's BATTLE PLAN: (Repeats)                                       |
|                                                                             |
|  OPENING ATTACK:                                                            |
|                                                                             |
|   1/4 Chance: Use <Claw> on Rnd Target                                      |
|   3/4 Chance: Use Stone Stare on Rnd Target without Petrify; If all         |
|                Targets have Petrify, use <Claw> on Rnd Target               |
|                                                                             |
|  THEREAFTER:                                                                |
|                                                                             |
|   3/4 Chance: Use <Claw> on Rnd Target                                      |
|   1/4 Chance: Use Stone Stare on Rnd Target without Petrify; If all         |
|                Targets have Petrify, use <Claw> on Rnd Target               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gagighandi:                        |   POWER req for Overflow:   |
|                                               |                             |
| Gagighandi is found in Battle Square:         |  Base Damage Overflow: 149  |
|  Set - 2 (After Tiny Bronco)   Battle - 2     |  Rnd Var Overflow  3x: 100  |
|  Set - 2 (After Tiny Bronco)   Battle - 3     |  Rnd Var Overflow  4x:  75  |
|                                               |  Rnd Var Overflow  6x:  50  |
| The Gagighandi does not hit you for very      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  much damage, but they can ruin your day if                                 |
|  they manage to inflict all three players with Petrify, which will happen  |
```

| once the 'Slow-numb' countdown timer expires on each Character. A Petrified Character is considered 'dead', and a Game Over screen will follow if all three are Petrified, so try to finish them off quickly.

If you don't have many Softs, be sure to steal from the Gagighandi. A Lv 23 Cloud would have a 45.31% chance of stealing from the Gagighandi. You can also stock up on Softs while in Gongaga.

When the Gagighandi uses Stone Stare, it will only check for a player that has the Petrify Status, meaning that it can target a player that already has Slow-numb but are not yet petrified. This works in our favour. Make sure the ATB is set to 'Wait', this way the Slow-numb countdown does not continue to deplete while you are making your selection.

Although unlikely, if the Gagighandi were to use Stone Stare 11 times its MP would deplete and the "skill power is used up" string text would be displayed when it tries to use that Attack.

The Attack Stone Stare is one of seven Status inflicting Attacks that use the 'Hidden' Element, and as such can be defended from by equipping the Elemental on your Armour with any other non-element Materia (excluding other Support Materia and Restorative Materia). The Elemental Materia has to be Lv 2 minimum for the effect to work, the effect being that the chance of each Status being inflicted is dropped to 0. The Player is still considered to be vulnerable to the Status used, and the word "Miss" "Miss" will perpetually appear above their head. A Lv 1 Elemental would instead halve the chance of the Element being inflicted.

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/ {Touch Me} \

https://photos.app.goo.gl/ka5HpoF4FK4wzAZ4A | ID: 77

Level: 18	Strength: 30	Drop: Maiden's Kiss [8]	14.06%
HP: 300	Defence: 20	Steal: Impaler [32]	40.63%
MP: 74	Magic: 28	Morph: Remedy	
	MDefence: 100		
EXP: 170	Dexterity: 68		
AP: 23	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 180	Evade: 1		

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gongaga Area Jungle	41%	Toxic Frog
Gongaga Jungle Entrance Screen (Turks)	23%	
Gongaga Jungle Exit Screen (Deathblow)	43%	

Touch Me's ATTACKS:

Manip Attack 1: Frog Jab
Manip Attack 2: Frog Song

Attack 1: Frog Jab	Target: One Opponent	Berserk Attack
[1FF] Physical	Element: Hit	Status Toggle:
	Att%: 85	Frog (100%)
	Power: 2	
	MP Cost: 2 MP	
	Base Damage: 5 HP	
Attack 2: Frog Song	Target: One Opponent	**Enemy Skill**
[048] Magical 0 Dam	Att%: 100	Reflectable
	MP Cost: 5 MP	Status Toggle:
		Sleep (100%)
		Frog

Touch Me's BATTLE PLAN:

PHASE 1:

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use Frog Jab on Rnd Target
2ND ATTACK: Use Frog Jab on Rnd Target
3RD ATTACK: Use Frog Jab on Rnd Target
4TH ATTACK: Use Frog Jab on Rnd Target

After 4th Attack move onto Phase 2

PHASE 2: (Repeats)

OPENING ATTACK: 1/2 Chance start from 2nd Attack
1/2 Chance start from 3rd Attack

1ST ATTACK: Skip a turn
2ND ATTACK: Skip a turn
3RD ATTACK: Skip a turn
4TH ATTACK: Use Frog Song on Rnd Target without Frog; If all Targets have Frog, use Frog Jab on Rnd Target

After 4th Attack:

Frog Jab was used last: Jump to 4th Attack for next turn
Frog Song was used Last: 1/3 chance jump to 1st Attack for next turn
1/3 chance jump to 2nd Attack for next turn
1/3 chance jump to 3rd Attack for next turn

COUNTER: [All Physical and Magical Attacks]

4/5 Chance: Do nothing
1/5 Chance:
Last Attack on Touch Me was Physical: Use Frog Jab on Last Attacker
Last Attack on Touch Me was Magical: Use Frog Song on Last Attacker

Notes On Touch Me:

POWER req for Overflow:

```
| Touch Me is found in Battle Square:           |  Base Damage Overflow: 144  |
|  Set - 2 (After Tiny Bronco)   Battle - 3     |  Rnd Var Overflow  3x:  96  |
|                                               |  Rnd Var Overflow  4x:  72  |
| The Touch Me can be an incredibly annoying    |  Rnd Var Overflow  6x:  48  |
|  enemy to battle, as they can repeatedly     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  toggle the Frog Status of your Characters.                                 |
|  Equipping the White Cape that you acquired from Jenova-BIRTH will be a     |
|  big help, as it protects you from Frog.                                    |
| Frog Song isn't the best Enemy Skill to learn, however, their are times     |
|  that it can come in handy, seeing as it will toggle the Sleep Status. It   |
|  can be used for the future as a cheap cure if ever your players becomes    |
|  inflicted with Sleep (as opposed to spending 34 MP on White Wind).         |
| The 6x Touch Me Pincer Attack Encounter can be one of the most annoying     |
|  battles in the game, however, it also yield *huge* battle spoils. Don't    |
|  mess around; just use your strongest Magic (Aqualung) and reap the         |
|  rewards without turning the battle into an ordeal.                         |
| It is highly unlikely that the Touch Me will still be alive by the time it |
|  runs out of MP, but if it were to run out of MP it would not be able to    |
|  use any of its attacks, and the "skill power is used up" text string       |
|  would be displayed every time it tries to attack you.                      |
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              ||                  {Gongaga}                  ||
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||                                                                           ||
||   Screens:                                            Training Rating:   ||
||                                                                           ||
||  Gongaga Jungle Entrance Screen (Turks)               *                   ||
||  Gongaga Jungle Exit Screen (Deathblow)               *                   ||
||  Gongaga Reactor Approach                             ***    BEST         ||
||  Gongaga Reactor                                      ***    BEST         ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                   Enemy Skills:                          |
  |                                                                        |
  |      Turks:Reno II  (Opt Boss)                                         |
  |      Turks:Rude I   (Opt Boss)                                         |
  |      Touch Me                   Frog Song                              |
  |      Flower Prong 1st Form                                             |
  |      Flower Prong 2nd Form                                             |
  |      Flower Prong 3rd Form                                             |
  |      Kimara Bug                                                        |
  |      Heavy Tank                                                        |
  \                                                                        /
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                        ||  ELEMENTS AND STATUSES  ||
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 [                              ELEMENTS TO USE:                             ]
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```
[                                                                          ]
[         Fire - Flower Prong      - Double                                ]
[        Earth - Flower Prong      - Double                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                            ]
[                                                                          ]
[       Poison - Flower Prong      - Absorb                                ]
[                                                                          ]
[      Gravity - Turks:Reno II     - Nullify  (Boss)                       ]
[      Gravity - Turks:Rude I      - Nullify  (Boss)                       ]
[      Gravity - Kimara Bug        - Nullify                               ]
[      Gravity - Heavy Tank        - Nullify                               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS USED BY ENEMIES:                       ]
[                                                                          ]
[         Fire - Turks:Rude I      - Fire                                  ]
[    Lightning - Turks:Reno II     - Electroprod                           ]
[       Poison - Flower Prong 1st  - Bio2                                  ]
[       Poison - Flower Prong 2nd  - Bio2                                  ]
[  Restorative - Turks:Rude I      - Cure                                  ]
[                                                                          ]
[          Cut - Kimara Bug        - Butterfly Attack                      ]
[          Cut - Kimara Bug        - Spider Attack                         ]
[          Hit - Turks:Reno II     - Short Staff                           ]
[          Hit - Turks:Rude I      - Shoulder Attack                       ]
[          Hit - Touch Me          - Frog Jab                              ]
[          Hit - Heavy Tank        - Charge                                ]
[          Hit - Heavy Tank        - Wheelie Attack                        ]
[          Hit - Heavy Tank        - Big Spiral                            ]
[        Shoot - Flower Prong 2nd  - Seed Bullet                           ]
[        Shoot - Flower Prong 3rd  - W Laser                               ]
[        Shoot - Kimara Bug        - Stop Web (0 Damage)                   ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          STATUSES TO DEFEND FROM:                        ]
[                                                                          ]
[        Sleep - Touch Me          - Frog Song  (100% Toggle)              ]
[        Sleep - Flower Prong 3rd  - Pollen     (79%  Inflict)             ]
[       Poison - Flower Prong 1st  - Bio2       (47%  Inflict)             ]
[       Poison - Flower Prong 3rd  - Bio2       (47%  Inflict)             ]
[         Stop - Kimara Bug        - Stop Web   (100% Inflict)             ]
[         Frog - Touch Me          - Frog Jab   (100% Toggle)              ]
[         Frog - Touch Me          - Frog Song  (100% Toggle)              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Death, Sleep, Poison, Silence, Slow, Stop, Paralyzed                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                            oo~~~~~~~~~~~~~~oo
                            ||  ENEMY LOOT  ||
                            oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 HI-POTION  |                  |                        |                   |
------------'                  |                        |                   |
      | Kimara Bug         [8] |                        |                   |
      | Heavy Tank         [8] |                        |                   |
```

X-POTION			
	Turks:Rude I [63]		
PHOENIX DOWN			
		Heavy Tank [32]	
MAIDEN'S KISS			
	Touch Me [8]		
REMEDY			
			Touch Me
HOURGLASS			
			Kimara Bug
SPIDER WEB			
		Kimara Bug [32]	
EARTH DRUM			
	Flower Prong [8]		
IMPALER			
		Touch Me [32]	
POWER SOURCE			
			Heavy Tank
FAIRY TALE			
	Turks:Reno II [63]		

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill the Flower Prong in its 1st Form.

SCREEN GROUPING 1: * Area Enc Rate:

Gongaga Jungle Entrance Screen (Turks) 48 High

Average: EXP: 242.9 AP: 25.7 GIL: 375.5 Enemy QTY: 1.95

"Fighting" Theme plays throughout forced battle.

[24.6%] Nrml Bat #1 EXP - 240 1st Row: 1x Flower Prong
Pre-Emp OFF AP - 24

```
|                        GIL - 400                                      #532 |
|                                                                              |
|  [23.2%]  Nrml Bat #2  EXP - 170     1st Row: 1x Touch Me                    |
|                        AP  - 23                                              |
|                        GIL - 180                                      #529 |
|                                                                              |
|  [20.5%]  Nrml Bat #3  EXP - 380     1st Row: 2x Kimara Bug                  |
|        Pre-Emp OFF     AP  - 38                                              |
|                        GIL - 556                                      #530 |
|                                                                              |
|  [19.1%]  Nrml Bat #4  EXP - 190     1st Row: 1x Kimara Bug                  |
|        Pre-Emp OFF     AP  - 19                                              |
|                        GIL - 278                                      #528 |
|                                                                              |
|  [12.5%]  Side Attack  EXP - 240     1st Row: 1x Flower Prong                |
|                        AP  - 24                                              |
|                        GIL - 400                                      #533 |
|                                                                              |
|         Forced Attack  EXP - 1380    1st Row: 1x Turks:Reno                  |
|       Can't Escape     AP  - 130     2nd Row: 1x Turks:Rude                  |
|                        GIL - 3500                                     #539 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 2: *                                 Area Enc Rate:

  Gongaga Jungle Exit Screen (Deathblow)              48   High

   Average:   EXP: 249.5      AP: 28.3      GIL: 327.2       Enemy QTY: 1.37

.------------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 190     1st Row: 1x Kimara Bug                  |
|        Pre-Emp OFF     AP  - 19                                              |
|                        GIL - 278                                      #528 |
|                                                                              |
|  [30.1%]  Nrml Bat #2  EXP - 170     1st Row: 1x Touch Me                    |
|                        AP  - 23                                              |
|                        GIL - 180                                      #529 |
|                                                                              |
|  [24.6%]  Nrml Bat #3  EXP - 380     1st Row: 2x Kimara Bug                  |
|        Pre-Emp OFF     AP  - 38                                              |
|                        GIL - 556                                      #530 |
|                                                                              |
|  [12.5%]  Pinc Attack  EXP - 340     1st Grp: 1x Touch Me                    |
|                        AP  - 46      2nd Grp: 1x Touch Me                    |
|                        GIL - 360                                      #531 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***    BEST                       Area Enc Rate:

  Gongaga Reactor Approach                            48   High
  Gongaga Reactor                                     48   High

   Average:   EXP: 340        AP: 45        GIL: 1300        Enemy QTY: 1

.------------------------------------------------------------------------------.
|  [87.5%]  Nrml Bat #1  EXP - 340     1st Row: 1x Heavy Tank                  |
|        Pre-Emp OFF     AP  - 45                                              |
|            Run = 2     GIL - 1300                                     #536 |
```

```
|                                                                              |
|  [12.5%]  Back Attack  EXP - 340     1st Row: 1x Heavy Tank                  |
|            Run = 3     AP  - 45                                              |
|                        GIL - 1300                                      #537  |
'------------------------------------------------------------------------------'
```

ENEMIES

NOTE - The Touch Me can also be fought here; however, I will not be duplicating that entry. You can find the Touch Me within the "Gongaga Area" listings just above.

{Turks:Reno} II

NOTE - This is the 2nd Battle with Reno in Gongaga

!! OPTIONAL BOSS !!

https://photos.app.goo.gl/Ty2TWBzGN9GaTfNQ9 | ID: 7F

Level: 22	Strength: 35	Drop: Fairy Tale [63] 100%
HP: 2000	Defence: 66	Steal: /
MP: 80	Magic: 35	Morph: /
	MDefence: 164	
EXP: 660	Dexterity: 69	
AP: 60	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 1500	Evade: 1	

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Gongaga Jungle Entrance Screen

LOOKALIKES:

Turks:Reno I
Turks:Reno III
Turks:Reno IV

No Manipulate Attacks!

Turks:Reno II's ATTACKS:

Attack 1: <Short Staff>
[15C] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 20
Base Damage: 73 HP

Attack 2: Turk Light
[370] Magical
Target: One Opponent
Element: None
Att%: 90
Power: 12
Base Damage: 256 HP

Attack 3: Electroprod	Target: One Opponent
[372] Physical	Element: Lightning
	Att%: 90
	Power: 48
	Base Damage: 117 HP
Attack 4: <(Report)>	Target: Self
[164] Physical 0 Dam	Att%: Auto Hit

Death Animation

Turks:Reno II's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

Turks:Rude has Death:

Use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle

Turks:Rude does not have Death:

1/2 Chance: Use <Short Staff> on Rnd Target
1/2 Chance: Use Turk Light on Rnd Target

COUNTER: [Bolt, Bolt2, Bolt3, Ice Crystal, Bolt Plume, Swift Bolt]

Use Electroprod on Last Mag Attacker for next turn

DEATH: Cure Self of Sleep, Poison, Silence, Haste, Slow, Regen, D. Sentence, Berserk & Manipulate
Display String: [Reno "We may be retreating, but…] [we're still victorious."]
Use <(Report)> on Self, if Turks:Rude has Death, end Battle

Notes On Turks:Reno II: (Gongaga)

The Gongaga Turks Battle is optional (along with Gongaga Village itself), and you can avoid the battle entirely if you wish. The latest you can come back to fight the Turks is just prior to the date (after obtaining the Tiny Bronco).

If you kill one of the Turks before the other, then the battle will end and you will only get the spoils for the one that you killed.

You should use Sense on them both, and regulate their health as so that the last attack kills them both (Aqualung hits for 600+ HP). Once Reno's HP has dropped below 50%, Rude will start curing him every third turn, so dispose of them quickly.

When you kill one of the Turks, the other will not flee until his ATB gauge has filled. This gives you a window opportunity to kill him before he takes his turn. If the remaining Turk flees the battle, then the string of text will *not* be displayed; if you did manage to kill the remaining Turk in that window, the string of text *will* be displayed. This is how you know that you've successfully killed him (aside from the end-of-battle reward values).

This is one of the few battles where I condone the use of Beta or Aqualung. Make sure to equip the Sprint Shoes if you obtained them from

POWER req for Overflow:

Base Damage Overflow:	159
Rnd Var Overflow 3x:	106
Rnd Var Overflow 4x:	80
Rnd Var Overflow 6x:	53

```
|  the Battle Square, or, open with a cast of Big Guard (or do both), then   |
|  smash the Turks for all you're worth!                                      |
| The Turks Boss Battle in Gongaga is one of five Boss Battles in which the  |
|  "Pre-Emp" Flag has been mistakenly enabled, meaning you have a chance of  |
|  encountering them as a Pre-Emptive Strike and can land a cheeky Back-      |
|  Attack for 4x Damage.                                                      |
| If you Kill Rude before Reno, then you will miss out on the Fairy Tale     |
|  (weapon for Aeris), and will have to buy it for 2500 from Junon on Disc 2 |
|  (you see the problem there, right?). This seven-slot Weapon has decent    |
|  Strength and you do not want to miss it.                                   |
| An oversight exists in Turks:Reno II's AI Script. The Counter Script       |
|  should only do a check for the three Attack IDs pertaining to Bolt, Bolt2 |
|  and Bolt3, however, the check does *not* look to see what the Command ID  |
|  was (as it does with the Chocobos). This is why the Ice Crystal, Bolt     |
|  Plume & Swift Bolt will also trigger the Counter script, as those Items   |
|  all share the respective IDs as the Bolt Attacks.                          |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.  NOTE - This is the 1st Battle with Rude in Gongaga
 /  {Turks:Rude} I  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/AcHdvRi7gTU92L7w7                    | ID:  80 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     23  ||   Strength:  40  ||    Drop: X-Potion  [63] 100%       |
|  HP:      2000  ||    Defence: 100  ||   Steal: /                         |
|  MP:       135  ||      Magic:  35  ||   Morph: /                         |
|                 ||   MDefence: 200  ||                                     |
|  EXP:      720  ||  Dexterity:  65  ||                                     |
|   AP:       70  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:     2000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:         |
|                                                     |                       |
| Gongaga Jungle Entrance Screen                      |  Turks:Rude II        |
|                                                     |  Turks:Rude III       |
|                                                     |  Turks:Rude IV        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Turks:Rude I's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Shoulder Attack>    Target: One Opponent                        |
|  [374]       Physical          Element: Hit                                 |
|                                   Att%: 90                                  |
|                                  Power: 48                                  |
|                             Base Damage: 204 HP                             |
|                                                                             |
|  Attack 2:  Fire                Target: One Opponent      Reflectable       |
|  [01B]       Magical           Element: Fire                                |
```

```
|                                  Att%: 100                                  |
|                                 Power: 8                                    |
|                               MP Cost: 4 MP                                 |
|                            Base Damage: 174 HP                              |
|                                                                             |
|  Attack 3:  Cure               Target: One Ally          Reflectable        |
|  [000]       Magical          Element: Restorative                          |
|              Spcl Formula        Att%: 255                                  |
|                                 Power: 5                                    |
|                               MP Cost: 5 MP                                 |
|                            Base Damage: 458 HP                              |
|                                                                             |
|  Attack 4:  Grand Spark        Target: One Opponent      Never Used         |
|  [1CD]       Magical          Element: Hit                                  |
|                                  Att%: 100                                  |
|                                 Power: 24                                   |
|                            Base Damage: 522 HP                              |
|                                                                             |
|  Attack 5: <Cover>             Target: Self              Never Used         |
|  [375]       Physical 0 Dam      Att%: Auto Hit           Animation         |
|                                                                             |
|  Attack 6: <(Report)>          Target: Self              Death Animation    |
|  [164]       Physical 0 Dam      Att%: Auto Hit                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Turks:Rude I's BATTLE PLAN:                                               |
|                                                                             |
|  SETUP: Disable default Death handling                                      |
|                                                                             |
|                                                                             |
|  Turks:Reno has Death:                                                      |
|                                                                             |
|   Use <(Report)> on Self, remove Self from Battle, leave no rewards, end    |
|    Battle                                                                   |
|                                                                             |
|                                                                             |
|  Turks:Reno does not have Death:                                            |
|                                                                             |
|   PHASE 1: (Repeats)                                                        |
|                                                                             |
|    Turks:Rude I's HP >= 50%:                                                |
|                                                                             |
|     1/3 Chance: Use Fire on Rnd Target; If Turks:Rude I's MP < 4, OR        |
|                  Target selected is Tifa, move onto remaining 2/3 chance    |
|                                                                             |
|     2/3 Chance: Use <Shoulder Attack> on Rnd Target; If Target selected is  |
|                  Tifa:                                                      |
|                 1/3 Chance: Skip a turn, Display String: [Rude "……"]        |
|                 2/3 Chance: Use <Shoulder Attack> on Tifa                   |
|                                                                             |
|                                                                             |
|   PHASE 2: (Repeats)                                                        |
|                                                                             |
|    Turks:Rude I's HP < 50%:                                                 |
|                                                                             |
|     1ST ATTACK:                                                             |
|                                                                             |
|      1/3 Chance: Use Fire on Rnd Target; If Turks:Rude I's MP < 4, OR       |
|                   Target selected is Tifa, move onto remaining 2/3 chance   |
|                                                                             |
|      2/3 Chance: Use <Shoulder Attack> on Rnd Target; If Target selected    |
```

```
|                   is Tifa:                                                  |
|                  1/3 Chance: Skip a turn, Display String: [Rude "……"]       |
|                  2/3 Chance: Use <Shoulder Attack> on Tifa                  |
|                                                                             |
|                                                                             |
|     2ND ATTACK: Same as 1st Attack                                          |
|                                                                             |
|     3RD ATTACK: Use Cure on Turks:Reno; If Turks:Rude I's MP < 5, jump to   |
|                  1st Attack                                                 |
|                                                                             |
|                                                                             |
|  DEATH: Cure Self of Sleep, Poison, Silence, Haste, Slow, Regen,            |
|          D. Sentence, Berserk & Manipulate                                  |
|         Display String: [Rude "……"]                                         |
|         Use <(Report)> on Self, if Turks:Reno has Death, end Battle         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Rude I: (Gongaga)           |   POWER req for Overflow:    |
|                                              |                              |
| The Gongaga Turks Battle is optional (along  |  Base Damage Overflow: 172   |
|  with Gongaga Village itself), and you can   |  Rnd Var Overflow  3x: 115   |
|  avoid the battle entirely if you wish. The  |  Rnd Var Overflow  4x:  86   |
|  latest you can come back to fight the Turks |  Rnd Var Overflow  6x:  58   |
|  is just prior to the date (after obtaining  o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   the Tiny Bronco).                                                         |
| If you kill one of the Turks before the other, then the battle will end     |
|  and you will only get the spoils for the one that you killed.              |
| You should use Sense on them both, and regulate their health as so that     |
|  the last attack kills them both (Aqualung hits for 600+ HP). Once Reno's   |
|  HP has dropped below 50%, Rude will start curing him every third turn, so  |
|  dispose of them quickly.                                                   |
| When you kill one of the Turks, the other will not flee until his ATB       |
|  gauge has filled. This gives you a window opportunity to kill him before   |
|  he takes his turn. If the remaining Turk flees the battle, then the        |
|  string of text will *not* be displayed; if you did manage to kill the      |
|  remaining Turk in that window, the string of text *will* be displayed.     |
|  This is how you know that you've successfully killed him (aside from the   |
|  end-of-battle reward values).                                              |
| This is one of the few battles where I condone the use of Beta or           |
|  Aqualung. Make sure to equip the Sprint Shoes if you obtained them from    |
|  the Battle Square, or, open with a cast of Big Guard (or do both), then    |
|  smash the Turks for all you're worth!                                      |
| The Turks Boss Battle in Gongaga is one of five Boss Battles in which the   |
|  "Pre-Emp" Flag has been mistakenly enabled, meaning you have a chance of   |
|  encountering them as a Pre-Emptive Strike and can land a cheeky Back-      |
|  Attack for 4x Damage.                                                      |
| Of the two Turks, Rude's attacks will hit harder than Reno's, plus he has   |
|  higher MDefence so your Magic attacks will not hit for as much damage. On  |
|  top of that, he will start using Cure on Reno when his HP drops below      |
|  50%, so be mindful of Rude more so than Reno.                              |
| It appears that Rude may have a crush on Tifa, as he will refrain from      |
|  attacking her as often as the other characters.                            |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .----------------.
 /  {Flower Prong}  \  NOTE - This is the Flower Prong in its 1st Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/aAM7jXahG4nHGcxt9                    | ID:  79 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  40  ||    Drop: Earth Drum  [8] 14.06%     |
```

```
|  HP:       550  ||    Defence:  58  ||   Steal: /                          |
|  MP:        68  ||      Magic:  30  ||   Morph: /                          |
|                 ||   MDefence: 200  ||                                      |
|  EXP:      240  ||  Dexterity:  68  ||                                      |
|   AP:       24  ||       Luck:   0  || Back Damage: Normal (2x Damage)      |
|  GIL:      400  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [Double]       |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Gongaga Jungle Entrance Screen (Turks)              37% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Flower Prong's ATTACKS: (1st Form)  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Bio2                Target: One Opponent      Reflectable     |
|  [028]       Magical           Element: Poison            Inflict Status: |
|                                   Att%: 100                Poison (47%)   |
|                                  Power: 21                                |
|                                 MP Cost: 36 MP                            |
|                               Base Damage: 385 HP                         |
|                                                                           |
|  Attack 2:  Drain               Target: One Opponent      Never Used      |
|  [14D]       Magical           Element: None              Drains MP       |
|                                   Att%: 255                               |
|                                  Power: 6                                 |
|                                 MP Cost: 1 MP                             |
|                               Base Damage: 110 MP                         |
|                                                                           |
|  Attack 3:  Energy Siphon       Target: One Opponent      Never Used      |
|  [200]       Magical           Element: None              Drains MP       |
|              % Based              Att%: 255                               |
|                                  Power: 28                                |
|                               Base Damage: 87.5% Current MP               |
|                                                                           |
|  Attack 4: <Change>             Target: Self              Transformation  |
|  [201]       Physical 0 Dam       Att%: Auto Hit           To 2nd Form     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Flower Prong 1st Form's BATTLE PLAN: (Repeats)                          |
|                                                                           |
|  SETUP: Disable default Death Handling                                    |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use Bio2 on Rnd Target without Poison; If Flower Prong's     |
|               MP < 36, OR all Targets have Poison, skip a turn            |
|                                                                           |
|  2ND ATTACK: Skip a turn                                                  |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
```

```
|                                                                                |
|   Flower Prong's HP > 70%: Do nothing                                          |
|                                                                                |
|   Flower Prong's HP <=70%: Use <Change> on Self, transform to 2nd Form,        |
|                            leave no rewards                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Flower Prong: (1st Form)          |   POWER req for Overflow:       |
|                                              |                                 |
| Flower Prong is found in Battle Square:      |  Base Damage Overflow: 156      |
|  Set - 2 (After Tiny Bronco)   Battle - 3    |  Rnd Var Overflow  3x: 104      |
|                                              |  Rnd Var Overflow  4x:  78      |
| Unlike other enemies that transform into     |  Rnd Var Overflow  6x:  52      |
|  other version of themselves, the Flower     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Prong will *not* transfer over its                                            |
|  remaining HP when it transforms (which it will do once its HP drops to        |
|  below 70%).                                                                   |
| Of the three Flower Prongs, the 1st Form gives you the highest amount of       |
|  spoils. If you are able to, try to deliver 550 in one hit; one blast of       |
|  Fire2 from Cloud should be enough to kill it in one. It also has the          |
|  lowest Strength, Magic and MDefence (they all have the same HP).              |
| Once the Flower Prong 1st Form has used Bio2 once, it will not have enough     |
|  MP to cast it a second time. It will then sit there idle until it             |
|  transforms or is killed.                                                      |
| The Flower Prong is one of the few enemies in the game that take Double        |
|  Damage from the Earth Element; now would be a perfect time to equip your      |
|  new Titan Materia to Elemental on the weapon of the Character with the        |
|  Champion Belt/Power Wrist.                                                    |
| The Flower Prong cannot be Back-Attacked, but it can be Side-Attacked.         |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.
 /  {Flower Prong}  \  NOTE - This is the Flower Prong in its 2nd Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/8cR97j7UV5DCSqxJ6                     | ID:  7A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  42  ||    Drop: Earth Drum  [8] 14.06%     |
|  HP:       550  ||    Defence:  58  ||   Steal: /                          |
|  MP:        68  ||      Magic:  38  ||   Morph: /                          |
|                 ||   MDefence: 250  ||                                      |
|  EXP:      220  ||  Dexterity:  68  ||                                      |
|   AP:       22  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      350  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [Double]       |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [Absorb]       |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:          |
|                                                      |                        |
| Gongaga Jungle Entrance Screen (Turks)          37% |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
```

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|   Flower Prong's ATTACKS: (2nd Form)  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                           |
|  Attack 1:  Seed Bullet         Target: One Opponent      Can't Cover                     |
|  [202]       Physical          Element: Shoot                                           |
|                                   Att%: 100                                             |
|                                  Power: 16                                              |
|                              Base Damage: 66 HP                                         |
|                                                                                           |
|  Attack 2:  Energy Siphon       Target: One Opponent      Never Used                      |
|  [200]       Magical           Element: None              Drains MP                      |
|              % Based              Att%: 255                                             |
|                                  Power: 28                                              |
|                              Base Damage: 87.5% Current MP                              |
|                                                                                           |
|  Attack 3: <Change>             Target: Self              Transformation                  |
|  [201]       Physical 0 Dam       Att%: Auto Hit            To 3rd Form                  |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Flower Prong 2nd Form's BATTLE PLAN: (Repeats)                                          |
|                                                                                           |
|  1ST ATTACK: Use Seed Bullet on Target with Highest Current HP                            |
|  2ND ATTACK: Skip a turn                                                                  |
|                                                                                           |
|                                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                                              |
|                                                                                           |
|   Flower Prong's HP > 70%: Do nothing                                                     |
|                                                                                           |
|   Flower Prong's HP <=70%: Use <Change> on Self, transform to 3rd Form,                   |
|                             leave no rewards                                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Flower Prong: (2nd Form)          |   POWER req for Overflow:                  |
|                                              |                                            |
| Flower Prong is found in Battle Square:      |  Base Damage Overflow: 156                 |
|  Set - 2 (After Tiny Bronco)   Battle - 3    |  Rnd Var Overflow  3x: 104                 |
|                                              |  Rnd Var Overflow  4x:  78                 |
| You will only encounter the Flower Prong in  |  Rnd Var Overflow  6x:  52                 |
|  its 2nd Form once the 1st Form Flower Prong o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  has had its HP dropped to below 70%.                                                     |
| Unlike other enemies that transform into other version of themselves, the                 |
|  Flower Prong will *not* transfer over its remaining HP when it transforms                |
|  (which it will do once its HP drops below 70%).                                          |
| Of the three Flower Prongs, the 2nd Form is the least intimidating. It                    |
|  will only use its weak attack every other turn. As with the first Flower                 |
|  Prong, try to take the 2nd Form out in one hit to gain slightly more                     |
|  EXP/AP/Gil, and also to save from having to fight the 3rd (hardest)                      |
|  Flower Prong.                                                                            |
| The Flower Prong 2nd Form has slight higher Strength, Magic and MDefence                  |
|  than the first, however, Cloud should still be strong enough to kill it                  |
|  with one blast of Fire2.                                                                 |
| The Flower Prong is one of the few enemies in the game that take Double                   |
|  Damage from the Earth Element; now would be a perfect time to equip your                 |
|  new Titan Materia to Elemental on the weapon of the Character with the                   |
|  Champion Belt/Power Wrist.                                                               |
| The Flower Prong cannot be Back-Attacked, but it can be Side-Attacked.                    |
\                                                                                           /
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 /  {Flower Prong}  \  NOTE - This is the Flower Prong in its 3rd Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
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| https://photos.app.goo.gl/kUdECpQB4s21mpAz8 | ID: 7B |

Level: 19	Strength: 44	Drop: Earth Drum [8] 14.06%
HP: 550	Defence: 58	Steal: /
MP: 68	Magic: 46	Morph: /
	MDefence: 300	
EXP: 200	Dexterity: 68	
AP: 20	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 300	Evade: 1	

Fire [Double]	Death [VUL]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [Double]	Confusion [-]	Darkness [VUL]
Poison [Absorb]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS: | APPEARANCE RATE: | LOOKALIKES:

Gongaga Jungle Entrance Screen (Turks) 37%

No Manipulate Attacks!

Flower Prong's ATTACKS: (3rd Form)

Attack 1: W Laser
[203] Magical % Based
Target: One Opponent
Element: Shoot
Att%: 98
Power: 30
Base Damage: 93.75% Current HP

Attack 2: Pollen
[204] Physical
Target: All Opponents
Element: None
Att%: 130
Power: 12
Base Damage: 52 HP
Split Damage*
Status Inflict: Sleep (52%)

Attack 3: Bio2
[028] Magical
Target: One Opponent
Element: Poison
Att%: 100
Power: 21
MP Cost: 36 MP
Base Damage: 511 HP
Reflectable
Status Inflict: Poison (47%)

Flower Prong 3rd Form's BATTLE PLAN: (Repeats)

OPENING ATTACK: Use Pollen on All Target

THEREAFTER: 1/8 Chance use Bio2 on Rnd Target; If Flower Prong's MP < 36, use W Laser on Target with Highest Current HP
7/8 Chance use W Laser on Target with Highest Current HP

Notes On Flower Prong: (3rd Form)

Flower Prong is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 3

POWER req for Overflow:

Base Damage Overflow: 156
Rnd Var Overflow 3x: 104
Rnd Var Overflow 4x: 78

You will only encounter the Flower Prong in its 3rd Form once the 2nd Form Flower Prong has had its HP dropped to below 70%.	Rnd Var Overflow 6x: 52
The Attack Pollen is subject to Split Damage for the damage calculations; however, the Status inflicted via Pollen is *not* subject to Split Damage.	
Of the three Flower Prongs, the 3rd Form is the most formidable, although, it still does not present a great threat to you. It can only use Bio2 once before it runs out of MP, at which point it will only use % based attacks which targets your *current* HP (not max HP). This means W Laser can never kill you; if your HP drops to 1, W Laser will deal 0 HP.	
The Flower Prong 3rd Form has the highest Strength, Magic and MDefence, but also gives the lowest amount of EXP/AP/Gil (only marginally).	
The Flower Prong is one of the few enemies in the game that take Double Damage from the Earth Element; now would be a perfect time to equip your new Titan Materia to Elemental on the weapon of the Character with the Champion Belt/Power Wrist.	
The Flower Prong cannot be Back-Attacked, but it can be Side-Attacked.	

{Kimara Bug}

https://photos.app.goo.gl/Ssoknzeb2jeGyL5w8 | ID: 7D

Level:	19	Strength:	37	Drop: Hi-Potion [8]	14.06%
HP:	700	Defence:	40	Steal: Spider Web [32]	40.63%
MP:	25	Magic:	5	Morph: Hourglass	
		MDefence:	180		
EXP:	190	Dexterity:	61		
AP:	19	Luck:	0		
GIL:	278	Evade:	1		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gongaga Jungle Entrance Screen (Turks)	40%	
Gongaga Jungle Exit Screen (Deathblow)	57%	

Kimara Bug's ATTACKS:

- Manip Attack 1: Butterfly Attack
- Manip Attack 2: Stop Web
- Manip Attack 3: Spider Attack

Attack 1: Butterfly Attack [208] Physical — Target: One Opponent — Element: Cut — Att%: 100 — Power: 16 — Base Damage: 58 HP — Berserk Attack

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|  Attack 2:  Stop Web            Target: One Opponent      Status Inflict:  |
|  [209]       Magical 0 Dam     Element: Shoot              Stop (100%)     |
|                                   Att%: 100                                |
|                                 MP Cost: 5 MP                              |
|                                                                            |
|  Attack 3:  Spider Attack       Target: One Opponent      Can't Cover      |
|  [20A]       Physical          Element: Cut                                |
|                                   Att%: 255                                |
|                                  Power: 34                                 |
|                             Base Damage: 123 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Kimara Bug's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  At least one Target without Stop:                                         |
|                                                                            |
|   1/2 Chance: Use Butterfly Attack on Rnd Target                           |
|   1/2 Chance: Use Stop Web on Rnd Target                                   |
|                                                                            |
|                                                                            |
|  All Targets with Stop:                                                    |
|                                                                            |
|   1/2 Chance: Use Spider Attack on Rnd Target                              |
|   1/2 Chance: Use Butterfly Attack on Rnd Target                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Kimara Bug:                        |   POWER req for Overflow:    |
|                                               |                              |
| Kimara Bug is found in Battle Square:         |  Base Damage Overflow: 150   |
|  Set - 2 (After Tiny Bronco)   Battle - 3     |  Rnd Var Overflow  3x: 100   |
|                                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The hardest thing about the Kimara Bug is                                  |
|  its moderately High HP. It will only use its stronger Spider Attack       |
|  'attack' if all players are inflicted with Stop, which shouldn't happen   |
|  if you have obtained White Wind (cures most negative Statuses).           |
| While Stop can be frustrating, the Kimara Bug can only use it five times   |
|  before it runs out of MP, at which point the "skill power is used up"     |
|  text string will be displayed every time it tries to use that Attack.     |
| If you didn't acquire any Spider Webs from the Grashtrike in Midgar Sector |
|  4 earlier on, then the Kimara Bug is the only other enemy in the game to  |
|  carry them, so you should aim to get a few. They cast Slow on all         |
|  opponents, although, you do currently have access to the Time Materia     |
|  from Gongaga, which you should put on your Weapon as soon as you get      |
|  your hands on the Added Effect Materia! A Lv 23 Cloud would have a 45.31% |
|  chance of stealing from the Kimara Bug.                                   |
| The Hourglass casts Stop on all opponents, and while it isn't the most     |
|  useful of items to collect, it can be quite hard to obtain. The only      |
|  other enemy in the game to carry the Hourglass is the Edgehead, and the   |
|  chances of getting it as a drop from them are 10.39%. Because of this you |
|  should consider coming back to Gongaga once you have the Morph Materia    |
|  from the Temple of The Ancients if you intend to obtain one of every      |
|  item. Your Morph Damage will only be around 60 HP at that point, so       |
|  attack it once normally before trying to Morph it.                        |
| The Kimara Bug cannot be Back-Attacked or Side-Attacked, meaning that one  |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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 /  {Heavy Tank}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/s49288TyzjZ3BQGHA                  | ID:  7E |
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Level: 21	Strength: 49	Drop: Hi-Potion [8] 14.06%
HP: 1600	Defence: 34	Steal: Phoenix Down [32] 40.63%
MP: 25	Magic: 37	Morph: Power Source
	MDefence: 90	
EXP: 340	Dexterity: 68	
AP: 45	Luck: 0	
GIL: 1300	Evade: 1	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gongaga Reactor Approach	100%	
Gongaga Reactor	100%	

Heavy Tank's ATTACKS:

- Manip Attack 1: Charge
- Manip Attack 2: Wheelie Attack
- Manip Attack 3: Big Spiral

Attack 1: <Charge> [20B] Physical
Target: One Opponent
Element: Hit
Att%: 80
Power: 24
Base Damage: 169 HP
Berserk Attack

Attack 2: Wheelie Attack [20C] Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 24
Base Damage: 169 HP

Attack 3: Big Spiral [20D] Physical
Target: All Opponents
Element: Hit
Att%: 110
Power: 24
Base Damage: 169 HP
Split Damage

Heavy Tank's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack (<Charge>)
1/4 Chance start from 2nd Attack (<Charge>)
1/4 Chance start from 3rd Attack (Wheelie Attack)
1/4 Chance start from 4th Attack (Big Spiral)

*If Target has Death, do nothing

Heavy Tank's HP > 75%: X Chance = 8
Heavy Tank's HP <= 75%: X Chance = 4
Heavy Tank's HP <= 50%: X Chance = 3

```
|    Heavy Tank's HP <= 25%: X Chance = 2                                  |
|                                                                          |
|                                                                          |
|  1ST ATTACK: 1/X Chance use <Charge> on 2nd Target*                      |
|   Follow-Up: 1/X Chance use <Charge> on 1st Target*                      |
|   Follow-Up: 1/X Chance use <Charge> on 3rd Target*                      |
|                                                                          |
|   Follow-Up: If all three chances to use <Charge> failed, use <Charge> on |
|              Rnd Target                                                  |
|                                                                          |
|                                                                          |
|  2ND ATTACK: Same as 1st Attack                                          |
|                                                                          |
|                                                                          |
|  3RD ATTACK: 1/X Chance use Wheelie Attack on 2nd Target*                |
|   Follow-Up: 1/X Chance use Wheelie Attack on 1st Target*                |
|   Follow-Up: 1/X Chance use Wheelie Attack on 3rd Target*                |
|                                                                          |
|   Follow-Up: If all three chances to use Wheelie Attack failed, use      |
|              Wheelie Attack on Rnd Target                                |
|                                                                          |
|                                                                          |
|  4TH ATTACK: 1/X Chance use Big Spiral on All Targets                    |
|   Follow-Up: 1/X Chance use Big Spiral on All Targets                    |
|   Follow-Up: 1/X Chance use Big Spiral on All Targets                    |
|                                                                          |
|   Follow-Up: If all three chances to use Big Spiral failed, use Big Spiral |
|              on All Targets                                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Heavy Tank:                    |   POWER req for Overflow:    |
|                                           |                              |
| Heavy Tank is found in Battle Square:     |  Base Damage Overflow: 148   |
|  Set - 2 (After Tiny Bronco)   Battle - 3 |  Rnd Var Overflow  3x:  99   |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Heavy Tank has only 400 less HP than the                             |
|  two Turks you will have just faced, which makes this foe one of the more |
|  powerful randomly encountered enemies. The more HP you drain, the greater |
|  the chance it'll have of using its attacks in succession, so be on guard! |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,  |
|  central, and left-most characters, respectively.                        |
| All the Heavy Tank's attacks have the same Base Damage value, just bear in |
|  mind that Big Spiral uses Split Damage, which means it will hit for 66% |
|  of its normal damage. The main difference between each attack is the    |
|  Att%.                                                                   |
| If you wanted to boost you gil values, then the Heavy Tank would be the  |
|  enemy to enemy to do it with on your first encounter. With each battle  |
|  yielding 1300 gil, you won't see this type of a payout again until you  |
|  reach Mt. Nibel.                                                        |
| The Heavy Tank is a great way to become OP early on in the game. Come back |
|  to Gongaga once you have the Morph Materia from the Temple of The       |
|  Ancients to farm some Power Sources; their 100% encounter rate makes them |
|  preferable to grind against than the Screamer in Mt. Nibel. Your Morph  |
|  Damage will only be approximately 60 HP, so use Sense and be sure to    |
|  regulate its HP accordingly.                                            |
| The Heavy Tank cannot be Back-Attacked or Side-Attacked, meaning that one |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.          |
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||                 {Cosmo Area}                ||
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::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                             Training Rating:  ||
||                                                                            ||
||  Cosmo Area Grass                                      *                   ||
||  Cosmo Area Canyon                                     ***    BEST         ||
||  Cosmo Area Dirt                                       ***                 ||
||  Cosmo Area Beach                                      **                  ||
\|                                                                            |/
 \                                                                            /
  |      Enemies:                                                            |
  |                                                                          |
  |      Grand Horn                                                          |
  |      Gagighandi                                                          |
  |  L4  Skeeskee                                                            |
  |      Griffin                                                             |
  |  L4  Golem                                                               |
  |  L4  Desert Sahagin                                                      |
  |      Bagrisk                                                             |
  |  L4  Crown Lance                                                         |
  \                                                                          /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                             ]
 [                                                                           ]
 [         Fire - Crown Lance       - Double                                 ]
 [          Ice - Desert Sahagin    - Double                                 ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                             ]
 [                                                                           ]
 [    Lightning - Crown Lance       - Absorb                                 ]
 [        Water - Desert Sahagin    - Absorb                                 ]
 [                                                                           ]
 [        Earth - Crown Lance       - Nullify                                ]
 [                                                                           ]
 [         Fire - Desert Sahagin    - Halve                                  ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                          ]
 [                                                                           ]
 [    Lightning - Crown Lance       - Bolt                                   ]
 [        Earth - Grand Horn        - Grand Punch                            ]
 [        Earth - Desert Sahagin    - Sandgun (0 Damage)                     ]
 [        Earth - Bagrisk           - Quake2                                 ]
 [                                                                           ]
 [          Hit - Grand Horn        - Punch                                  ]
 [          Hit - Gagighandi        - Claw                                   ]
 [          Hit - Golem             - Golem Punch                            ]
 [          Hit - Golem             - Megaton Punch                          ]
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[          Hit - Bagrisk          - Tail                                  ]
[        Punch - Skeeskee         - Beak                                  ]
[        Punch - Griffin          - Claw                                  ]
[        Punch - Desert Sahagin   - Harpoon                               ]
[        Punch - Crown Lance      - Claw                                  ]
[        Punch - Crown Lance      - Deadly Needles                        ]
[        Shoot - Golem            - Finger Shot                           ]
[        Shout - Skeeskee         - Rage Bomber                           ]
[       Hidden - Gagighandi       - Stone Stare (0 Damage)                ]
[       Hidden - Bagrisk          - Stone Strike (0 Damage)               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                        ]
[                                                                        ]
[        Sleep - Crown Lance      - Sleepel         (71%  Inflict)       ]
[    Slow-numb - Gagighandi       - Stone Stare     (100% Inflict)       ]
[      Petrify - Bagrisk          - Stone Strike    (100% Inflict)       ]
[      Petrify - Crown Lance      - Deadly Needles  (100% Inflict)       ]
[     Darkness - Desert Sahagin   - Sandgun         (47%  Inflict)       ]
[         Fury - Skeeskee         - Rage Bomber     (71%  Inflict)       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                             ]
[                                                                        ]
[   Death, Poison, Silence, Slow, Petrify, D. Sentence                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Desert Sahagin [8]	Desert Sahagin [32]	
HI-POTION	Grand Horn [8]		Grand Horn
	Golem [8]		
	Crown Lance [8]		
TURBO ETHER	[8]	Golem [8]	
PHOENIX DOWN	Griffin [63]	Griffin [32]	Griffin
SOFT	Gagighandi [8]	Gagighandi [32]	
	Bagrisk [8]	Bagrisk [32]	
		Bagrisk [32]	
HYPER	Skeeskee [8]		Skeeskee

TRANQUILIZER			
	Skeeskee [32]		
REMEDY			
		Gagighandi	
		Bagrisk	
DREAM POWDER			
		Crown Lance	
WAR GONG			
	Grand Horn [8]		
FIRE VEIL			
		Desert Sahagin	
VAGYRISK CLAW			
	Bagrisk [8]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Cosmo Area Grass 32 Medium

Average: EXP: 299.3 AP: 27.6 GIL: 391.1 Enemy QTY: 1.69

The same Encounters can be found in Gongaga Area Grass.

[30.5%]	Nrml Bat #1	EXP - 180 AP - 15 GIL - 240	1st Row: 1x Grand Horn	#108
[29.1%]	Nrml Bat #2	EXP - 346 AP - 36 GIL - 440	1st Row: 2x Gagighandi	#109
[29.1%]	Nrml Bat #3	EXP - 360 AP - 30 GIL - 480	1st Row: 2x Grand Horn	#110
[5.86%]	Back Attack Run = 2	EXP - 180 AP - 15 GIL - 240	1st Row: 1x Grand Horn	#111
[5.52%]	Pinc Attack	EXP - 519 AP - 54 GIL - 660	1st Grp: 2x Gagighandi 2nd Grp: 1x Gagighandi	#112

```
'-------------------------------------------------------------------------'

 SCREEN GROUPING 2: ***    BEST                          Area Enc Rate:

  Cosmo Area Canyon                                     32   Medium

   Average:   EXP: 533.3      AP: 50.3      GIL: 634.8       Enemy QTY: 2.29

.-------------------------------------------------------------------------.
|  [12.9%]  Nrml Bat #1  EXP - 666     1st Row: 2x Skeeskee               |
|                        AP  - 66      2nd Row: 1x Skeeskee               |
|                        GIL - 666                                  #124 |
|                                                                         |
|  [12.9%]  Nrml Bat #2  EXP - 260     1st Row: 1x Griffin                |
|        Pre-Emp OFF     AP  - 25                                         |
|                        GIL - 350                                  #125 |
|                                                                         |
|  [12.9%]  Nrml Bat #3  EXP - 300     1st Row: 1x Golem                  |
|        Pre-Emp OFF     AP  - 22                                         |
|                        GIL - 500                                  #126 |
|                                                                         |
|  [12.9%]  Nrml Bat #4  EXP - 704     1st Row: 2x Skeeskee               |
|                        AP  - 69      2nd Row: 1x Griffin                |
|                        GIL - 794                                  #127 |
|                                                                         |
|  [11.8%]  Nrml Bat #5  EXP - 690     1st Row: 1x Desert Sahagin         |
|                        AP  - 63      2nd Row: 2x Desert Sahagin         |
|                        GIL - 900                                  #128 |
|                                                                         |
|  [11.8%]  Nrml Bat #6  EXP - 460     1st Row: 2x Desert Sahagin         |
|                        AP  - 42                                         |
|                        GIL - 600                                  #129 |
|                                                                         |
|  [2.93%]  Back Att #1  EXP - 460     1st Row: 2x Desert Sahagin         |
|            Run = 2     AP  - 42                                         |
|                        GIL - 600                                  #130 |
|                                                                         |
|  [2.93%]  Back Att #2  EXP - 666     1st Row: 3x Skeeskee               |
|            Run = 2     AP  - 66                                         |
|                        GIL - 666                                  #131 |
|                                                                         |
|  [13.8%]  Side Attack  EXP - 666     1st Row: 3x Skeeskee               |
|                        AP  - 66                                         |
|                        GIL - 666                                  #132 |
|                                                                         |
|  [5.05%]  Pinc Attack  EXP - 460     1st Grp: 1x Desert Sahagin         |
|                        AP  - 42      2nd Grp: 1x Desert Sahagin         |
|                        GIL - 600                                  #133 |
'-------------------------------------------------------------------------'

 SCREEN GROUPING 3: ***                                 Area Enc Rate:

  Cosmo Area Dirt                                       20   High

   Average:   EXP: 511.4      AP: 57.3      GIL: 622.2       Enemy QTY: 2.13

  The Dirt area is the area just past Cosmo Canyon without the 'Canyon'
   sunset effect.
```

```
.-------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 720     1st Row: 2x Bagrisk                |
|                        AP  - 90      2nd Row: 1x Bagrisk                |
|                        GIL - 825                                #120 |
|                                                                         |
|  [29.0%]  Nrml Bat #2  EXP - 260     1st Row: 1x Griffin                |
|        Pre-Emp OFF     AP  - 25                                         |
|                        GIL - 350                                #121 |
|                                                                         |
|  [29.0%]  Nrml Bat #3  EXP - 460     1st Row: 1x Desert Sahagin         |
|                        AP  - 42      2nd Row: 1x Desert Sahagin         |
|                        GIL - 600                                #122 |
|                                                                         |
|  [11.7%]  Back Attack  EXP - 720     1st Row: 3x Bagrisk                |
|            Run = 2     AP  - 90                                         |
|                        GIL - 825                                #123 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4: **                                Area Enc Rate:

  Cosmo Area Beach                                    64   Low

   Average:   EXP: 450        AP: 46        GIL: 800         Enemy QTY: 2

  The same Encounters can be found in Nibel Beach and Rocket Launch Pad Beach.
.-------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 450     1st Row: 1x Crown Lance            |
|                        AP  - 46      2nd Row: 1x Crown Lance            |
|                        GIL - 800                                #134 |
|                                                                         |
|  [29.0%]  Nrml Bat #2  EXP - 675     1st Row: 1x Crown Lance            |
|                        AP  - 69      2nd Row: 2x Crown Lance            |
|                        GIL - 1200                               #135 |
|                                                                         |
|  [29.0%]  Nrml Bat #3  EXP - 225     1st Row: 1x Crown Lance            |
|                        AP  - 23                                         |
|                        GIL - 400                                #136 |
|                                                                         |
|  [11.7%]  Pinc Attack  EXP - 450     1st Grp: 1x Crown Lance            |
|                        AP  - 46      2nd Grp: 1x Crown Lance            |
|                        GIL - 800                                #137 |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The Grand Horn and Gagighandi can also be fought here; however, I will
        not be duplicating their entries. You can find those enemies within
        the "Gongaga Area" listings further above.

  .------------.
 /  {Skeeskee}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/LSj5vEBLsPfdTB4b7                  | ID:  81 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     20  ||   Strength:  45  ||    Drop: Hyper         [8]  14.06%  |
|  HP:       540  ||    Defence:  40  ||   Steal: Tranquilizer  [32] 40.63%  |
```

MP: 0	Magic: 33	Morph: Hyper
	MDefence: 120	
EXP: 222	Dexterity: 55	
AP: 22	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 222	Evade: 1	Susceptible to L4 Suicide

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Cosmo Area Canyon	43%	Shake
		Headbomber

Skeeskee's ATTACKS:

Manip Attack 1: Beak
Manip Attack 2: Rage Bomber

Attack 1: <Beak> [1C5] Physical — Berserk Attack
Target: One Opponent
Element: Punch
Att%: 103
Power: 16
Base Damage: 101 HP

Attack 2: Rage Bomber [20E] Physical — Status Inflict: Fury (71%)
Target: One Opponent
Element: Shout
Att%: 75
Power: 40
Base Damage: 252 HP

Skeeskee's BATTLE PLAN: (Repeats)

Skeeskee does not have Poison: Use <Beak> on Rnd Target

Skeeskee has Poison: 1/2 Chance use <Beak> on Rnd Target
1/2 Chance Rage Bomber on Rnd Target

COUNTER: [All Physical and Magical Attacks]

Skeeskee's HP > 50%: Do nothing

Skeeskee's HP <= 50%: Use Rage Bomber on Last Attacker

Notes On Skeeskee:

Skeeskee is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 4
Set - 2 (After Tiny Bronco) Battle - 5

The Skeeskee are not a difficult enemy.
They can inflict you with Fury, which isn't

POWER req for Overflow:

Base Damage Overflow:	150
Rnd Var Overflow 3x:	100
Rnd Var Overflow 4x:	75
Rnd Var Overflow 6x:	50

```
|  the worst Status to be inflicted with (helps for Limit Levelling). You    |
|  should have enough gil by now to be able to afford to stock up on         |
|  Tranquilizers, however, if you did want to steal some then a Lv 23 Cloud  |
|  would have a 43.75% chance of stealing from the Skeeskee.                 |
| Rage Bomber will only be if the Skeeskee is Poisoned, or as a counter once |
|  its HP drops to below 50%. You will likely need to use Matra Magic three  |
|  times to kill them.                                                       |
\                                                                            /
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  .-----------.
 /  {Griffin}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/TspCwTN4e9bRsFgT9                  | ID:  82 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     21  ||   Strength:  45  ||    Drop: Phoenix Down  [63] 100%    |
|  HP:       760  ||    Defence:  42  ||   Steal: Phoenix Down  [32] 40.63%  |
|  MP:        40  ||      Magic:  35  ||   Morph: Phoenix Down                |
|                 ||   MDefence: 160  ||                                     |
|  EXP:      260  ||  Dexterity:  58  ||                                     |
|   AP:       25  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      350  ||      Evade:   1* || Flying Enemy (Stage 2 Only)         |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Cosmo Area Canyon                              26% |  Hippogriff           |
| Cosmo Area Dirt                                29% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!              |
|   Griffin's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Claw>              Target: One Opponent                        |
|  [20F]       Physical         Element: Punch                              |
|  [211]                           Att%: 130                                 |
|                                 Power: 16                                  |
|                           Base Damage: 103 HP                              |
|                                                                            |
|  Attack 2:  Peacock            Target: All Opponents     Attacks MP        |
|  [210]       Magical           Element: None             No Split Damage   |
|  [212]                           Att%: 140                                 |
|                                 Power: 4                                   |
|                                MP Cost: 8 MP                               |
|                           Base Damage: 84 MP                               |
|                                                                            |
|  Attack 3: <[No Name]>         Target: Self              Transformation    |
|  [11F]       Physical 0 Dam      Att%: Auto Hit           To Stage 2        |
|                                                                            |
|  Attack 4: <[No Name]>         Target: Self              Transformation    |
|  [120]       Physical 0 Dam      Att%: Auto Hit           To Stage 1        |
```

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| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Griffin's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
|  STAGE 1: (Ground)                                                          |
|                                                                             |
|   The first time the Griffin is in Stage 1 at the start of the Battle, it  |
|    will skip out the Opening Attack. The Opening Attack is only considered |
|    just after it has changed forms.                                         |
|                                                                             |
|                                                                             |
|   OPENING ATTACK: 1/2 Chance use <Claw> on Rnd Target                      |
|                   1/2 Chance use Peacock on All Targets                    |
|                                                                             |
|   THEREAFTER: 1/2 Chance use <Claw> on Rnd Target                          |
|               1/4 Chance use Peacock on All Targets                        |
|               1/4 Chance use <[No Name]> on Self, transform to Stage 2     |
|                          Set Evade to 31                                   |
|                                                                             |
|                                                                             |
|  STAGE 2: (Flying - Row 16)                                                 |
|                                                                             |
|   OPENING ATTACK: 1/4 Chance use <Claw> on Rnd Target                      |
|                   3/4 Chance use Peacock on All Targets                    |
|                                                                             |
|   THEREAFTER: 1/2 Chance use Peacock on All Targets                        |
|               1/4 Chance use <Claw> on Rnd Target                          |
|               1/4 Chance use <[No Name]> on Self, transform to Stage 1     |
|                          Set Evade back to 1                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Griffin:                          |   POWER req for Overflow:   |
|                                              |                             |
| Griffin is found in Battle Square:           |  Base Damage Overflow: 150  |
|  Set - 2 (After Tiny Bronco)   Battle - 4    |  Rnd Var Overflow  3x: 100  |
|                                              |  Rnd Var Overflow  4x:  75  |
|  1st Stage:  Evade = 1                       |  Rnd Var Overflow  6x:  50  |
|  2nd Stage:  Evade = 31                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
| Similar to the Zemzelett, the Griffin can become airborne mid-battle.      |
|  Unlike the Zemzelett, the Griffin is *not* considered to be an 'elevated' |
|  enemy, so it does not take Double Damage from Wind, nor Nullify Earth.    |
| When the Griffin transforms to its second stage, it is given a Row value   |
|  of 16, which means it is considered as "Flying". You will not be able to  |
|  target it with short-ranged Physical Attacks while it is in this form.    |
| The Attacks <Claw> and Peacock have identical duplicate entries, one used  |
|  for each of the two forms the Griffin can take.                            |
| There is no need whatsoever to steal from the Griffin, seeing as you'll    |
|  have a 100% chance of getting the Phoenix Down as a drop after the Battle |
|  (you cannot obtain the steal and the drop; it's one or the other).        |
| The Griffin is considered to be a 'Powerful' enemy, and as such the "Pre-  |
|  Emp" Flag should have been disabled for encounters that contain the       |
|  Griffin. An oversight means that you have a chance to initiate a Pre-     |
|  Emptive Strike against the Griffin found alongside 2x Skeeskee in the     |
|  'Canyon' Area (Formation ID #127).                                         |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------.
 /  {Golem}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~\
|  https://photos.app.goo.gl/Zz9DTSSi4VkoTFbN6                    | ID:  83 |
```

Level: 24	Strength: 60*	Drop: Hi-Potion [8] 14.06%
HP: 1000	Defence: 56*	Steal: Turbo Ether [8] 10.94%
MP: 0	Magic: 5*	Morph: /
	MDefence: 100*	
EXP: 300	Dexterity: 80	
AP: 22	Luck: 0	
GIL: 500	Evade: 1	Susceptible to L4 Suicide

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Cosmo Area Canyon	13%	Ice Golem
		Armored Golem

No Manipulate Attacks!

Golem's ATTACKS:

Attack 1: <Golem Punch> [213] Physical
Target: One Opponent
Element: Hit
Att%: 95
Power: 16
Base Damage: 111, 120, 130 or 150 HP

Attack 2: Finger Shot [214] Physical
Target: One Opponent
Element: Shoot
Att%: 120
Power: 20
Base Damage: 138, 150, 162 or 187 HP

Attack 3: Megaton Punch [215] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 30
Base Damage: 208, 225, 243 or 281 HP

Attack 4: <Advance> [216] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation
To Stage 2/3

Attack 5: <Retreat> [217] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation
To Stage 2/1

Golem's BATTLE PLAN:

STAGE 1: (Back Row)

OPENING ATTACK: 1/3 Chance use <Golem Punch> on Rnd Target
2/3 Chance use Finger Shot on Rnd Target

Follow-Up: Sets Strength to 48 and Defence to 80

Sets Magic to 243 and MDefence to 130

THEREAFTER: Use <Advance> on Self, transform to Stage 2 (Middle Row)
Set Strength to 52 and Defence to 72
Set Magic to 249 and MDefence to 120

STAGE 2: (Middle Row)

Use <Advance> on Self, transform to Stage 3 (Front Row)
Set Strength to 56 and Defence to 64
Set Magic to 255 and MDefence to 110

STAGE 3: (Front Row) (Repeats)

Use Megaton Punch on Rnd Target

COUNTER: [All Physical and Magical Attacks]

Last Attack on Golem dealt <= 200 HP OR in Stage 1 (Back Row):

Do nothing

Last Attack on Golem dealt > 200 HP AND in Stage 2 (Middle Row):

Use <Retreat> on Self, transform to Stage 1 (Back Row)
Set Strength to 48 and Defence to 80
Set Magic to 243 and MDefence to 130

Last Attack on Golem dealt > 200 HP AND in Stage 3 (Front Row):

Use <Retreat> on Self, transform to Stage 2 (Middle Row)
Set Strength to 52 and Defence to 72
Set Magic to 249 and MDefence to 120

Notes On Golem:

Golem is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 4

Default: Str 60 Def 56 Mag 5 MDef 100
1st Stage: Str 48 Def 80 Mag 243 MDef 130
2nd Stage: Str 52 Def 72 Mag 249 MDef 120
3rd Stage: Str 45 Def 64 Mag 255 MDef 110

Even though the Golem appears to change rows mid-battle, its 'row value' is always 1, which means you'll always deal normal damage (as opposed to Back Row damage for 50% of your normal damage).

The further forward the Golem is, the higher its Strength and Magic, and the lower its Def and MDef (except for when it's in its default form).

When the Golem modifies its Magic stat, it will decrease the base stat of 5 by either 6, 12 or 18, according to the Stage that it is advancing or retreating into. Because of this, the 8bit value will underflow to 255 as it wraps around past the 0. None of the Golem's Attacks are Magical, so

POWER req for Overflow:

Default:
Base Damage Overflow: 155
Rnd Var Overflow 3x: 104

1st Stage:
Base Damage Overflow: 164
Rnd Var Overflow 3x: 109

2nd Stage:
Base Damage Overflow: 161
Rnd Var Overflow 3x: 107

3rd Stage:
Base Damage Overflow: 158
Rnd Var Overflow 3x: 105

```
|  this does not matter.                                                      |
| A flaw exists in the Golem's script, whereby it does not check for the      |
|  Restorative Element used when it runs its Counter Script. If you were to   |
|  heal the Golem, the game would not recognise the use of the 'Healing'      |
|  Flag; instead of thinking that you've healed it by [Healing Damage], it    |
|  will instead think that you've caused [4,294,967,296 - Healing Damage]     |
|  worth of damage, sending the figure through the reverse process of         |
|  overflow. Because of this, healing the Golem will trigger the Counter      |
|  Script.                                                                    |
| Turbo Ethers are a good idea to steal from the Golem seeing as they cannot  |
|  be bough in shops. If you wanted to farm them, however, the Jersey in The  |
|  Shinra Mansion further on has a Steal Rate of [32] and appear in groups    |
|  of threes. A Lv 23 Cloud would have a 10.94% chance of stealing from the   |
|  Golem.                                                                     |
| The Golem cannot be Back-Attacked or Side-Attacked, meaning that one        |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
\                                                                             /
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  .------------------.
 /  {Desert Sahagin}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/dMXrgdL5RYVNiyrs8                  | ID:  85 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     20  ||   Strength:  46  ||    Drop: Potion     [8]  14.06%     |
|  HP:       580  ||    Defence:  32  ||   Steal: Potion     [32] 40.63%     |
|  MP:         0  ||      Magic:  38  ||   Morph: Fire Veil                  |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      230  ||  Dexterity:  56  ||                                     |
|   AP:       21  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      300  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Absorb]       |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|        Punch  [Can't Miss]   |                     |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Cosmo Area Canyon                                  32% |  Sahagin            |
| Cosmo Area Dirt                                    29% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Harpoon             |
|   Desert Sahagin's ATTACKS:          |  Manip Attack 2: Sandgun             |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Harpoon>           Target: One Opponent      Berserk Attack     |
|  [146]       Physical         Element: Punch                               |
|                                  Att%: 100                                  |
|                                 Power: 16                                   |
|                           Base Damage: 102 HP                               |
|                                                                             |
|  Attack 2:  Sandgun            Target: One Opponent      Status Inflict:    |
```

```
|  [21A]       Physical 0 Dam    Element: Earth              Darkness (47%)  |
|                                   Att%: 120                                  |
|                                                                              |
|  Attack 3: <Shell Defense>      Target: Self              Raises Def to      |
|  [148]       Physical 0 Dam       Att%: Auto Hit          512               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Desert Sahagin's BATTLE PLAN: (Repeats)                                    |
|                                                                              |
|  1/2 Chance: Use Sandgun on Rnd Target                                       |
|  1/2 Chance: Use <Harpoon> on Rnd Target                                     |
|                                                                              |
|                                                                              |
|  COUNTER: [All Actions made by All Players and Enemies]                      |
|                                                                              |
|    1/16 Chance: Use <Shell Defense> on Self, sets Def to 512 for the         |
|                 remainder of the Battle                                      |
|   15/16 Chance: Do nothing                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Desert Sahagin:                  |   POWER req for Overflow:      |
|                                             |                                |
| Desert Sahagin is found in Battle Square:   |  Base Damage Overflow: 147     |
|  Set - 2 (After Tiny Bronco)   Battle - 4   |  Rnd Var Overflow  3x:  98     |
|                                             |  Rnd Var Overflow  4x:  74     |
| The Desert Sahagin is one of a few Enemies  |  Rnd Var Overflow  6x:  49     |
|  that has a weakness to one of the Physical  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Elements; any "Punch" Element Attack will                                   |
|  be an Automatic Hit. All of Cid's Weapons, three of Tifa's Weapons and      |
|  three of Barret's weapons use the Punch Element.                            |
| Every single Action will trigger the 1/16 chance of the Desert Sahagin       |
|  casting <Shell Defense>, regardless of the Target or the Caster. This       |
|  includes Actions made by the Desert Sahagin and other enemies. Even         |
|  Actions such as Change/Defend will trigger the Counter chance.              |
| Once the Desert Sahagin has activated <Shell Defense>, its Def will be set   |
|  to 512, meaning that Physical Attacks will land just 1 HP of damage.        |
| A flaw in the AI script means that the Desert Sahagin's Def will be set to   |
|  512 for the remainder of the battle once the 1/16 chance of using <Shell    |
|  Defence> has passed.                                                        |
| Equipping Elemental Resistance to defend against Earth will affect the       |
|  chances of Sandgun inflicting you with Darkness. For example; a Lv 1        |
|  Elemental paired with Earth (on your Armour) would halve the chances of     |
|  Darkness being inflicted; a Lv 2 or greater Elemental would nullify the     |
|  chances of Darkness being inflicted. You will still be vulnerable to the    |
|  Status; instead, the Att% of the ability is halved/nullified.               |
| The Goblin Island Beach Area has formations in place for 1x Desert Sahagin   |
|  and 2x Desert Sahagin (with the Beach Battleground), however, the           |
|  walkmesh terrain does not make a distinction between the Grass and Beach    |
|  areas. Running on the Beach is considered as Grass, and you'll encounter    |
|  the Dual Horn and Under Lizard there; this was likely an oversight. The     |
|  Desert Sahagin should have been fought on the Beach.                        |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Bagrisk}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/L25WNEQ4gCobqBn26                  | ID:  84 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  50  ||    Drop: Soft          [8]  14.06% |
|  HP:       400  ||    Defence:  44  || Steal 1: Soft          [32] 40.63% |
|  MP:        50  ||      Magic:  39  || Steal 2: Soft          [32] 24.12% |
```

```
|                ||   MDefence: 100  || Steal 3: Vagyrisk Claw  [8]  4.41%  |
|  EXP:      240 ||  Dexterity:  45  ||   Morph: Remedy                       |
|   AP:       30 ||       Luck:   0  ||                                       |
|  GIL:      275 ||      Evade:   1  || Back Damage: Normal (2x Damage)       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Cosmo Area Dirt                                  42% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Tail               |
|   Bagrisk's ATTACKS:                |  Manip Attack 2: Stone Strike       |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Tail>              Target: One Opponent      Berserk Attack   |
|  [218]       Physical         Element: Hit                                |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                           Base Damage: 108 HP                             |
|                                                                           |
|  Attack 2:  Stone Strike       Target: One Opponent      Status Inflict:  |
|  [219]       Magical 0 Dam    Element: Hidden             Petrify (100%)  |
|                                  Att%: 255                                |
|                                MP Cost: 10 MP                             |
|                                                                           |
|  Attack 3:  Quake2             Target: One Opponent      Reflectable      |
|  [025]       Magical          Element: Earth                              |
|                                  Att%: 100                                |
|                                 Power: 24                                 |
|                                MP Cost: 28 MP                             |
|                           Base Damage: 522 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bagrisk's BATTLE PLAN: (Repeats)                                        |
|                                                                           |
|  NOTE - The Bagrisk always targets a Player not inflicted with Petrify.   |
|                                                                           |
|                                                                           |
|  OPENING ATTACK: 2/3 Chance start from 1st Attack                         |
|                  1/3 Chance start from 2nd Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use <Tail> on Rnd Target without Petrify                     |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    Bagrisk's HP  > 75%:  1/16 Chance use <Tail> on Rnd Target             |
|                         15/16 Chance do nothing                           |
|                                                                           |
|    Bagrisk's HP <= 75%: 1/9 Chance use <Tail> on Rnd Target               |
|                         8/9 Chance do nothing                             |
```

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|                                                                                |
|    Bagrisk's HP <= 50%: 1/6 Chance use <Tail> on Rnd Target                    |
|                         5/6 Chance do nothing                                  |
|                                                                                |
|    Bagrisk's HP <= 25%: 1/3 Chance use <Tail> on Rnd Target                    |
|                         2/3 Chance do nothing                                  |
|                                                                                |
|                                                                                |
|  2ND ATTACK:                                                                   |
|                                                                                |
|      *If Bagrisk's MP < 28, use <Tail> on Rnd Target                          |
|                                                                                |
|   Bagrisk's HP  > 75%:  1/16 Chance use Quake2 on Rnd Target*                  |
|                        15/16 Chance use <Tail> on Rnd Target                   |
|                                                                                |
|   Bagrisk's HP <= 75%: 1/9 Chance use Quake2 on Rnd Target*                    |
|                        8/9 Chance use <Tail> on Rnd Target                     |
|                                                                                |
|   Bagrisk's HP <= 50%: 1/6 Chance use Quake2 on Rnd Target*                    |
|                        5/6 Chance use <Tail> on Rnd Target                     |
|                                                                                |
|   Bagrisk's HP <= 25%: 1/3 Chance use Quake2 on Rnd Target*                    |
|                        2/3 Chance use <Tail> on Rnd Target                     |
|                                                                                |
|                                                                                |
|  3RD ATTACK:                                                                   |
|                                                                                |
|      *If Stone Strike used once already, use <Tail> on Rnd Target             |
|                                                                                |
|   Bagrisk's HP  > 75%:  1/16 Chance use Stone Strike on Rnd Target*            |
|                        15/16 Chance use <Tail> on Rnd Target                   |
|                                                                                |
|   Bagrisk's HP <= 75%: 1/9 Chance use Stone Strike on Rnd Target*              |
|                        8/9 Chance use <Tail> on Rnd Target                     |
|                                                                                |
|   Bagrisk's HP <= 50%: 1/6 Chance use Stone Strike on Rnd Target*              |
|                        5/6 Chance use <Tail> on Rnd Target                     |
|                                                                                |
|   Bagrisk's HP <= 25%: 1/3 Chance use Stone Strike on Rnd Target*              |
|                        2/3 Chance use <Tail> on Rnd Target                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bagrisk:                           |   POWER req for Overflow:        |
|                                               |                                  |
| Bagrisk is found in Battle Square:            |  Base Damage Overflow: 151       |
|  Set - 2 (After Tiny Bronco)   Battle - 4     |  Rnd Var Overflow  3x: 101       |
|                                               |  Rnd Var Overflow  4x:  76       |
| The Bagrisk can only be fought just past      |  Rnd Var Overflow  6x:  51       |
|  Cosmo Canyon in the Dirt Area just beyond    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the point where the 'sunset' effect takes                                      |
|  place. You can encounter them prior to the Cosmo Canyon events by              |
|  traversing there on foot.                                                      |
| Quake2 will cause heavy damage, however, the Bagrisk will only have enough     |
|  MP to inflict it once per Battle.                                              |
| The Vagyrisk Claw Item is notoriously missable, seeing as you cannot            |
|  obtain it once your Lv is too great. If your 'thief' is Lv 78 or higher,       |
|  then you will have a 100% chance of succeeding one of the two attempts        |
|  for the Softs, and will never make it to the Vagyrisk Claw check. The         |
|  only other way to obtain the Vagyrisk Claw is from the CMD.Grand Horn Lv       |
|  19, however, you can only encounter that enemy conditionally when you         |
|  fail the Fort Condor Mini-Game (see CMD.Grand Horn entry for more             |
```

| details). The Vagyrisk Claw will Petrify one opponent. |
| A Lv 23 Cloud would have a 45.31% chance of stealing the first Soft from the Bagrisk, a 24.78% chance of stealing the second Soft, and a 3.74% chance of stealing the Vagyrisk Claw (only one Item can be stolen). He would have a 26.17% chance of failing the steal attempt. |
| Remember, the percent chances you see listed alongside the Item Names *assumes you to be the same level as the enemy*; A Lv 19 Cloud would have a greater chance to steal the Vagyrisk Claw than a Lv 23 Cloud, as he would have a lower chance of stealing one of the two Softs. |
| The Attack Stone Strike is one of three Enemy Attacks in the game that inflict Petrify (as opposed to Slow-numb), the other two being Deadly Needles (Crown Lance), and Petrif-Eye (Gighee). Stone Strike is only scripted to be used once per battle, per Bagrisk; be sure to have your Softs ready, or use White Wind as three characters with Petrify means a Game Over. |
| The Attack Stone Strike is one of seven Status inflicting Attacks that use the 'Hidden' Element, and as such can be defended from by equipping the Elemental on your Armour with any other non-element Materia (excluding other Support Materia and Restorative Materia). The Elemental Materia has to be Lv 2 minimum for the effect to work, the effect being that the chance of each Status being inflicted is dropped to 0. The Player is still considered to be vulnerable to the Status used, and the word "Miss" "Miss" will perpetually appear above their head. A Lv 1 Elemental would instead halve the chance of the Element being inflicted. |

{Crown Lance}

https://photos.app.goo.gl/EK7mhd9WvgTwCfYaA | ID: 78

Level:	20	Strength:	34	Drop: Hi-Potion [8] 14.06%	
HP:	440	Defence:	30	Steal: /	
MP:	70	Magic:	31	Morph: Dream Powder	
		MDefence:	140		
EXP:	225	Dexterity:	60		
AP:	23	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	400	Evade:	1	Susceptible to L4 Suicide	

Fire	[Double]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[Absorb]	Poison	[VUL]	Paralyzed	[-]
Earth	[Nullify]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Cosmo Area Beach	100%	
Nibel Area Beach	100%	
Rocket Launch Pad Area Beach	100%	

No Manipulate Attacks!

Crown Lance's ATTACKS:

```
|  Attack 1: <Claw>              Target: One Opponent                        |
|  [20F]       Physical         Element: Punch                              |
|                                  Att%: 130                                |
|                                 Power: 16                                 |
|                            Base Damage: 55 HP                             |
|                                                                           |
|  Attack 2:  Bolt               Target: One Opponent      Reflectable       |
|  [021]       Magical          Element: Lightning                          |
|                                  Att%: 100                                |
|                                 Power: 8                                  |
|                                MP Cost: 4 MP                              |
|                            Base Damage: 153 HP                            |
|                                                                           |
|  Attack 3:  Deadly Needles     Target: One Opponent      Status Inflict:   |
|  [306]       Magical          Element: Punch             Petrify (100%)   |
|                                  Att%: 124                                |
|                                 Power: 1                                  |
|                            Base Damage: 19 HP                             |
|                                                                           |
|  Attack 4:  Sleepel            Target: One Opponent      Reflectable       |
|  [00B]       Magical 0 Dam       Att%: 100               Status Inflict:   |
|                                MP Cost: 8 MP              Sleep (71%)      |
|                                                                           |
|  Attack 5: <Advance>           Target: Self              Transformation    |
|  [216]       Physical 0 Dam      Att%: Auto Hit           To Front Row     |
|                                                                           |
|  Attack 6: <Retreat>           Target: Self              Transformation    |
|  [217]       Physical 0 Dam      Att%: Auto Hit           To Back Row      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Crown Lance's BATTLE PLAN: (Repeats)                                    |
|                                                                           |
|  Crown Lance starts in Front Row:                                         |
|                                                                           |
|   Use <Claw> on Rnd Target                                                |
|                                                                           |
|                                                                           |
|  Crown Lance starts in Back Row:                                          |
|                                                                           |
|   1ST ATTACK: 1/4 Chance use Sleepel on Rnd Target; If Selected target    |
|                    has Sleep, use Bolt on Rnd Target                      |
|                3/4 Chance use Bolt on Rnd Target                          |
|                                                                           |
|   2ND ATTACK: Same as 1st Attack                                          |
|   3RD ATTACK: Use <Advance> on Self, move Self to Front Row               |
|   4TH ATTACK: Use <Claw> on Rnd Target                                    |
|   5TH ATTACK: Use <Claw> on Rnd Target                                    |
|   6TH ATTACK: Use <Claw> on Rnd Target                                    |
|   7TH ATTACK: Use <Retreat> on Self, move Self to Back Row                |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Crown Lance is in Front Row AND HP < 220:                               |
|                                                                           |
|    Use Deadly Needles on last Attacker                                    |
|    Move Crown Lance to Back Row IF Crown Lance started in Back Row        |
|                                                                           |
|   Crown Lance is in Back Row OR HP >= 220:                                |
|                                                                           |
|    Do nothing                                                             |
```

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|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Crown Lance:                       |   POWER req for Overflow:   |
|                                               |                             |
| Crown Lance is found in Battle Square:        |  Base Damage Overflow: 147  |
|  Set - 2 (After Tiny Bronco)   Battle - 2     |  Rnd Var Overflow  3x:  98  |
|  Set - 2 (After Tiny Bronco)   Battle - 4     |  Rnd Var Overflow  4x:  74  |
|                                               |  Rnd Var Overflow  6x:  49  |
| The Crown Lance that starts in the Front Row o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  can never change rows, and will only use                                   |
|  <Claw> as its basic attacks. The Crown Lance that starts in the Back Row   |
|  can change rows, and uses stronger attacks while in the Back Row.          |
| If Deadly Needles is used as a counter, the Crown Lance will only retreat   |
|  to the Back Row if it began the Battle in the Back Row.                    |
| It is very unlikely that the Crown Lance will run out of MP before you      |
|  kill them, however, if the Back Row Crown Lance were to run out of MP,     |
|  the "skill power is used up" text string would be displayed every time     |
|  they tried to use Sleepel or Bolt.                                         |
| The Attack Deadly Needles is one of three Enemy Attacks in the game that    |
|  inflict Petrify (as opposed to Slow-numb), the other two being Stone       |
|  Strike (Bagrisk), and Petrif-Eye (Gighee). Be sure to have your Softs      |
|  ready, or use White Wind as three characters with Petrify means a Game     |
|  Over.                                                                      |
| Although the Dream Powder is not the most useful of Battle Items (casts     |
|  Sleep on all opponents), they are uncommon. Only the Crown Lance and       |
|  Crysales carry the Dream Powder, and in both instances it needs to be      |
|  morphed. Your Morph Damage following the TOTA will only be around 60 HP,   |
|  so use L4 Suicide then follow up with Morph to finish them.                |
| The Crown Lance is one of a number 'elevated' enemies that Nullifies the    |
|  Earth Element, but will no take double damage from Wind.                   |
\                                                                             /
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             ||               {Cave Of The Gi}                 ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

oo.....................................................................oo
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||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||  Cave Of The Gi 1st Screen (4 Caverns)              ***              ||
||  Cave Of The Gi 2nd Screen (Oil Slick)              ****   BEST      ||
||  Cave Of The Gi 3rd Screen (Stingers)               ***              ||
||  Cave Of The Gi 4th Screen (Gi Nattak)              N/A              ||
\|                                                                      |/
 \                                                                      /
  |      Enemies:                  Enemy Skills:                       |
  |                                                                     |
  |      Heg                                                            |
  |      Sneak Step                Death Sentence                       |
  |      Gi Spector                Death Sentence                       |
  |      Stinger    (Mini Boss)                                         |
  |      Gi Nattak       (Boss)                                         |
  |      Soul Fire  (Mini Boss)                                         |
  \                                                                     /
```

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0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                    oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                    ||  ELEMENTS AND STATUSES   ||
                    oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             ELEMENTS TO USE:                            ]
[                                                                         ]
[         Fire - Gi Spector        - Double                               ]
[          Ice - Heg               - Double                               ]
[         Wind - Soul Fire         - Double  (Mini Boss)                  ]
[         Holy - Gi Spector        - Double                               ]
[         Holy - Gi Nattak         - Double  (Boss)                       ]
[         Holy - Soul Fire         - Double  (Mini Boss)                  ]
[  Restorative - Gi Spector        - Absorb                               ]
[  Restorative - Gi Nattak         - Absorb  (Boss)                       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                            ]
[                                                                         ]
[         Fire - Soul Fire         - Absorb   (Mini Boss)                 ]
[       Poison - Heg               - Absorb                               ]
[                                                                         ]
[        Earth - Gi Nattak         - Nullify  (Boss)                      ]
[        Earth - Soul Fire         - Nullify  (Mini Boss)                 ]
[       Poison - Soul Fire         - Nullify  (Mini Boss)                 ]
[      Gravity - Gi Nattak         - Nullify  (Boss)                      ]
[      Gravity - Soul Fire         - Nullify  (Mini Boss)                 ]
[        Water - Gi Nattak         - Nullify  (Boss)                      ]
[        Water - Soul Fire         - Nullify  (Mini Boss)                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        ELEMENTS USED BY ENEMIES:                        ]
[                                                                         ]
[         Fire - Soul Fire         - Fire2                                ]
[                                                                         ]
[          Hit - Heg               - Poison Fang                          ]
[          Hit - Sneaky Step       - Triple Attack                        ]
[        Punch - Heg               - Halt Whip                            ]
[        Punch - Gi Spector        - Skewer                               ]
[        Punch - Gi Spector        - Hell Spear                           ]
[        Punch - Stinger           - Sting                                ]
[        Punch - Stinger           - Sting Bomb                           ]
[        Punch - Stinger           - Rabbit gauge                         ]
[        Punch - Gi Nattak         - Spear Attack                         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                         ]
[                                                                         ]
[       Poison - Heg               - Poison Fang     (100% Inflict)       ]
[  D. Sentence - Sneaky Step       - Death Sentence  (100% Inflict)       ]
[  D. Sentence - Gi Spector        - Death Sentence  (100% Inflict)       ]
[    Paralyzed - Heg               - Halt Whip       (27%  Inflict)       ]
[    Paralyzed - Gi Spector        - Hell Spear      (27%  Inflict)       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                             ]
[                                                                         ]
[   Death, Sleep, Confusion, Silence, Slow, Stop, Small, Petrify,         ]
[   D. Sentence                                                           ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

NOTE - Morph not available at this point in the game.

DROP	STEAL	MORPH
HI-POTION		
Heg [8]		
Stinger [8]		
ETHER		
	Stinger [8]	
PHOENIX DOWN		
Soul Fire [8]		
SMOKE BOMB		
Gi Spector [8]		
M-TENTACLES		
Sneaky Step [8]		
GHOST HAND		
		Sneaky Step
		Gi Spector
WIZER STAFF		
Gi Nattak [62]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ***

Area Enc Rate:

Cave Of The Gi 1st Screen (4 Caverns) 48 High

Average: EXP: 684.4 AP: 56.3 GIL: 701.3 Enemy QTY: 2.69

[37.5%]	Nrml Bat #1	EXP - 1000	1st Row: 2x Heg	
		AP - 80	2nd Row: 2x Heg	
		GIL - 960		#540
[34.4%]	Nrml Bat #2	EXP - 270	1st Row: 1x Sneak Step	
		AP - 24		

```
|                        GIL - 330                                      #541 |
|                                                                              |
|  [28.1%]  Nrml Bat #3  EXP - 770     1st Row: 2x Heg                         |
|                        AP  - 64      2nd Row: 1x Sneaky Step                 |
|                        GIL - 810                                      #542 |
|                                                                              |
|         Forced Att #1  EXP - 520     1st Row: 2x Gi Spector                  |
|       Can't Escape     AP  - 40                                              |
|                        GIL - 300                                      #553 |
|                                                                              |
|         Forced Att #2  EXP - 780     1st Row: 1x Gi Spector                  |
|       Can't Escape     AP  - 60      2nd Row: 2x Gi Spector                  |
|                        GIL - 450                                      #554 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 2: ****   BEST                        Area Enc Rate:

  Cave Of The Gi 2nd Screen (Oil Slick)                48   High

   Average:   EXP: 803.3      AP: 68.7      GIL: 901.2       Enemy QTY: 3.07

.------------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 810     1st Row: 1x Sneaky Step                 |
|                        AP  - 72      2nd Row: 2x Sneak Step                  |
|                        GIL - 990                                      #543 |
|                                                                              |
|  [30.1%]  Nrml Bat #2  EXP - 540     1st Row: 2x Sneaky Step                 |
|                        AP  - 48                                              |
|                        GIL - 660                                      #544 |
|                                                                              |
|  [24.6%]  Nrml Bat #3  EXP - 1250    1st Row: 2x Heg                         |
|                        AP  - 100     2nd Row: 3x Heg                         |
|                        GIL - 1200                                     #545 |
|                                                                              |
|  [12.5%]  Back Attack  EXP - 540     1st Row: 2x Sneaky Step                 |
|            Run = 2     AP  - 48                                              |
|                        GIL - 660                                      #546 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***                               Area Enc Rate:

  Cave Of The Gi 3rd Screen (Stingers)                72   Medium

   Average:   EXP: 724.3      AP: 59.8      GIL: 725.2       Enemy QTY: 2.82

 <C> The Sneaky Step covers the Heg [B]
.------------------------------------------------------------------------------.
|  [19.3%]  Nrml Bat #1  EXP - 1020    1st Row: 1x Sneak Step <C>              |
|                        AP  - 84      2nd Row: 3x Heg                         |
|                        GIL - 1050                                     #548 |
|                                                                              |
|  [18.3%]  Nrml Bat #2  EXP - 260     1st Row: 1x Gi Spector                  |
|         Pre-Emp OFF    AP  - 20                                              |
|                        GIL - 150                                      #547 |
|                                                                              |
|  [16.1%]  Nrml Bat #3  EXP - 770     1st Row: 2x Heg                         |
|                        AP  - 64      2nd Row: 1x Sneaky Step                 |
|                        GIL - 810                                      #542 |
```

```
|                                                                          |
|  [15.0%]  Nrml Bat #4  EXP - 1250    1st Row: 2x Heg                     |
|                        AP  - 100     2nd Row: 3x Heg                     |
|                        GIL - 1200                                   #545 |
|                                                                          |
|  [12.5%]  Back Attack  EXP - 550     1st Row: 2x Sneaky Step             |
|            Run = 2     AP  - 48                                          |
|                        GIL - 660                                    #546 |
|                                                                          |
|  [12.5%]  Side Attack  EXP - 540     1st Row: 2x Sneaky Step             |
|                        AP  - 48                                          |
|                        GIL - 660                                    #549 |
|                                                                          |
|  [6.25%]  Pinc Attack  EXP - 520     1st Grp: 1x Gi Spector              |
|                        AP  - 40      2nd Grp: 1x Gi Spector              |
|                        GIL - 300                                    #552 |
|                                                                          |
|         Forced Attack  EXP - 290     1st Row: 1x Stinger                 |
|       Can't Escape     AP  - 25                                          |
|        Pre-Emp OFF     GIL - 358                                    #551 |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                  Area Enc Rate:

  Cave Of The Gi 4th Screen (Gi Nattak)              OFF

.--------------------------------------------------------------------------.
|         Forced Attack  EXP - 1800    1st Row: 2x Soul Fire               |
|       Can't Escape     AP  - 170     2nd Row: 1x Gi Nattak               |
|                        GIL - 3700                                   #555 |
'--------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

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 /  {Heg}  \
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|  https://photos.app.goo.gl/ZSEbTXfon19yuaiq9                    | ID:  88 |
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|  Level:     22  ||   Strength:  46  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:       400  ||    Defence:  30  ||   Steal: /                          |
|  MP:         0  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  64  ||                                     |
|  EXP:      250  ||  Dexterity:  40  ||                                     |
|   AP:       20  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      240  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Cave Of The Gi 1st Screen (4 Caverns)	66%	Crawler
Cave Of The Gi 2nd Screen (Oil Slick)	25%	
Cave Of The Gi 3rd Screen (Stingers)	50%	

Heg's ATTACKS:

Manip Attack 1: Poison Fang
Manip Attack 2: halt Whip

Attack 1: <Poison Fang> [21E]
Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 16
Base Damage: 108 HP
Berserk Attack
Status Inflict: Poison (100%)

Attack 2: Halt Whip [21F]
Physical
Target: One Opponent
Element: Punch
Att%: 110
Power: 14
Base Damage: 94 HP
Status Inflict: Paralyzed (27%)

Heg's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/2 Chance start from 3rd Attack

1ST ATTACK: Use <Poison Fang> on Rnd Target without Poison AND with Paralyzed; If no Targets have Paralyzed, select Rnd Target without Poison; If all Targets have Poison, skip a turn

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Use Halt Whip on Rnd Target without Paralyzed AND with Poison; If no Targets have Poison, select Rnd Target without Paralyzed; If all Targets have Paralyzed, skip a turn

Notes On Heg:

Heg is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 5

If all Players are inflicted with Poison, the Heg will skip two of its three turns.

Equip the Fairy Ring that you find in the Cave of The Gi to protect yourself from Poison, as well as the Star Pendant. If you are playing a low-levelled game. You can also (finally) make use of the Added Effect Materia to protect yourself from negative Status ailments.

The large groups in which the Heg appears in makes for some great Battle Spoils if you wished to level up. Just bear in mind that you cannot save while in the Cave Of The Gi, so keep an eye on your HP.

The Heg is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow:	147
Rnd Var Overflow 3x:	98
Rnd Var Overflow 4x:	74
Rnd Var Overflow 6x:	49

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 /  {Sneaky Step}  \
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|  https://photos.app.goo.gl/jgjr5ZzB57vXVj759                      | ID:  87 |
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|  Level:     21  ||   Strength:  52  ||    Drop: M-Tentacles  [8] 14.06%    |
|  HP:       600  ||    Defence:  30  ||   Steal: /                          |
|  MP:        65  ||      Magic:  25  ||   Morph: Ghost Hand                 |
|                 ||   MDefence: 130  ||                                     |
|  EXP:      270  ||  Dexterity:  62  ||                                     |
|   AP:       24  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      330  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Cave Of The Gi 1st Screen (4 Caverns)                63% |  Zenene             |
| Cave Of The Gi 2nd Screen (Oil Slick)                75% |                     |
| Cave Of The Gi 3rd Screen (Stingers)                 60% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Triple Attack     |
|   Sneaky Step's ATTACKS:                 |  Manip Attack 2: Death Sentence    |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Triple Attack       Target: One Opponent      Berserk Attack    |
|  [21D]       Physical          Element: Hit                                 |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                              Base Damage: 120 HP                            |
|                                                                             |
|  Attack 2:  Death Sentence      Target: One Opponent      **Enemy Skill**   |
|  [05C]       Magical 0 Dam        Att%: 100                Status Inflict:   |
|                                 MP Cost: 10              D. Sentence (100%) |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sneaky Step's BATTLE PLAN: (Repeats)                                      |
|                                                                             |
|    *If all Targets have Death Sentence, skip a turn                         |
|                                                                             |
|  1/4 Chance: Use Death Sentence on Rnd Target without D. Sentence*          |
|  3/4 Chance: Use Triple Attack on Rnd Target without D.Sentence*            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sneak Step:                       |   POWER req for Overflow:    |
|                                              |                              |
| Sneaky Step is found in Battle Square:       |  Base Damage Overflow: 147   |
|  Set - 2 (After Tiny Bronco)   Battle - 5    |  Rnd Var Overflow  3x:  98   |
|                                              |  Rnd Var Overflow  4x:  74   |
| Although it is not a very useful Enemy Skill |  Rnd Var Overflow  6x:  49   |
|  to learn, you should still try to acquire   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
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|  Death Sentence for your E Skill collection.                                 |
|  If you missed it while in the Cave Of The Gi then you can easily obtain     |
|  the Enemy Skill from the Boundfat in Corral Valley a little later on. The   |
|  Sneaky Step only has enough MP for 6 uses of Death Sentence. A Lv 24        |
|  Cloud would have a 54% chance of manipulating the Sneaky Step.              |
| The Morph Materia is not available to the Player at this stage in the        |
|  game, so unfortunately you cannot obtain any Ghost Hands from the Sneaky    |
|  Step (a missable Item). You can, however, still obtain Ghost Hands from     |
|  the Ghost in the Battle Square before the Enemy listings switch to 'Set     |
|  2' (after Tiny Bronco), at which point the Item will be unobtainable.      |
| M-Tentacles are a huge help in the Battle Square if you manage to obtain     |
|  them as a Drop. They "cast Bio3" on all opponents, and have a Base Damage   |
|  value of 2400. Unfortunately, you only have a 14.06% chance of receiving    |
|  at the end of the Battle.                                                   |
| The Sneaky Step is encountered in an area that cannot be revisited; once     |
|  you progress past a certain point in the game, you can no longer fight      |
|  the enemy.                                                                  |
\                                                                              /
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  .--------------.
 /  {Gi Spector}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/GYR4MsDNnZVZKmLo6                    | ID:  86 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     23  ||   Strength:  45  ||    Drop: Smoke Bomb  [8] 14.06%     |
|  HP:       450  ||    Defence:  30  ||   Steal: /                          |
|  MP:        88  ||      Magic:  35  ||   Morph: Ghost Hand                 |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      260  ||  Dexterity:  59  ||                                     |
|   AP:       20  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      150  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [Double]       |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [Absorb]       |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Cave Of The Gi 1st Screen (4 Caverns)             N/A  |                     |
| Cave Of The Gi 3rd Screen (Stingers)              25%  |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Skewer              |
|   Gi Spector's ATTACKS:              |  Manip Attack 2: Hell Spear          |
|                                      |  Manip Attack 3: Death Sentence      |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1:  Skewer             Target: One Opponent      Berserk Attack     |
|  [21B]       Physical         Element: Punch                               |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                           Base Damage: 109 HP                              |
|                                                                            |
|  Attack 2:  Hell Spear         Target: One Opponent      Status Inflict:    |
```

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|  [21C]       Physical          Element: Punch              Paralyzed (27%) |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                              Base Damage: 136 HP                            |
|                                                                             |
|  Attack 3:  Death Sentence      Target: One Opponent      **Enemy Skill**   |
|  [05C]       Magical 0 Dam        Att%: 100               Status Inflict:   |
|                                 MP Cost: 10             D. Sentence (100%) |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Gi Spector's BATTLE PLAN: (Repeats)                                       |
|                                                                             |
|    *If all Targets have D. Sentence, skip a turn                            |
|                                                                             |
|                                                                             |
|  1ST ATTACK: Use Skewer on Target without D. Sentence* with Highest         |
|               Current HP                                                    |
|                                                                             |
|  2ND ATTACK: Same as 1st Attack                                             |
|  3RD ATTACK: Same as 1st Attack                                             |
|                                                                             |
|  4TH ATTACK: Select Target without D. Sentence* that has the Lowest         |
|               Current HP                                                    |
|                                                                             |
|   Target's HP  > 50%: Use Skewer on Target                                  |
|   Target's HP <= 50%: 1/2 Chance use Hell Spear on Target                   |
|                       1/2 Chance use Skewer on Target                       |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   All Targets with Death Sentence:                                          |
|                                                                             |
|    Use Skewer on Last Attacker                                              |
|                                                                             |
|   At Least one Target without Death Sentence:                               |
|                                                                             |
|   Select Target without D. Sentence with Lowest Current HP                  |
|                                                                             |
|    Target's HP  > 75%: Use Skewer on Last Attacker                          |
|    Target's HP <= 75%: 1/2 Chance use Death Sentence on Target              |
|                        1/2 Chance use <Skewer> on Last Attacker             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gi Spector:                        |   POWER req for Overflow:   |
|                                               |                             |
| Gi Spector is found in Battle Square:         |  Base Damage Overflow: 147  |
|  Set - 2 (After Tiny Bronco)   Battle - 5     |  Rnd Var Overflow  3x:  98  |
|                                               |  Rnd Var Overflow  4x:  74  |
| Although it is not a very useful Enemy Skill  |  Rnd Var Overflow  6x:  49  |
|  to learn, you should still try to acquire    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Death Sentence for your E Skill collection.                                |
|  If you missed it while in the Cave Of The Gi then you can easily obtain    |
|  the Enemy Skill from the Boundfat in Corral Valley a little later on. The  |
|  Gi Spector has enough MP for 8 uses of Death Sentence. A Lv 24 Cloud       |
|  would have a 52% chance of manipulating the Gi Spector.                    |
| The Gi Spector is one of a few enemies that appear to be 'elevated', yet    |
|  do not take Double Damage from Wind nor Nullify the Earth Element.         |
| Smoke Bombs are extremely useful in the Battle Square, as they allow you    |
|  to flee the Arena while retaining the BP you've earned during the Battle.  |
|  You would benefit from grabbing a few while you have the opurtunitty to.   |
| The Gi Spector is considered an "Undead" enemy, which means that they will  |
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|  take damage from healing items and spells such as Cure, Potions etc.      |
|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Gi Spector, whereas a Megalixir/Elixir/X-Potion has a 100% chance.        |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Gi Spector takes Double Damage from the Holy Element, and seeing you will |
|  not obtain any Holy based Materia (Alexander) till you reach disc 2, you  |
|  cannot exploit this weakness.                                             |
| All=Cure2 would deal more damage than All=Fire2, but shouldn't be          |
|  necessary unless your Characters are under-levelled. Fire2 should kill    |
|  the Gi Spector with one hit (even with Split Damage). If you wanted to,   |
|  you could cast White Wind to instantly Petrify the Gi Spector, ending the |
|  Battle instantly.                                                         |
| The Morph Materia is not available to the Player at this stage in the      |
|  game, so unfortunately you cannot obtain any Ghost Hands from the Gi      |
|  Spector (a missable Item). You can, however, still obtain Ghost Hands     |
|  from the Ghost in the Battle Square before the Enemy listings switch to   |
|  'Set 2' (after Tiny Bronco), at which point the Item will be              |
|  unobtainable.                                                             |
| The Gi Spector is considered to be a 'Powerful' enemy, and as such the     |
|  "Pre-Emp" Flag should have been disabled for encounters that contain the  |
|  Gi Spector. An oversight means that you have a chance to initiate a Pre-  |
|  Emptive Strike against the Gi Spector during the forced encounters on the |
|  1st Screen inside the small caverns (Formation IDs #553 and #554).        |
| The Gi Spector is encountered in an area that cannot be revisited; once    |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy.                                                                |
\                                                                            /
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  .-----------.
 /  {Stinger}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/LZjPqzmaM1FgzVna8                    | ID:  89 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     25  ||   Strength:  60  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:      2200  ||    Defence:  56  ||   Steal: Ether      [8] 10.94%      |
|  MP:        60  ||      Magic:  40  ||   Morph: /                          |
|                 ||   MDefence: 100  ||                                     |
|  EXP:      290  ||  Dexterity:  68  ||                                     |
|   AP:       25  ||       Luck:   0  ||                                     |
|  GIL:      358  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:         |
|                                                     |                       |
| Cave Of The Gi 3rd Screen                           |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Sting                |
|   Stinger's ATTACKS:                  |  Manip Attack 2: Sting Bomb           |
|                                       |  Manip Attack 3: Rabbit Gouge         |
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|                                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Sting>              Target: One Opponent      Berserk Attack   |
|  [220]       Physical          Element: Punch                             |
|                                  Att%: 110                                |
|                                 Power: 16                                 |
|                           Base Damage: 152 HP                             |
|                                                                           |
|  Attack 2:  Sting Bomb          Target: One Opponent                      |
|  [221]       Magical           Element: Punch                             |
|              % Based              Att%: 100                               |
|                                 Power: 24                                 |
|                               MP Cost: 20 MP                              |
|                           Base Damage: 75% Current HP                     |
|                                                                           |
|  Attack 3:  Rabbit Gouge        Target: One Opponent                      |
|  [222]       Physical          Element: Punch                             |
|                                  Att%: 110                                |
|                                 Power: 32                                 |
|                           Base Damage: 304 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Stinger's BATTLE PLAN: (Repeats)                                        |
|                                                                           |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                         |
|                  1/4 Chance start from 2nd Attack                         |
|                  1/4 Chance start from 3rd Attack                         |
|                  1/4 Chance start from 4th Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use <Sting> on Rnd Target                                    |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    Stinger's HP  > 75%: 1/4 Chance use <Sting> on Rnd Target              |
|                         3/4 Chance do nothing                             |
|                                                                           |
|    Stinger's HP <= 75%: 1/3 Chance use <Sting> on Rnd Target              |
|                         2/3 Chance do nothing                             |
|                                                                           |
|    Stinger's HP <= 50%: 1/2 Chance use <Sting> on Rnd Target              |
|                         1/2 Chance do nothing                             |
|                                                                           |
|    Stinger's HP <= 25%: Use <Sting> on Rnd Target                         |
|                                                                           |
|                                                                           |
|  2ND ATTACK: Same as 1s Attack                                            |
|                                                                           |
|                                                                           |
|  3RD ATTACK:                                                              |
|                                                                           |
|   Stinger's HP  > 75%: 1/4 Chance use Sting Bomb on Rnd Target            |
|                        3/4 Chance use <Sting> on Rnd Target               |
|                                                                           |
|   Stinger's HP <= 75%: 1/3 Chance use Sting Bomb on Rnd Target            |
|                        2/3 Chance use <Sting> on Rnd Target               |
|                                                                           |
|   Stinger's HP <= 50%: 1/2 Chance use Sting Bomb on Rnd Target            |
|                        1/2 Chance use <Sting> on Rnd Target               |
|                                                                           |
|   Stinger's HP <= 25%: Use Sting Bomb on Rnd Target                       |
|                                                                           |
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|                                                                                |
|    After 3rd Attack:                                                           |
|                                                                                |
|     Stinger's HP  > 75%: 1/4 Chance jump to 4th Attack for next turn           |
|                          3/4 Chance jump to 1st Attack for next turn           |
|                                                                                |
|     Stinger's HP <= 75%: 1/3 Chance jump to 4th Attack for next turn           |
|                          2/3 Chance jump to 1st Attack for next turn           |
|                                                                                |
|     Stinger's HP <= 50%: 1/2 Chance jump to 4th Attack for next turn           |
|                          1/2 Chance jump to 1st Attack for next turn           |
|                                                                                |
|     Stinger's HP <= 25%: Jump to 4th Attack for next turn                      |
|                                                                                |
|                                                                                |
|  4TH ATTACK:                                                                   |
|                                                                                |
|   Stinger's HP  > 75%: 1/4 Chance use Rabbit Gouge on Rnd Target               |
|                        3/4 Chance use <Sting> on Rnd Target                    |
|                                                                                |
|   Stinger's HP <= 75%: 1/3 Chance use Rabbit Gouge on Rnd Target               |
|                        2/3 Chance use <Sting> on Rnd Target                    |
|                                                                                |
|   Stinger's HP <= 50%: 1/2 Chance use Rabbit Gouge on Rnd Target               |
|                        1/2 Chance use <Sting> on Rnd Target                    |
|                                                                                |
|   Stinger's HP <= 25%: Use Rabbit Gouge on Rnd Target                          |
|                                                                                |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Stinger's HP  > 50%: Do nothing                                              |
|                                                                                |
|   Stinger's HP <= 50%: Use Sting Bomb on last Attacker the first time          |
|                         Stinger's HP drops below 50%                           |
|                                                                                |
|   Stinger's HP <= 25%: Use Sting Bomb on last Attacker the first time          |
|                         Stinger's HP drops below 25%                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Stinger:                          |   POWER req for Overflow:       |
|                                              |                                 |
| The Stinger only has enough MP for two uses  |  Base Damage Overflow: 155      |
|  of Sting Bomb, after which the "skill power |  Rnd Var Overflow  3x: 104      |
|  is used up" text string will be displayed   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  every time it tried to use that Attack.                                       |
| Sting Bomb can never kill you, however, the Stinger can still demolish         |
|  your Party if you are not careful. Big Guard is recommended for the           |
|  Stinger battles, of which there are three.                                    |
| If you are struggling with the Stinger, then try exploiting some of its        |
|  weaknesses. Mini (Small) is perhaps the best thing to inflict it with,        |
|  failing that use Poison, Sleep, Slow and/or D. Sentence. If you had any       |
|  Loco Weeds in your stock from the Shinra HQ enemies, then they can also       |
|  help against the Stinger (inflicts Confusion).                                |
| If you were to pause the game at the exact frame in which the Stinger          |
|  Battle engages, then you could skip the Battle altogether; a trick the        |
|  Speed Runners use.                                                            |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-------------.
```

```
 /  {Gi Nattak}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/8FpRqovBePJUj6Pv7                    | ID:  8B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     29  ||   Strength:  70  ||    Drop: Wizer Staff  [63] 100%     |
|  HP:      5500  ||    Defence:  70  ||   Steal: /                          |
|  MP:       200  ||      Magic:  25  ||   Morph: /                          |
|                 ||   MDefence: 140  ||                                      |
|  EXP:     1400  ||  Dexterity:  75  ||                                      |
|   AP:      150  ||       Luck:   0  ||                                      |
|  GIL:     3500  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [Double]       |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [Absorb]       |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Cave Of The Gi 4th Screen                          |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!             |
|   Gi Nattak's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Spear Attack>       Target: One Opponent                      |
|  [223]       Physical          Element: Punch                           |
|                                   Att%: 100                               |
|                                  Power: 35                                |
|                             Base Damage: 566 HP                           |
|                                                                           |
|  Attack 2:  Drain               Target: One Opponent      Drains HP       |
|  [14D]       Magical           Element: None                            |
|                                   Att%: 255                               |
|                                  Power: 6                                 |
|                                 MP Cost: 1 MP                             |
|                             Base Damage: 121 HP                           |
|                                                                           |
|  Attack 3:  Aspil               Target: One Opponent      Drains MP       |
|  [188]       Magical           Element: None                            |
|                                   Att%: 255                               |
|                                  Power: 2                                 |
|                                 MP Cost: 1 MP                             |
|                             Base Damage: 40 MP                            |
|                                                                           |
|  Attack 4:  DeBarrier           Target: One Opponent      Status Remove:  |
|  [016]       Magical 0 Dam        Att%: 255                 Barrier  (100%) |
|                                 MP Cost: 12 MP              MBarrier      |
|                                                             Reflect       |
|                                                             Shield        |
|                                                                           |
|  Attack 5:  Take Over           Target: One Opponent      Soul Fire's     |
|  [39C]       Physical 0 Dam       Att%: Auto Hit            Disappearing  |
|  [39D]                                                      Animation     |
|                                                                           |
```

```
|  Attack 6: <Vanish>             Target: Self             Death Animation  |
|  [14E]       Physical 0 Dam      Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Gi Nattak's BATTLE PLAN: (Repeats)                                      |
|                                                                           |
|  SETUP: Disable default Death Handling                                    |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Select Rnd Target                                            |
|                                                                           |
|   Soul Fire [A] does not have Death AND Soul Fire [A] is still visible AND |
|    Selected Target is not currently 'Taken Over':                         |
|                                                                           |
|     Use Take Over on Selected Target, remove Soul Fire [A]'s visibility   |
|      and make Soul Fire [A] non-targetable                                |
|                                                                           |
|   Soul Fire [A] has Death OR Soul Fire [A] is not visible OR Selected     |
|    Target is currently 'Taken Over':                                      |
|                                                                           |
|     Use <Spear Attack> on Selected Target                                 |
|                                                                           |
|                                                                           |
|  2ND ATTACK: Select Rnd Target                                            |
|                                                                           |
|   5/15 Chance: If Target has Barrier OR MBarrier, use DeBarrier on        |
|                Selected Target, otherwise move onto remaining 2/3 chance  |
|                                                                           |
|   6/15 Chance: Use Drain on Selected Target                               |
|                                                                           |
|   2/15 Chance: Use Aspil on Selected Target                               |
|                                                                           |
|   2/15 Chance: Use <Spear Attack> on Selected Target                      |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Select Rnd Target                                            |
|                                                                           |
|   Soul Fire [B] does not have Death AND Soul Fire [B] is still visible AND |
|    Selected Target is not currently 'Taken Over':                         |
|                                                                           |
|     Use Take Over on Selected Target, remove Soul Fire [B]'s visibility   |
|      and make Soul Fire [B] non-targetable                                |
|                                                                           |
|   Soul Fire [B] has Death OR Soul Fire [B] is not visible OR Selected     |
|    Target is currently 'Taken Over':                                      |
|                                                                           |
|     Use <Spear Attack> on Selected Target                                 |
|                                                                           |
|                                                                           |
|  4TH ATTACK: Same as 2nd Attack                                           |
|                                                                           |
|                                                                           |
|  DEATH: Use <Vanish> on Self, remove Soul Fire [A] and Soul Fire [B] from |
|         Battle, Soul Fire leaves no rewards (unless already killed)       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gi Nattak:                         |   POWER req for Overflow:  |
|                                               |                           |
| You only have to kill Gi Nattak to end the    |  Base Damage Overflow: 160 |
|  Battle, however, you will gain a small       |  Rnd Var Overflow  3x: 107 |
|  amount of extra Spoils if you do manage to   o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  kill the two Soul Fires. Read the notes on                               |
```

```
|  the Soul Fire below for tips on how to kill them quickly. If you do kill  |
|  them it will bring Gi Nattak into the Front Row, meaning Physical Attacks |
|  will hit him for normal damage instead of 0.5x Back Row damage.           |
| There are two identical version of Take Over, one used for each Soul Fire. |
| As with all "Undead" enemies, Gi Nattak will take damage from healing      |
|  items and spells such as Cure, Potions etc. You could end the battle very |
|  easily by just throwing an X-Potion at it, or one cast of Life works      |
|  equally as well (DynamixDJ disapproves of such tactless strategies).      |
| Using White Wind will damage Gi Nattak, as well as inflicting it with Slow |
|  and Darkness (although Darkness is an obsolete Status to inflict an enemy |
|  with, seeing as it only affects the Player's default Physical Attacks).   |
|  Cure2 will also deal more damage than your other Lv 2 Magic spells.       |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), Gi    |
|  Nattak takes Double Damage from the Holy Element, and seeing you will not |
|  obtain any Holy based Materia (Alexander) till you reach disc 2, you      |
|  cannot exploit this weakness.                                             |
| Gi Nattak is one of a number 'elevated' enemies that Nullifies the Earth   |
|  Element, but will no take double damage from Wind.                        |
| Gi Nattak is one of 15 enemies that are immune to Regen.                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .-------------.
 /  {Soul Fire}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/EENFumvPNYzYBRAJ6                  | ID:  8A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     21  ||   Strength:  16  ||    Drop: Phoenix Down  [8] 14.06%   |
|  HP:      1300  ||    Defence: 130  ||   Steal: /                          |
|  MP:       220  ||      Magic:  16  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                      |
|  EXP:      200  ||  Dexterity:  60  ||                                      |
|   AP:       10  ||       Luck:   0  ||                                      |
|  GIL:      100  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Nullify]      |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [Double]       |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:       |
|                                                     |                     |
| Cave Of The Gi 4th Screen                           |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Soul Fire's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Fire2              Target: One Opponent      Reflectable       |
|  [01C]       Magical          Element: Fire                                |
|                                  Att%: 100                                 |
|                                 Power: 20                                  |
|                               MP Cost: 22 MP                               |
|                           Base Damage: 277 HP                              |
|                                                                            |
```

```
|  Attack 2: <Take Over>          Target: Self             Never Used      |
|  [224]       Physical 0 Dam      Att%: Auto Hit                          |
|                                                                          |
|  Attack 3: <Return>             Target: Self             Reappearing     |
|  [32D]       Physical 0 Dam      Att%: Auto Hit           Animation      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Soul Fire's BATTLE PLAN: (Repeats)                                     |
|                                                                          |
|  Soul Fire has not 'Taken Over' a Target:                                |
|                                                                          |
|   Use Fire2 on Self; If Soul Fire's MP < 22, skip a turn                 |
|                                                                          |
|                                                                          |
|  Soul Fire has 'Taken Over' a Target AND less than three turn have passed |
|   since Soul Fire took over Target:                                      |
|                                                                          |
|    Use Fire2 on 'Taken Over' Target; If Attack kills Target, use <Return> |
|     on Self, reappear into Battle, make Soul Fire targetable             |
|                                                                          |
|                                                                          |
|  Soul Fire has 'Taken Over' a Target AND either three turns have passed  |
|   since Soul Fire took over Target OR 'Taken Over' Target has Death      |
|                                                                          |
|    Use <Return> on Self, reappear into Battle, make Soul Fire targetable |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Soul Fire:                       |   POWER req for Overflow:  |
|                                             |                            |
| Taking out both Soul Fires will yield more  |  Base Damage Overflow: 185 |
|  Battle Spoils, however, they are not       |  Rnd Var Overflow  3x: 123 |
|  necessary to kill to end the Battle. Once  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Gi Nattak is finished, the Battle will end.                             |
| If you wanted to kill the Soul Fire for the extra Spoils, then it would  |
|  be in your best interest to try to take out Soul Fire [A] as soon as the |
|  Battle begins, before Gi Nattak is able to use Take Over on its first   |
|  turn. Here is the best setup to go into the Battle with (Aqualung and   |
|  Beta are off the table):                                                |
|   - Slow the Battle Speed down all the way and set the ATB to 'Wait'     |
|   - Elemental + Choco/Mog on Red XIII's Weapon                           |
|   - Champion Belt on Red XIII (or Power Wrist if not obtained yet)       |
|   - Deathblow on Red XIII                                                |
|   - Speed Plus and/or Pre-Emptive on Red XIII (to increase Dexterity)    |
|   - Ice2 on Cloud                                                        |
|   - Bolt2 on 3rd Character                                               |
| If you manage to perform a successful Deathblow with Red XIII, then you  |
|  should kill the Soul Fire in one hit. With the Silver Barrette equipped |
|  on Red XIII, you should have a 57.25% chance to successfully perform a  |
|  Deathblow against the Soul Fire (assuming a Dexterity stat of 37).      |
|  Have your other characters caste Ice2 and Bolt2 in case the Deathblow   |
|  misses, or if Red XIII's ATB gauge fills up the slowest. Be sure not to |
|  use All with your Magic spells, or they'll be subject to 'Split Damage' |
|  for 66% of the Attack's normal damage output.                           |
| Alternatively, you could open the Battle with a Right Arm if you have them |
|  to spare, although, you would only have to wait three turns for the Soul |
|  Fire [A] to reappear and be targeted again. You'd probably be best saving |
|  your Right Arms for the Battle Square.                                   |
| If Gi Nattak manages to use Take Over, just focus on killing the Soul Fire |
|  [B] as fast as you can, otherwise it'll heal itself with every turn by  |
|  absorbing its Fire2 Attack, and its high Dexterity Stat means it'll heal |
|  itself quite often. Be sure to kill it before two turns have passed for |
|  Gi Nattak after the first time Take Over was used, or it'll use Take Over |
```

```
|  on the Soul Fire [B]. This is where Elemental+Choco/Mog helps, as the     |
|  Soul Fire is an 'Elevated' enemy.                                         |
| After 10 uses of Fire2 the Soul Fire's MP will have depleted, and the      |
|  "skill power is used up" string text will be displayed, *only* when it    |
|  tries to use Fire2 on a Player; if it uses it on itself the message will  |
|  not be displayed.                                                         |
| The Soul Fire is the only enemy in the game other than the Parasite that   |
|  takes Double Damage from the Holy Element (Alexander), but does not       |
|  absorb Restorative. This technically means the Soul Fire cannot be        |
|  considered to be "Undead".                                                |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||                 {Nibel Area}                 ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The Nibel Area Forest is not accessible until after Mt. Nibel. You
        can find the Nibel Area Forest Encounters within the "Rocket Launch
        Pad Area" listings further down (the larger of the two Forests).

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                        Training Rating:    ||
||                                                                       ||
||  Nibel Area Grass                                 **                  ||
||  Nibel Area Beach                                 *                   ||
\|                                                                       |/
 \                                                                       /
  |      Enemies:                                                        |
  |                                                                      |
  |      Nibel Wolf                                                      |
  |  L4  Valron                                                          |
  |  L4  Crown Lance                                                     |
  \                                                                      /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO USE:                            ]
 [                                                                         ]
 [         Fire - Crown Lance       - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                            ]
 [                                                                         ]
 [    Lightning - Crown Lance       - Absorb                               ]
 [                                                                         ]
 [        Earth - Crown Lance       - Nullify                              ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                         ELEMENTS USED BY ENEMIES:                       ]
 [                                                                         ]
 [    Lightning - Crown Lance       - Bolt                                 ]
 [      Gravity - Valron            - Demi3                                ]
```

```
[  Restorative - Nibel Wolf        - Howling                                ]
[                                                                           ]
[          Hit - Nibel Wolf        - Bodyblow                               ]
[          Hit - Nibel Wolf        - Fang                                   ]
[          Hit - Valron            - Speed Punch                            ]
[          Hit - Valron            - Jump Kick                              ]
[          Hit - Valron            - Dive Kick                              ]
[        Punch - Crown Lance       - Claw                                   ]
[        Punch - Crown Lance       - Deadly Needles                         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[        Sleep - Crown Lance       - Sleepel         (71%  Inflict)         ]
[      Petrify - Crown Lance       - Deadly Needles  (100% Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Death, Sleep, Poison, Silence, Slow, Petrify, D. Sentence               ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION			
	Valron [8]		Nibel Wolf
	Crown Lance [8]		Valron
LUCHILE NUT			
	Nibel Wolf [8]	Nibel Wolf [8]	
DREAM POWDER			
			Crown Lance

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Nibel Area Grass 32 Medium

Average: EXP: 550.3 AP: 51.5 GIL: 543.2 Enemy QTY: 2.0

The Average Spoils increase every time the Nibel Wolf revives its allies.

```
.-------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 530     1st Row: 1x Nibel Wolf             |
|                        AP  - 48      2nd Row: 1x Nibel Wolf             |
|                        GIL - 520                                  #140 |
|                                                                         |
```

```
|  [29.0%]  Nrml Bat #2  EXP - 830     1st Row: 1x Valron                    |
|                        AP  - 78      2nd Row: 2x Nibel Wolf                |
|                        GIL - 820                                  #141 |
|                                                                          |
|  [29.0%]  Nrml Bat #3  EXP - 300     1st Row: 1x Valron                    |
|                        AP  - 30                                          |
|                        GIL - 300                                  #142 |
|                                                                          |
|  [11.7%]  Back Attack  EXP - 530     1st Row: 2x Nibel Wolf                |
|            Run = 2     AP  - 48                                          |
|                        GIL - 520                                  #143 |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 2: *                                Area Enc Rate:

  Nibel Area Beach                                   64   Low

   Average:   EXP: 450        AP: 46        GIL: 800         Enemy QTY: 2

  The same Encounters can be found in Cosmo Beach and Rocket Launch Pad Beach.
.--------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 450     1st Row: 1x Crown Lance               |
|                        AP  - 46      2nd Row: 1x Crown Lance               |
|                        GIL - 800                                  #134 |
|                                                                          |
|  [29.0%]  Nrml Bat #2  EXP - 675     1st Row: 1x Crown Lance               |
|                        AP  - 69      2nd Row: 2x Crown Lance               |
|                        GIL - 1200                                 #135 |
|                                                                          |
|  [29.0%]  Nrml Bat #3  EXP - 225     1st Row: 1x Crown Lance               |
|                        AP  - 23                                          |
|                        GIL - 400                                  #136 |
|                                                                          |
|  [11.7%]  Pinc Attack  EXP - 450     1st Grp: 1x Crown Lance               |
|                        AP  - 46      2nd Grp: 1x Crown Lance               |
|                        GIL - 800                                  #137 |
'--------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The Crown Lance can also be fought here; however, I will not be
        duplicating that entry. You can find the Crown Lance within the
        "Cosmo Area" listings further above.

  .--------------.
 /  {Nibel Wolf}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/bNwYWEcqju8BSwSB8                | ID:  8C |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     23  ||   Strength:  50  ||    Drop: Luchile Nut  [8] 14.06%    |
|  HP:       700  ||    Defence:  36  ||   Steal: Luchile Nut  [8] 10.94%    |
|  MP:         0  ||      Magic:   5  ||   Morph: Hi-Potion                  |
|                 ||   MDefence: 160  ||                                     |
|  EXP:      265  ||  Dexterity:  57  ||                                     |
|   AP:       24  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      260  ||      Evade:   1  ||                                     |
```

Fire	[-]	Death [VUL]	Petrify [VUL]
Ice	[-]	Sleep [VUL]	D. Sentence [VUL]
Lightning	[-]	Poison [VUL]	Paralyzed [VUL]
Earth	[-]	Confusion [VUL]	Darkness [VUL]
Poison	[-]	Silence [VUL]	
Gravity	[-]	Slow [VUL]	Sadness [VUL]
Water	[-]	Stop [VUL]	Fury [VUL]
Wind	[-]	Frog [VUL]	Haste [VUL]
Holy	[-]	Small [VUL]	Manipulate [VUL]
Restorative	[-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Nibel Area Grass	71%	Kalm Fang
Rocket Launch Pad Area Grass	71%	Bandersnatch

Nibel Wolf's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Fang

Attack 1: <Bodyblow> [172] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 120 HP
Berserk Attack

Attack 2: Fang [189] Physical
Target: One Opponent
Element: Hit
Att%: 120
Power: 16
Base Damage: 120 HP

Attack 3: <Howling> [225] Magical % Based
Target: One Ally
Element: Restorative
Att%: 255
Power: 32
Base Damage: 100% Max HP
Miss If Alive
Status Remove: Death (100%)

Attack 4: <Howling> [2AC] Physical 0 Dam
Target: Self
Att%: Auto Hit
Howling Animation

Nibel Wolf's BATTLE PLAN: (Repeats)

1ST ATTACK: Use <Bodyblow> on Rnd Target
2ND ATTACK: Use <Bodyblow> on Rnd Target
3RD ATTACK: Use <Bodyblow> on Rnd Target
4TH ATTACK: Use Fang on Rnd Target

5th ATTACK:

At least one other Nibel Wolf Dead AND <Howling> (Attack) used less than three times:

2/3 Chance: Use <Howling> (Animation) on Self
1/3 Chance: Use <Howling> (Attack) on Rnd Nibel Wolf Ally with Death
Increase Self's EXP worth by 265
Increase Self's GIL worth by 260

All other Nibel Wolfs Alive OR <Howling> (Attack) used three times:

```
|                                                                                |
|    Use Fang on Rnd Target                                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Nibel Wolf:                        |   POWER req for Overflow:        |
|                                               |                                  |
| Nibel Wolf is found in Battle Square:         |  Base Damage Overflow: 149       |
|  Set - 2 (After Tiny Bronco)   Battle - 5     |  Rnd Var Overflow  3x:  99       |
|                                               |  Rnd Var Overflow  4x:  75       |
| Every time the Nibel Wolf successfully        |  Rnd Var Overflow  6x:  50       |
|  revives one of its teammates, its end-of-    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Battle EXP increases by 265, and its gil                                      |
|  increases by 260. This can only be done three times per battle, which        |
|  means the maximum end-of-Battle EXP you can gain is +795, and maximum        |
|  gil you can gain is +780 *per Nibel Wolf*. It's highly unlikely that         |
|  they'll still be alive by the time they reach their 5th turn, however.       |
| When the Nibel Wolf uses <Howling> (Attack), the revived Nibel Wolf will      |
|  be facing its teammate until its next turn.                                   |
| If the Nibel Wolf fails the chance to use the <Howling> Attack variant, it    |
|  instead use the <Howling> Animation variant.                                  |
\                                                                                /
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 /  {Valron}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/MGPTMLYygUeYG4mE8                      | ID:  8F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:  50  ||    Drop: Hi-Potion  [8] 14.06%       |
|  HP:       950  ||    Defence:  50  ||   Steal: /                           |
|  MP:        80  ||      Magic:  45  ||   Morph: Hi-Potion                    |
|                 ||   MDefence: 180  ||                                      |
|  EXP:      300  ||  Dexterity:  49  ||                                      |
|   AP:       30  ||       Luck:   0  || Back Damage: Normal (2x Damage)      |
|  GIL:      300  ||      Evade:   1* || Susceptible to L4 Suicide            |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:          |
|                                                    |                        |
| Nibel Area Grass                                 58% |  Gorkii                |
| Nibel Area Forest (Larger Forest)                29% |                        |
| Rocket Launch Pad Area Forest (Smaller Forest)   29% |                        |
| Rocket launch Pad Area Grass                    Choc |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                         |  Manip Attack 1: Speed Punch         |
|   Valron's ATTACKS:                     |  Manip Attack 2: Jump Kick           |
|                                         |  Manip Attack 3: Dive Kick           |
|                                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Speed Punch>        Target: One Opponent                           |
|  [22A]       Physical          Element: Hit                                    |
|                                   Att%: 110                                   |
```

```
|                                Power: 16                                  |
|                           Base Damage: 124 HP                             |
|                                                                           |
|  Attack 2:  Jump Kick          Target: One Opponent                       |
|  [22B]       Physical         Element: Hit                               |
|                                  Att%: 95                                 |
|                                 Power: 20                                 |
|                           Base Damage: 155 HP                             |
|                                                                           |
|  Attack 3: <Dive Kick>         Target: One Opponent                       |
|  [22C]       Magical          Element: Hit                               |
|              % Based             Att%: 100                                |
|                                 Power: 8                                  |
|                           Base Damage: 25% Max HP                         |
|                                                                           |
|  Attack 4:  Demi3              Target: One Opponent                       |
|  [02C]       Magical          Element: Gravity                           |
|              % Based             Att%: 75                                 |
|                                 Power: 24                                 |
|                                MP Cost: 48 MP                             |
|                           Base Damage: 75% Current HP                     |
|                                                                           |
|  Attack 5:  DeSpell            Target: One Opponent      Status Remove:   |
|  [017]       Magical 0 Dam       Att%: 255                10 Statuses     |
|                                MP Cost: 20 MP             (See Notes)     |
|                                                                           |
|  Attack 6:  MBarrier           Target: One Ally          Reflectable      |
|  [010]       Magical 0 Dam       Att%: Auto Hit          Status Inflict:  |
|                                MP Cost: 24 MP             MBarrier (100%) |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Valron's BATTLE PLAN: (Repeats)                                         |
|                                                                           |
|  SETUP: If a Chocobo is present, Display String: [A Chocobo!]             |
|         1/2 Chance: Start in Stage 1 (Ground)                             |
|         1/2 Chance: Start in Stage 2 (Flying - sets Evade to 21)          |
|                                                                           |
|                                                                           |
|    *If Valron's MP < Attack MP Cost, use <Dive Kick> on Rnd Target         |
|                                                                           |
|  STAGE 1: (Ground)                                                        |
|                                                                           |
|   1/2 Chance: Use Jump Kick on Rnd Target                                 |
|                                                                           |
|   1/4 Chance: Use <Speed Punch> on Rnd Target                             |
|                                                                           |
|   1/4 Chance: Transform to Stage 2 (Flying), set Evade to 21              |
|    Follow-Up: 1/2 Chance use <Dive Kick> on Rnd Target                    |
|               1/2 Chance use Demi3 on Target with Highest Current HP*     |
|                                                                           |
|                                                                           |
|  STAGE 2: (Flying - Default Row)                                          |
|                                                                           |
|   Valron does not have MBarrier:                                          |
|                                                                           |
|    32/64 Chance: Use MBarrier on Self*                                    |
|                                                                           |
|    12/64 Chance: Use Despell* (see below)                                 |
|                                                                           |
|    11/64 Chance: Transform to Stage 1 (Ground), set Evade back to 1       |
|                                                                           |
```

3/64 Chance: Use Demi3 on Target with Highest Current HP*

3/64 Chance: Use MBarrier on Rnd Ally*; If all Allies have MBarrier OR all Allies have Death, use <Dive Kick> on Rnd Target

3/64 Chance: Use <Dive Kick> on Rnd Target

Valron has MBarrier:

1/2 Chance: Use Despell* (see below)

1/8 Chance: Use <Dive Kick> on Rnd Target

1/8 Chance: Use Demi3 on Target with Highest Current HP*

1/8 Chance: Use MBarrier on Rnd Ally*; If all Allies have MBarrier OR all Allies have Death, use <Dive Kick> on Rnd Target

1/8 Chance: Transform to Stage 1 (Ground), set Evade back to 1

DESPELL:

When Despell is selected, nine checks play out in sequence:

Valron has Slow: Use DeSpell on Self
At least one Ally has Slow: Use DeSpell on Rnd Ally with Slow
At least one Ally has Stop: Use DeSpell on Rnd Ally with Stop
At least one Ally has Silence: Use DeSpell on Rnd Ally with Silence
At least one Target has Barrier: Use DeSpell on Rnd Target with Barrier
At least one Target has Haste: Use DeSpell on Rnd Target with Haste
At least one Target has MBarrier: Use DeSpell on Rnd Target with MBarrier
At least one Target has Reflect: Use DeSpell on Rnd Target with Reflect
At least one Target has Regen: Use DeSpell on Rnd Target with Regen

If all nine checks fail, use <Dive Kick> on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Valron:

Valron is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 6

1st Stage: Evade = 1
2nd Stage: Evade = 21

POWER req for Overflow:

Base Damage Overflow: 153
Rnd Var Overflow 3x: 102
Rnd Var Overflow 4x: 77
Rnd Var Overflow 6x: 51

DeSpell will have a 100% chance of removing the following Statuses: Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield, Death Force and Resist.
Similar to the Zemzelett, the Valron can become airborne mid-battle. Unlike the Zemzelett, the Valron is *not* considered to be an 'elevated' enemy, so it does not take Double Damage from Wind, nor Nullify Earth.
The Valron does *NOT* get given a row value of 16 when it becomes air-bourne, which means you can still target it with short-ranged Physical Attacks when it is in its 'Flying' form.
Demi3 cannot kill you, but it can heavily deplete your HP, so watch out!

```
|  The Valron only has enough MP for one cast of Demi3; however, its default |
|  <Dive Kick> Attack used when its MP has depleted can be more deadly than  |
|  Demi3, given that its damage is based on you *Max* HP, and can kill you   |
|  if your Current HP is less than 25% of its max value.                     |
| The Valron is *ONE OF THE BEST* enemies in the game to Limit Level         |
|  against! Manipulate them to use their Dive Kick Attack against your       |
|  characters, and make sure they are inflicted with Fury; just be sure not  |
|  to accidentally kill them with Dive Kick! A Lv 27 Cloud would have a 54%  |
|  chance of manipulating the Valron.                                        |
| The Valron's appearance in the same area as the 6x Battery Cap Encounter   |
|  makes the Nibel Area (larger) Forests perhaps *the* best area in the game |
|  to Limit Level in.                                                        |
| If one of your Players has the Sprint Shoes equipped, the Valron will      |
|  still use DeSpell on that target, depleting its MP unnecessarily.         |
| Although the Valron has high MDef, your Lv 2 Magical Attacks should still  |
|  deal more damage than your Physical Attacks, unless you're using All for  |
|  Split Damage (or you have acquired the Champion Belt), in which case      |
|  Physical Attacks would be preferred. Use Trine or Quake2 if you have      |
|  either ability available, failing that, open with Laser and follow up     |
|  with basic attacks. Matra Magic is not worth it at this point.            |
| If you encounter the Valron in the Battle Square, then use L4 Suicide to   |
|  deal with it quickly.                                                     |
| The Valron is one of a number of enemies that are elevated above the       |
|  ground (while in its flying form), but will not take double damage from   |
|  the Wind Element, nor will it nullify Earth.                              |
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             ||               {Shinra Mansion}              ||
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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                           ||
||   Screens:                                           Training Rating:     ||
||                                                                           ||
||  Shinra Mansion Ground Floor Entrance                ****   BEST          ||
||  Shinra Mansion Ground Floor Side Rooms              ****   BEST          ||
||  Shinra Mansion 2nd Floor Western Wing               ***                  ||
||  Shinra Mansion 2nd Floor Eastern Wing               ***                  ||
||  Shinra Mansion Spiral Staircase                     **                   ||
||  Shinra Mansion Basement 1st Screen From Stairs      **                   ||
||  Shinra Mansion Basement Vincent's Chamber          **                   ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                    Enemy Skills:                          |
  |                                                                         |
  |      Dorky Face                                                         |
  |      Ghirofelgo                                                         |
  |      Chain                                                              |
  |  L4  Mirage                                                             |
  |      Jersey                      ????                                   |
  |      Black Bat                                                          |
  |  L4  Ying                                                               |
  |  L4  Yang                                                               |
  |      Ying/Yang                                                          |
  |      Lost Number 1st Form  (Opt Boss)                                   |
```

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 |      Lost Number 2nd Form  (Opt Boss)                                  |
 |      Lost Number 3rd Form  (Opt Boss)                                  |
 \                                                                        /
  0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                              ELEMENTS TO USE:                              ]
[                                                                            ]
[      Gravity - Ghirofelgo        - Double                                  ]
[         Wind - Black Bat         - Double                                  ]
[         Holy - Black Bat         - Double                                  ]
[  Restorative - Black Bat         - Absorb                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                              ]
[                                                                            ]
[        Earth - Ghirofelgo        - Nullify                                 ]
[        Earth - Black Bat         - Nullify                                 ]
[      Gravity - Lost Number       - Nullify  (Boss)                         ]
[                                                                            ]
[      Gravity - Ying              - Halve                                   ]
[      Gravity - Yang              - Halve                                   ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                          ]
[                                                                            ]
[         Fire - Jersey            - Fire2                                   ]
[          Ice - Yang              - Ice2                                    ]
[    Lightning - Yang              - Bolt2                                   ]
[    Lightning - Lost Number 1st   - Bolt2                                   ]
[    Lightning - Lost Number 2nd   - Bolt2                                   ]
[        Earth - Lost Number 2nd   - Quake2                                  ]
[       Poison - Lost Number 2nd   - Bio2                                    ]
[                                                                            ]
[          Cut - Dorky Face        - Cutter                                  ]
[          Cut - Ghirofelgo        - Guillotine                              ]
[          Hit - Mirage            - Swing Attack                            ]
[          Hit - Jersey            - Spin Attack                             ]
[          Hit - Black Bat         - Blood Suck                              ]
[          Hit - Ying              - Ying Punch                              ]
[          Hit - Ying              - Sadistic Attack                         ]
[          Hit - Lost Number 1st   - Punch                                   ]
[          Hit - Lost Number 2nd   - Tentacle                                ]
[          Hit - Lost Number 3rd   - Punch                                   ]
[          Hit - Lost Number 3rd   - Lost Blow                               ]
[       Hidden - Dorky Face        - Curses (0 Damage)                       ]
[       Hidden - Dorky Face        - Funny Breath (0 Damage)                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                           ]
[                                                                            ]
[       Poison - Lost Number 2nd   - Bio2          (47%  Inflict)            ]
[    Confusion - Dorky Face        - Funny Breath  (23%  Inflict)            ]
[      Silence - Dorky Face        - Curses        (100% Inflict)            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             STATUSES TO USE:                               ]
[                                                                            ]
[   Sleep, Silence                                                           ]
```

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ENEMY LOOT

	DROP	STEAL	MORPH
TURBO ETHER	Jersey [8]	Jersey [32]	
PHOENIX DOWN	Dorky Face [8] Ghirofelgo [8]		
ECHO SCREEN		Dorky Face [32]	
MUTE MASK			Dorky Face
VAMPIRE FANG	Black Bat [8]		Black Bat
MIRROR	Mirage [8]		
COSMO MEMORY	Lost Number [63]		

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill every Yang per Battle.

SCREEN GROUPING 1: **** BEST — Area Enc Rate:

Shinra Mansion Ground Floor Entrance — 48 High
Shinra Mansion Ground Floor Side Rooms — 48 High

Average: EXP: 856.9 AP: 99.9 GIL: 589.4 Enemy QTY: 2.78

<C> The Dorky Face [A] covers the Dorky Face [B]
The Dorky Face [D] covers the Dorky Face [C]

[37.5%]	Nrml Bat #1	EXP - 900	1st Row: 1x Dorky Face
		AP - 105	2nd Row: 2x Dorky Face

```
|                        GIL - 606                                      #556 |
|                                                                              |
|  [34.4%]  Nrml Bat #2  EXP - 1200    1st Row: 2x Dorky Face <C>              |
|                        AP  - 140     2nd Row: 2x Dorky Face                  |
|                        GIL - 808                                      #557 |
|                                                                              |
|  [28.1%]  Nrml Bat #3  EXP - 380     1st Row: 1x Ghirofelgo                  |
|        Pre-Emp OFF     AP  - 44                                              |
|            Run = 2     GIL - 300                                      #558 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***                                 Area Enc Rate:

  Shinra Mansion 2nd Floor Western Wing                 48   High
  Shinra Mansion 2nd Floor Eastern Wing                 48   High

   Average:   EXP: 816.6      AP: 84.2      GIL: 716.1       Enemy QTY: 2.62

  Forced Attack on the screen "Shinra Mansion 2nd Floor Western Wing" only.
 <C> The Dorky Face [A] covers the Dorky Face [D]
.------------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 380     1st Row: 1x Ghirofelgo                  |
|        Pre-Emp OFF     AP  - 44                                              |
|            Run = 2     GIL - 300                                      #558 |
|                                                                              |
|  [23.2%]  Nrml Bat #2  EXP - 1200    1st Row: 1x Dorky Face <C>              |
|                        AP  - 140     2nd Row: 2x Dorky Face                  |
|                        GIL - 808     3rd Row: 1x Dorky Face          #560 |
|                                                                              |
|  [20.5%]  Nrml Bat #3  EXP - 880     1st Row: 2x Mirage                      |
|        Pre-Emp OFF     AP  - 79      2nd Row: 1x Dorky Face                  |
|                        GIL - 762                                      #561 |
|                                                                              |
|  [19.1%]  Nrml Bat #4  EXP - 960     1st Row: 3x Jersey                      |
|        Pre-Emp OFF     AP  - 90                                              |
|                        GIL - 1152                                     #562 |
|                                                                              |
|  [6.25%]  Back Attack  EXP - 380     1st Row: 1x Ghirofelgo                  |
|            Run = 3     AP  - 44                                              |
|                        GIL - 300                                      #559 |
|                                                                              |
|  [6.25%]  Pinc Attack  EXP - 900     1st Grp: 2x Mirage                      |
|                        AP  - 74      2nd Grp: 1x Jersey                      |
|                        GIL - 944                                      #563 |
|                                                                              |
|         Forced Attack  EXP - 2000    1st Row: 1x Lost Number                 |
|       Can't Escape     AP  - 80                                              |
|        Pre-Emp OFF     GIL - 2000                                     #576 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                                  Area Enc Rate:

  Shinra Mansion Spiral Staircase                       40   Very High

   Average:   EXP: 712.3      AP: 74.5      GIL: 486.3       Enemy QTY: 2.34

.------------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 380     1st Row: 1x Ghirofelgo                  |
```

```
|        Pre-Emp OFF     AP  - 44                                          |
|            Run = 2     GIL - 300                                  #558 |
|                                                                          |
|  [30.1%]  Nrml Bat #2  EXP - 870     1st Row: 2x Dorky Face              |
|                        AP  - 94      2nd Row: 1x Black Bat               |
|                        GIL - 484                                  #564 |
|                                                                          |
|  [24.6%]  Nrml Bat #3  EXP - 890     1st Row: 1x Dorky Face, 1x Mirage   |
|        Pre-Emp OFF     AP  - 92      2nd Row: 1x Dorky Face              |
|                        GIL - 684                                  #565 |
|                                                                          |
|  [6.25%]  Back Attack  EXP - 810     1st Row: 1x Black Bat               |
|            Run = 2     AP  - 72      2nd Row: 2x Black Bat               |
|                        GIL - 240                                  #566 |
|                                                                          |
|  [6.25%]  Pinc Attack  EXP - 900     1st Grp: 2x Mirage                  |
|                        AP  - 74      2nd Grp: 1x Jersey                  |
|                        GIL - 944                                  #563 |
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 SCREEN GROUPING 4: **                                Area Enc Rate:

  Shinra Mansion Basement 1st Screen From Stairs       40   Very High
  Shinra Mansion Basement Vincent's Chamber            40   Very High

   Average:   EXP: 766.1      AP: 70.7      GIL: 423.8       Enemy QTY: 2.64

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|  [20.5%]  Nrml Bat #1  EXP - 540     1st Row: 1x Black Bat               |
|                        AP  - 48      2nd Row: 1x Black Bat               |
|                        GIL - 160                                  #567 |
|                                                                          |
|  [19.1%]  Nrml Bat #2  EXP - 810     1st Row: 2x Black Bat               |
|                        AP  - 72      2nd Row: 1x Black Bat               |
|                        GIL - 240                                  #568 |
|                                                                          |
|  [17.8%]  Nrml Bat #3  EXP - 1080    1st Row: 1x Black Bat               |
|                        AP  - 96      2nd Row: 2x Black Bat               |
|                        GIL - 320     3rd Row: 1x Black Bat      #569 |
|                                                                          |
|  [30.1%]  Nrml Bat #4  EXP - 700     1st Row: 1x Ying, 1x Yang           |
|        Pre-Emp OFF     AP  - 70                                   #572 |
|                        GIL - 800                                  #573 |
|                                                                          |
|  [3.13%]  Back Att #1  EXP - 810     1st Row: 2x Black Bat               |
|            Run = 2     AP  - 72      2nd Row: 1x Black Bat               |
|                        GIL - 240                                  #570 |
|                                                                          |
|  [3.13%]  Back Att #2  EXP - 700     1st Row: 1x Ying, 1x Yang           |
|            Run = 2     AP  - 70                                         |
|                        GIL - 800                                  #574 |
|                                                                          |
|  [6.25%]  Pinc Attack  EXP - 810     1st Grp: 1x Black Bat               |
|                        AP  - 72      2nd Grp: 2x Black Bat               |
|                        GIL - 240                                  #571 |
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/ {Dorky Face} \

https://photos.app.goo.gl/7QQNt7DCy53tN2zM8 | ID: 92

Level: 23	Strength: 50	Drop: Phoenix Down [8]	14.06%
HP: 520	Defence: 36	Steal: Echo Screen [32]	40.63%
MP: 80	Magic: 40	Morph: Mute Mask	
	MDefence: 120		
EXP: 300	Dexterity: 35		
AP: 35	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 202	Evade: 30		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra Mansion Ground Floor Entrance	72%	
Shinra Mansion Ground Floor Side Rooms	72%	
Shinra Mansion 2nd Floor Western Wing	44%	
Shinra Mansion 2nd Floor Eastern Wing	44%	
Shinra Mansion Spiral Staircase	55%	

Dorky Face's ATTACKS:

- Manip Attack 1: Cutter
- Manip Attack 2: Curses
- Manip Attack 3: Funny Breath

Attack 1: <Cutter>	Target: One Opponent	Berserk Attack	
[231] Physical	Element: Cut		
	Att%: 100		
	Power: 16		
	Base Damage: 120 HP		
Attack 2: Curses	Target: One Opponent	Status Inflict:	
[232] Magical 0 Dam	Element: Hidden	Silence (100%)	
	Att%: 100		
	MP Cost: 10 MP		
Attack 3: Funny Breath	Target: All Opponents	No Split Damage	
[233] Magical 0 Dam	Element: Hidden	Status Inflict:	
	Att%: 255	Confusion (23%)	
	MP Cost: 10 MP		
Attack 4: <Ascend>	Target: Self	Disappearing	
[234] Physical 0 Dam	Att%: Auto Hit	Animation	

Dorky Face's BATTLE PLAN: (Repeats)

All Targets with Silence AND All Targets with Paralyzed:

Use <Ascend> on Self, remove Self from Battle on the next turn, leave no rewards

At least one Target without Silence OR At least one Target without Paralyzed:

OPENING ATTACK: 1/2 Chance start from 1st Attack
1/2 Chance start from 5th Attack

1ST ATTACK: Use Curses on Rnd Target without Silence; If all Targets have Silence, use <Cutter> on Rnd Target

2ND ATTACK: Skip a turn
3RD ATTACK: Skip a turn
4TH ATTACK: Use <Cutter> on Rnd Target

5TH ATTACK: Use Funny Breath on All Targets; If all Targets have Paralyzed, use <Cutter> on Rnd Target

6TH ATTACK: Skip a turn
7TH ATTACK: Skip a turn
8TH ATTACK: Use <Cutter> on Rnd Target

Notes On Dorky Face:

A flaw exists with the Dorky Face's AI Script. Instead of checking or Players that have Silence and/or Confusion, it instead looks for Players that have Silence and/or Paralyzed. The only way for the Player to be inflicted with Paralyzed within the Shinra Mansion is to self-inflict it via the use of Dazers. The Player does not have access to Dazers the first time they visit Nibelheim.

If the Dorky Face's AI Script had ran correctly, then it would have used its <Ascend> Attack once all players had become inflicted with both Silence and Confusion, following which it would flee the battle leaving no rewards. If it does use <Ascend>, you will have to wait one turn until the battle ends, which would have left the Player vulenrable to a potential Game Over seeing as all three characters would have been inflicted Confusion and Silence, with no readily available means to cure Confusion.

If you managed to obtain the Peace Ring from the 2nd Fort Condor Battle, then you should equip it to defend from Confusion. Also make sure to have Added Effect+Mystify on someone else's Armour, that way two of your three characters will have defence against one of the most detrimental Statuses in the game.

The Attacks Curses and Funny Breath are two of seven Status inflicting Attacks that use the 'Hidden' Element, and as such can be defended from by equipping the Elemental on your Armour with any other non-element Materia (excluding other Support Materia and Restorative Materia). The Elemental Materia has to be Lv 2 minimum for the effect to work, the effect being that the chance of each Status being inflicted is dropped to 0. The Player is still considered to be vulnerable to the Status used, and the word "Miss" will perpetually appear above their head. A Lv 1 Elemental would instead halve the chance of the Element being inflicted.

The Dorky Face's low Dexterity stat means that they will take a fairly

POWER req for Overflow:

Base Damage Overflow:	149
Rnd Var Overflow 3x:	99
Rnd Var Overflow 4x:	75
Rnd Var Overflow 6x:	50

```
|  long time between turns. It has enough MP for four uses of Funny Breath   |
|  and four uses of Curses, at which point the "skill power is used up" text |
|  string will be displayed when it tries to use either of those Attacks;    |
|  However, it is highly unlikely that you'll make it through 32 turns in    |
|  the Battle, which is how many turns it would take for the Dorky Face to   |
|  run out of MP.                                                            |
| Do not use Deathblow on the Dorky Face, as their high Evade stat will mean |
|  that you'll have less than 25% chance of successfully performing a        |
|  Deathblow.                                                                |
| The Dorky Face is one of a number of enemies that are elevated above the   |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
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  .--------------.
 /  {Ghirofelgo}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/QBA6HZRAUX5FoHxt5                     | ID:  95 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     26  ||   Strength:  50  ||    Drop: Phoenix Down  [8] 14.06%   |
|  HP:      1600  ||    Defence: 100  ||   Steal: /                          |
|  MP:         0  ||      Magic:  35  ||   Morph: /                          |
|                 ||   MDefence: 400  ||                                      |
|  EXP:      380  ||  Dexterity: 120  ||                                      |
|   AP:       44  ||       Luck:   0  ||                                      |
|  GIL:      300  ||      Evade:  33  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [Nullify]     |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [VUL]   |                        |
|      Gravity  [Gravity]     |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Shinra Mansion Ground Floor Entrance                29% |                     |
| Shinra Mansion Ground Floor Side Rooms              29% |                     |
| Shinra Mansion 2nd Floor Western Wing               31% |                     |
| Shinra Mansion 2nd Floor Eastern Wing               31% |                     |
| Shinra Mansion Spiral Staircase                     33% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Ghirofelgo's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Guillotine>         Target: One Opponent                       |
|  [23B]       Physical          Element: Cut                                |
|                                   Att%: 255                                |
|                                  Power: 40                                 |
|                             Base Damage: 325 HP                            |
|                                                                            |
|  Attack 2: <[No Name]>          Target: Self              Falling          |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                            |
|  Attack 3: <Catch Chain>        Target: Self              Climbing         |
```

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|  [23C]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                              |
|  Attack 4: <Fail to catch>      Target: Self              Catch Failed       |
|  [23D]       Physical 0 Dam       Att%: Auto Hit           Animation       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ghirofelgo's BATTLE PLAN: (Repeats)                                        |
|                                                                              |
|  STAGE 1: (Swinging)                                                         |
|                                                                              |
|   1ST ATTACK: 1/8 Chance use <Guillotine> on Rnd Target, jump to 1st         |
|                    Attack for next turn                                      |
|               7/8 Chance skip a turn                                         |
|                                                                              |
|   2ND ATTACK: Same as 1st Attack                                             |
|   3RD ATTACK: Same as 1st Attack                                             |
|   4TH ATTACK: Use <Guillotine> on Rnd Target                                 |
|                                                                              |
|                                                                              |
|  STAGE 2: (Fallen)                                                           |
|                                                                              |
|   1ST ATTACK: 1/3 Chance use <Catch Chain> on Self, transform to Stage 1     |
|               2/3 Chance use <Fail to catch> on Self, skip a turn            |
|                                                                              |
|   2ND ATTACK: Same as 1st Attack                                             |
|   3RD ATTACK: Use <Catch Chain> on Self, transform to Stage 1                |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   STAGE 1: 1/8 Chance use <[No Name]> on Self, transform to Stage 2          |
|            7/8 Chance do nothing                                             |
|                                                                              |
|   STAGE2: Do nothing                                                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ghirofelgo:                      |   POWER req for Overflow:      |
|                                             |                                |
| Ghirofelgo is found in Battle Square:       |  Base Damage Overflow: 172     |
|  Set - 2 (After Tiny Bronco)   Battle - 8   |  Rnd Var Overflow  3x: 115     |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Ghirofelgo consists of two enemies; the                                  |
|  "Chain" that you see is a non-targetable                                    |
|  enemy that exists for aesthetic purposes only (so the Ghirofelgo can        |
|  separate itself from its counterpart). Visit the "Extra Enemies" section    |
|  further below for more information on this enemy.                           |
| If you wish, you can cast Demi2 or the Enemy Skill Laser to instantly kill   |
|  the Ghirofelgo. This can be especially helpful in the Battle Square,        |
|  should you still have access to such abilities; failing that, a T/S Bomb    |
|  will also kill it in one.                                                   |
| Avoid using Magical attacks when faced with the Ghirofelgo; its high MDef    |
|  stat means that your Physical attacks will deal more damage than your       |
|  Lv 2 Magic. Even Beta and Aqualung will only deal approx 100 HP more than   |
|  your regular attacks! Equip Elemental+Gravity on your weapon for maximum    |
|  damage, and avoid Deathblow given its high Evade stat.                      |
| While it won't attack you often, the Ghirofelgo has high Dexterity, so it    |
|  will go through its turns quite quickly.                                    |
| The Ghirofelgo is one of a number 'elevated' enemies that Nullifies the      |
|  Earth Element, but will no take double damage from Wind.                    |
| The Ghirofelgo is one of 105 enemies that are Immune to Peerless, which      |
|  isn't necessary seeing as there is no way for the Player to inflict the     |
|  enemy with Peerless.                                                        |
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| The Ghirofelgo cannot be Back-Attacked or Side-Attacked, meaning that one  |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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 /  {Mirage}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/19SzRTuWexA7EMjM6                     | ID:  91 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:  50  ||    Drop: Mirror  [8] 14.06%         |
|  HP:       570  ||    Defence:  36  ||   Steal: /                          |
|  MP:         0  ||      Magic:  45  ||   Morph: /                          |
|                 ||   MDefence: 100  ||                                      |
|  EXP:      290  ||  Dexterity:  50  ||                                      |
|   AP:       22  ||       Luck:   0  ||                                      |
|  GIL:      280  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Shinra Mansion 2nd Floor Western Wing           27% |                     |
| Shinra Mansion 2nd Floor Eastern Wing           27% |                     |
| Shinra Mansion Spiral Staircase                 31% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!               |
|   Mirage's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Swing Attack>       Target: One Opponent                       |
|  [22F]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 16                                 |
|                            Base Damage: 124 HP                             |
|                                                                            |
|  Attack 2: <Reflection>         Target: Self              Never Used       |
|  [230]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Mirage's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|  SETUP: Inflict Self with Reflect                                          |
|                                                                            |
|                                                                            |
|    *If all Targets have D. Sentence, select Rnd Target                     |
|                                                                            |
|  Use <Swing Attack> on Rnd Target without D. Sentence*                     |
|                                                                            |
|  Follow-Up: 1/2 Chance use <Swing Attack> on Rnd Target without D. Sentence|
|             1/2 Chance do nothing                                          |
|                                                                            |
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```

Notes On Mirage:	POWER req for Overflow:
The Mirage's AI Script is a bit peculiar. It check for players without D. Sentence, and the only way for the you to become inflicted with D. Sentence in the Shinra Mansion is to cast Death Sentence on yourself, or, equip a Curse Ring. Seeing as you do not obtain the Curse ring till midway through Disc 2, my only guess is that either the Curse Ring was originally intended to be collected in the Shinra Mansion, or, one of the other enemies were going to have originally been designed to inflict D. Sentence.	Base Damage Overflow: 149 Rnd Var Overflow 3x: 99
The Mirror Item can only be obtained from the Mirage, and you only have a 14.06% chance of getting as a Drop. Be sure to obtain one if you intend to complete your inventory list (uses Reflect on all allies).	
The Mirage is one of four enemies that are Immune to Reflect. This is so that the Status cannot be lifted from the Enemy once it has setup Reflect as the Battle initiates, and as such the Mirage gains permanent Reflect.	
The Mirage is one of a number of enemies that are elevated above the ground, but will not take double damage from the Wind Element, nor will it nullify Earth.	
The Mirage cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.	

{Jersey}

https://photos.app.goo.gl/Qf9xeVRZ4No7x8yj7 | ID: 93

Level:	25	Strength:	55
HP:	500	Defence:	40
MP:	100	Magic:	15
		MDefence:	144
EXP:	320	Dexterity:	60
AP:	30	Luck:	10
GIL:	384	Evade:	5

Drop: Turbo Ether [8] 14.06%
Steal: Turbo Ether [32] 40.63%
Morph: /

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:	APPEARANCE RATE:
Shinra Mansion 2nd Floor Western Wing	25%
Shinra Mansion 2nd Floor Eastern Wing	25%
Shinra Mansion Spiral Staircase	6%

LOOKALIKES:

Jersey's ATTACKS:

No Manipulate Attacks!

Attack 1: Spin Attack
[235] Physical

Target: One Opponent
Element: Hit

```
|  [237]                          Att%: 90                                  |
|                                Power: 16                                  |
|                          Base Damage: 139 HP                              |
|                                                                           |
|  Attack 2:  ????              Target: One Opponent      **Enemy Skill**   |
|  [058]       Physical        Element: None              Fixed Damage      |
|              Spcl Formula       Att%: 100                                 |
|                                Power: 255                                 |
|                               MP Cost: 3 MP                               |
|                          Base Damage: Caster's Max HP - Current HP        |
|                                                                           |
|  Attack 3:  Fire2             Target: One Opponent      Reflectable       |
|  [01C]       Magical          Element: Fire                               |
|                                  Att%: 100                                |
|                                Power: 20                                  |
|                               MP Cost: 22 MP                              |
|                          Base Damage: 300 HP                              |
|                                                                           |
|  Attack 4: <Lean to LL>       Target: Self              Transformation    |
|  [236]       Physical 0 Dam     Att%: Auto Hit           To Phase 2        |
|                                                                           |
|  Attack 5: <Lean to LR>       Target: Self              Never Used        |
|  [238]       Physical 0 Dam     Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Jersey's BATTLE PLAN: (Repeats)                                         |
|                                                                           |
|  SETUP: Left Counter down, enable Magical Immunity                        |
|                                                                           |
|                                                                           |
|    *If Jersey's MP < Attack MP Cost, use Spin Attack on Rnd Target        |
|                                                                           |
|  PHASE 1: (Left Counter Down, Magical Immunity)                           |
|                                                                           |
|   Jersey's HP  > 75%: 1/6 Chance use ???? on Rnd Target*                  |
|                       5/6 Chance use Spin Attack on Rnd Target            |
|                                                                           |
|            Follow-Up: 1/6 Chance use Spin Attack on Rnd Target            |
|                       5/6 Chance do nothing                               |
|                                                                           |
|   Jersey's HP <= 75%: 1/5 Chance use ???? on Rnd Target*                  |
|                       4/5 Chance use Spin Attack on Rnd Target            |
|                                                                           |
|            Follow-Up: 1/5 Chance use Spin Attack on Rnd Target            |
|                       4/5 Chance do nothing                               |
|                                                                           |
|   Jersey's HP <= 50%: 1/4 Chance use ???? on Rnd Target*                  |
|                       3/4 Chance use Spin Attack on Rnd Target            |
|                                                                           |
|            Follow-Up: 1/4 Chance use Spin Attack on Rnd Target            |
|                       3/4 Chance do nothing                               |
|                                                                           |
|   Jersey's HP <= 25%: 1/3 Chance use ???? on Rnd Target*                  |
|                       2/3 Chance use Spin Attack on Rnd Target            |
|                                                                           |
|            Follow-Up: 1/3 Chance use Spin Attack on Rnd Target            |
|                       2/3 Chance do nothing                               |
|                                                                           |
|                                                                           |
|  PHASE 2: (Right Counter Down, Physical Immunity)                         |
|                                                                           |
```

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|   Jersey's HP  > 75%: 1/6 Chance use Fire2 on Rnd Target*                  |
|                       5/6 Chance use Spin Attack on Rnd Target             |
|                                                                            |
|            Follow-Up: 1/6 Chance use Spin Attack on Rnd Target             |
|                       5/6 Chance do nothing                                |
|                                                                            |
|   Jersey's HP <= 75%: 1/5 Chance use Fire2 on Rnd Target*                  |
|                       4/5 Chance use Spin Attack on Rnd Target             |
|                                                                            |
|            Follow-Up: 1/5 Chance use Spin Attack on Rnd Target             |
|                       4/5 Chance do nothing                                |
|                                                                            |
|   Jersey's HP <= 50%: 1/4 Chance use Fire2 on Rnd Target*                  |
|                       3/4 Chance use Spin Attack on Rnd Target             |
|                                                                            |
|            Follow-Up: 1/4 Chance use Spin Attack on Rnd Target             |
|                       3/4 Chance do nothing                                |
|                                                                            |
|   Jersey's HP <= 25%: 1/3 Chance use Fire2 on Rnd Target*                  |
|                       2/3 Chance use Spin Attack on Rnd Target             |
|                                                                            |
|            Follow-Up: 1/3 Chance use Spin Attack on Rnd Target             |
|                       2/3 Chance do nothing                                |
|                                                                            |
|                                                                            |
|  COUNTER: [Physical Attacks Only]                                          |
|                                                                            |
|   PHASE 1: Use <Lean to LL> on Self, transform to Phase 2                  |
|            Enable Physical immunity, disable Magical immunity              |
|                                                                            |
|   PHASE 2: Do nothing                                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Jersey:                          |   POWER req for Overflow:    |
|                                             |                              |
| A flaw exists with the Jersey's AI Script.  |  Base Damage Overflow: 150   |
|  When it moves into Phase 2, it is supposed |  Rnd Var Overflow  3x: 100   |
|  to move back into its first Phase when     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  attacked via Magical attacks. As it stands,                               |
|  once the Jersey flips its right counter down (from the Player's POV), it  |
|  will never revert back to its original Phase.                             |
| If you wish to learn the Enemy Skill ????, then you must not attack the    |
|  Jersey as any physical damage will cause it to change into Phase 2. This  |
|  means that the chances of it using ???? will always be 1/6, and without   |
|  the means to manipulate it you could be waiting a while to learn the      |
|  Enemy Skill.                                                              |
| You will have an easier time learning ???? from the Behemoth in Sector 8   |
|  towards the end of Disc 2 if you do not have the patience to learn it     |
|  when you first encounter the Jersey. ???? can be useful at times, as it   |
|  will deal damage equal to the Caster's Max HP - Current HP, meaning the   |
|  lower your HP the more damage you'll deliver. Given the conditions in     |
|  which ???? becomes effective, most Players prioritise their character's   |
|  HP, and as such the Skill does not get used often.                        |
| You should definitely try to steal Turbo Ethers from the Jersey,           |
|  especially if waiting to learn ????. Their low damage output and high     |
|  steal rates makes Turbo Ethers ripe for the picking. A Lv 27 Cloud would  |
|  have a 42.19% chance of stealing from the Jersey.                         |
| The Jersey is one of a number of enemies that are elevated above the       |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
| Two identical variants of Spin Attack exists on the Jersey; one for each   |
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|  of the two Phases it is in.                                                  |
| The Jersey cannot be Back-Attacked or Side-Attacked, meaning that one         |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.               |
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 /  {Black Bat}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/naHGoMjBpEjDwBgu9                     | ID:  94 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     25  ||   Strength:  30  ||    Drop: Vampire Fang  [8] 14.06%   |
|  HP:       550  ||    Defence:  36  ||   Steal: /                          |
|  MP:         0  ||      Magic:  44  ||   Morph: Vampire Fang               |
|                 ||   MDefence: 180  ||                                     |
|  EXP:      270  ||  Dexterity:  52  ||                                     |
|   AP:       24  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:       80  ||      Evade:   1* ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [Double]       |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [Absorb]       |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Shinra Mansion Spiral Staircase                  36% |  Evilhead             |
| Shinra Mansion Basement 1st Screen From Stairs   67% |                       |
| Shinra Mansion Basement Vincent's Chamber        67% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Blood Suck          |
|   Black Bat's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                               |
|  Attack 1:  Blood Suck          Target: One Opponent      Berserk Attack      |
|  [239]       Physical          Element: Hit               Drains HP          |
|                                   Att%: 255                                   |
|                                  Power: 16                                    |
|                             Base Damage: 53 HP                                |
|                                                                               |
|  Attack 2: <Dodge>              Target: Self              Evade Animation     |
|  [23A]       Physical 0 Dam       Att%: Auto Hit                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Black Bat's BATTLE PLAN: (Repeats)                                          |
|                                                                               |
|  Use Blood Suck on Rnd Target                                                 |
|                                                                               |
|                                                                               |
|  COUNTER: [All Actions made by All Players and Enemies]                       |
|                                                                               |
|   1/8 Chance: Set Evade to 255 until the next action is performed             |
|   7/8 Chance: Do nothing                                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~<|
|   Notes On Black Bat:                                    |   POWER req for Overflow:   |
|                                                          |                             |
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| Black Bat is found in Battle Square:
| Set - 2 (After Tiny Bronco) Battle - 7

| Base Damage Overflow: 149
| Rnd Var Overflow 3x: 99
| Rnd Var Overflow 4x: 75
| Rnd Var Overflow 6x: 50

The Black Bat poses little threat to the Party. Vampire Fangs are not easy to come by, so if you wish to complete your inventory list then you should try leave the Shinra Mansion with one. The only other enemy to carry a Vampire Fang is the Evilhead in Gaea's Cliff's, and they have the same drop rate as the Black Bat; 14.06%. Alternatively, you could come back to the Shinra Mansion once you have the Morph Materia and your characters are stronger.

Every single Action will trigger the 1/8 chance of the Black Bat setting its Evade to 255, regardless of the Target or the Caster. This includes Actions made by the Black Bat. Even Actions such as Change/Defend will trigger the Counter chance.

Once the Black Bat has set its Evade to 255, all Physical attacks will only have a 1% chance of connecting. Every action performed by both the Player and Enemy will set the Black Bat's Evade back to 1, and a fresh 1/8 chance of the Counter script will then occur with every fresh action.

The Black Bat is considered an "Undead" enemy, which means that they will take damage from healing items and spells such as Cure, Potions etc. Throwing a Phoenix Down would have a 25% chance of instantly killing the Black Bat, whereas a Megalixir/Elixir/X-Potion has a 100% chance.

As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the Black Bat takes Double Damage from the Holy Element, and seeing you will not obtain any Holy based Materia (Alexander) till you reach disc 2, you cannot exploit this weakness now. If you were to return to the Shinra Mansion later on, then your attacks should be killing the Black Bat in one hit, so Holy won't be necessary.

The Black Bat's high MDef stat means that your normal Physical Attacks will deal about the same as your Lv 2 Magic Spells, unless you cast the spells on single targets (no Split Damage). Using All+Cure2 will kill the Black Bat in one hit, as will White Wind.

Equip Elemental+Choco/Mog on your weapon to exploit the Black Bat's weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.

.--------.
/ {Ying} \

https://photos.app.goo.gl/bMs8KffPM21fdzxA9 | ID: 97

| Level: 24 || Strength: 75 || Drop: /
| HP: 1200 || Defence: 420 || Steal: /
| MP: 0 || Magic: 5 || Morph: /
		MDefence: 50	
EXP: 400		Dexterity: 75	
AP: 30		Luck: 0	
GIL: 400		Evade: 1		Susceptible to L4 Suicide

| Fire [-] | Death [-] | Petrify [-]
| Ice [-] | Sleep [-] | D. Sentence [-]
| Lightning [-] | Poison [-] | Paralyzed [-]
| Earth [-] | Confusion [-] | Darkness [VUL]
| Poison [-] | Silence [VUL] |
| Gravity [Halve] | Slow [-] | Sadness [VUL]
| Water [-] | Stop [-] | Fury [VUL]
| Wind [-] | Frog [-] | Haste [-]
| Holy [-] | Small [-] | Manipulate [-]

Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra Mansion Basement 1st Screen From Stairs	33%	Yang
Shinra Mansion Basement Vincent's Chamber	33%	

No Manipulate Attacks!

Ying's ATTACKS:

Attack 1: <Ying Punch> — Target: One Opponent
[23E] Physical — Element: Hit
Att%: 100
Power: 16
Base Damage: 243 HP

Attack 2: Sadistic Attack — Target: One Opponent
[23F] Physical — Element: Hit
Att%: 100
Power: 20
Base Damage: 303 HP

Attack 3: <Vanish> — Target: Self — Death Animation
[14E] Physical 0 Dam — Att%: Auto Hit

Ying's BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling

1/4 Chance: Use Sadistic Attack on Target with Lowest Current HP
3/4 Chance: Use <Ying Punch> on Target with Lowest Current HP

DEATH: If Yang has Death, use <Vanish> on Self, remove Ying/Yang from Battle, Ying/Yang leaves no rewards

Notes On Ying:	POWER req for Overflow:
Ying is found in Battle Square: Set - 2 (After Tiny Bronco) Battle - 8	Base Damage Overflow: N/A Rnd Var Overflow 3x: 511

The Ying Yang Battle can be notoriously long, given how long Yangs animation are. Ying is not the problem, so just focus your attention on Ying's other half before dealing with him. From the player's POV, Ying is the Enemy on the right.

You can open with L4 Suicide if you wish, just be wary of Yang's Death Counter (read the notes on Yang below). If you face Ying & Yang in the Battle Square, you may wish to consider using a Smoke Bomb if you have them at your disposal (Yang is the problem).

The Ying/Yang 'stump' that is left when Ying or Yang dies in actually an enemy itself; visit the "Extra Enemies" section further below for more information on Ying/Yang. It cannot be targeted, and will not leave behind the EXP AP and gil that it has.

A flaw exists within Ying's AI Script. If one of your characters has died, Ying should have had a 0% chance of using <Ying Punch>, and a 100% chance of using Sadistic Attack with every turn.

Ying has the second highest Def stat in the game, 2nd to Ruby Weapon. Its ridiculously high Def stat means that your Physical Attacks will deal around 50 HP; stick to Magic! Yang, on the other hand has ridiculously

```
|  high MDef, so do not use 'All'. Without Split Damage, your Lv 2 Magic     |
|  Spells should deal 500+ HP worth of damage.                               |
| Ying is one of four enemies that has a Def stat that is too high to be     |
|  able perform Base Damage Overflow against (max Def for Base Dam Overflow  |
|  is 376). Only Vincent can cause Random variation overflow against Ying,   |
|  and with a Power value of 511 (64,128 kills), he would only have a 3/256  |
|  chance to overflow. With the maximum Power value of 521 (65,408 kills) he |
|  would have an 82/256 chance to cause Rnd Var Overflow (with Critical and  |
|  Berserk).                                                                 |
| Ying cannot be Back-Attacked or Side-Attacked, meaning that one cannot     |
|  perform Random Variation Overflow with 4x or 6x Damage.                   |
| Yang is one of 105 enemies that are Immune to Peerless, which isn't        |
|  necessary seeing as there is no way for the Player to inflict the Enemy   |
|  with Peerless.                                                            |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .--------.
 /  {Yang}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/SBG9VzBzcRgb4ikC7                      | ID:  98 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:   5* ||    Drop: /                          |
|  HP:      1200  ||    Defence:  50  ||   Steal: /                           |
|  MP:       220  ||      Magic:  32* ||   Morph: /                           |
|                 ||   MDefence: 420  ||                                      |
|  EXP:      300  ||  Dexterity:  75  ||                                      |
|   AP:       40  ||       Luck:   0  ||                                      |
|  GIL:      400  ||      Evade:   1  || Susceptible to L4 Suicide            |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [Halve]        |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Shinra Mansion Basement 1st Screen From Stairs   33% |  Ying                 |
| Shinra Mansion Basement Vincent's Chamber        33% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!              |
|   Yang's ATTACKS:                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1:  Bolt2              Target: One Opponent      Reflectable         |
|  [022]       Magical          Element: Lightning                            |
|                                  Att%: 100                                   |
|                                 Power: 20                                    |
|                               MP Cost: 22 MP                                 |
|                           Base Damage: 420 HP (+75 with each use of          |
|                                                 Enchanted Yang)              |
|                                                                              |
|  Attack 2:  Ice2               Target: One Opponent      Reflectable         |
|  [01F]       Magical          Element: Ice                                  |
|                                  Att%: 100                                   |
```

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|                                Power: 20                                 |
|                             MP Cost: 22 MP                               |
|                          Base Damage: 420 HP (+75 with each use of       |
|                                       Enchanted Yang)                    |
|                                                                          |
|  Attack 3:  Suicide Yang       Target: One Opponent                      |
|  [240]       Magical          Element: None                              |
|              % Based             Att%: 100                               |
|                                 Power: 31                                |
|                          Base Damage: 96.875% Current HP                 |
|                                                                          |
|  Attack 4: <Happy Yang>        Target: Self              Happy Animation |
|  [241]       Physical 0 Dam      Att%: Auto Hit                          |
|                                                                          |
|  Attack 5: <Enchanted Yang>    Target: Self              Enchanted       |
|  [242]       Physical 0 Dam      Att%: Auto Hit           Animation      |
|                                                                          |
|  Attack 6: <Vanish>            Target: Self              Death Animation |
|  [14E]       Physical 0 Dam      Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Yang's BATTLE PLAN: (Repeats)                                          |
|                                                                          |
|  SETUP: Disable default Death Handling                                   |
|                                                                          |
|                                                                          |
|  Yang's HP > 12.5% AND Yang's MP > 22:                                   |
|                                                                          |
|   1/2 Chance: Use Bolt2 on Rnd Target                                    |
|   1/2 Chance: Use Ice2 on Rnd Target                                     |
|                                                                          |
|                                                                          |
|  Yang's HP <= 12.5% OR Yang's MP <= 22:                                  |
|                                                                          |
|   Use Suicide Yang on Rnd Target, remove Self from Battle, leave no      |
|    rewards                                                               |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   Attack was Physical:                                                   |
|                                                                          |
|    Use <Happy Yang> on Self, increase Strength by 10 capped at 255       |
|    Display String: [Yang's happy.]                                       |
|                                                                          |
|   Attack was Magical:                                                    |
|                                                                          |
|    Use <Enchanted Yang> on Self, increase Magic by 10 capped at 255      |
|    Display String: [Yang's excited.]                                     |
|                                                                          |
|                                                                          |
|  DEATH: If Ying has Death, use <Vanish> on Self, remove Ying/Yang from   |
|          Battle, Ying/Yang leaves no rewards                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Yang:                          |   POWER req for Overflow:    |
|                                           |                              |
| Yang is found in Battle Square:           |  Base Damage Overflow: 153   |
|  Set - 2 (After Tiny Bronco)   Battle - 8 |  Rnd Var Overflow  3x: 102   |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Yang is the more problematic of the two, and                             |
|  you should focus on killing Yang before                                 |
```

```
|  turning your attention to its counterpart. Yang is the Enemy on the left  |
|  from the Player's POV, and his boringly long animations make the Ying/    |
|  Yang battles tediously long.                                              |
| The easiest way to deal with Yang is *wait until he has just had his       |
|  turn*. As soon as he has cast Bolt2/Ice2, use L4 Suicide and follow up    |
|  with two Physical Attacks. This way he will not perform his Death Counter |
|  when his HP drops below 150, which it does *on his next turn*.            |
| Suicide Yang cannot kill you, but it can cripple you leaving you           |
|  vulnerable to Ying's attacks, which always target the character with the  |
|  lowest HP. In addition to this, Yang will not leave any rewards if he     |
|  uses his Death Counter.                                                   |
| If you still are still using Aeris's Lv 1-2 Limit Break Seal Evil, then    |
|  you could render Yang harmless by inflicting him with Silence. You could  |
|  also equip Added Effect+Seal to your Weapon (or use Silence of you have   |
|  it unlocked, although, chances are you won't have levelled up Seal on     |
|  your first visit to the Shinra Mansion.                                   |
| Should you encounter Yang in the Battle Square, you should consider using  |
|  using a Smoke Bomb if you have them available to use. Yang can ruin your  |
|  day.                                                                      |
| The Ying/Yang 'stump' that is left when Ying or Yang dies in actually an   |
|  enemy itself; visit the "Extra Enemies" section further below for more    |
|  information on Ying/Yang. It cannot be targeted, and will not leave       |
|  behind the EXP AP and gil that it has.                                    |
| Yang has the 6th highest MDef in the game, so stick to Physical Attacks    |
|  only. Event Beta will only deal around 400 HP worth of damage!            |
| Yang is one of 105 enemies that are Immune to Peerless, which isn't        |
|  necessary seeing as there is no way for the Player to inflict the Enemy   |
|  with Peerless.                                                            |
| Yang cannot be Back-Attacked or Side-Attacked, meaning that one cannot     |
|  perform Random Variation Overflow with 4x or 6x Damage.                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------------.  NOTE - This is Lost Number in its 1st Form
 /  {Lost Number}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/xX943uNRxmiamptbA                    | ID:  9A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  80  ||    Drop: Cosmo Memory  [63] 100%    |
|  HP:      7000  ||    Defence: 120  ||   Steal: /                          |
|  MP:       300  ||      Magic:  35  ||   Morph: /                          |
|                 ||   MDefence: 280  ||                                      |
|  EXP:     2000  ||  Dexterity:  82  ||                                      |
|   AP:       80  ||       Luck:   1  ||                                      |
|  GIL:     2000  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                          |   LOOKALIKES:          |
|                                                 |                        |
| Shinra Mansion 2nd Floor Western Wing           |                        |
```

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|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Lost Number's ATTACKS: (1st Form)  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Punch>              Target: One Opponent                        |
|  [185]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                              Base Damage: 341 HP                            |
|                                                                             |
|  Attack 2:  Bolt2               Target: One Opponent      Reflectable       |
|  [022]       Magical           Element: Lightning                           |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                                 MP Cost: 22 MP                              |
|                              Base Damage: 525 HP                            |
|                                                                             |
|  Attack 3:  Bolt                Target: One Opponent      Never Used        |
|  [021]       Magical           Element: Lightning         Reflectable      |
|                                   Att%: 100                                 |
|                                  Power: 8                                   |
|                                 MP Cost: 4 MP                               |
|                              Base Damage: 210 HP                            |
|                                                                             |
|  Attack 4: <[No Name]>          Target: Self              Transformation    |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           To 2nd Form      |
|                                                                             |
|  Attack 5: <[No Name]>          Target: Self              Transformation    |
|  [120]       Physical 0 Dam       Att%: Auto Hit           To 3rd Form      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Lost Number 1st Form's BATTLE PLAN: (Repeats)                             |
|                                                                             |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                           |
|                  1/3 Chance start from 2nd Attack                           |
|                  1/3 Chance start from 3rd Attack                           |
|                                                                             |
|                                                                             |
|  1ST ATTACK: Use <Punch> on Rnd Target                                      |
|                                                                             |
|   Follow-Up:                                                                |
|                                                                             |
|    Lost Number's HP  > 83.3%: 1/6 Chance use <Punch> on Rnd Target          |
|                               5/6 Chance do nothing                         |
|                                                                             |
|    Lost Number's HP <= 83.3%: 1/5 Chance use <Punch> on Rnd Target          |
|                               4/5 Chance do nothing                         |
|                                                                             |
|    Lost Number's HP <= 66.6%: 1/4 Chance use <Punch> on Rnd Target          |
|                               3/4 Chance do nothing                         |
|                                                                             |
|      Lost Number's HP <= 50%: 1/3 Chance use <Punch> on Rnd Target          |
|                               2/3 Chance do nothing                         |
|                                                                             |
|      After 1st Attack: 2/3 Chance jump to 2nd Attack for next turn          |
|                        1/3 Chance jump to 3rd Attack for next turn          |
|                                                                             |
|                                                                             |
|  2ND ATTACK: Use <Punch> on Rnd Target                                      |
|                                                                             |
|   Follow-Up:                                                                |
```

2nd Attack killed Target: Do nothing

2nd Attack did not kill Target:

Lost Number's HP > 83.3%: 1/6 Chance use <Punch> on Rnd Target
5/6 Chance do nothing

Lost Number's HP <= 83.3%: 1/5 Chance use <Punch> on Rnd Target
4/5 Chance do nothing

Lost Number's HP <= 66.6%: 1/4 Chance use <Punch> on Rnd Target
3/4 Chance do nothing

Lost Number's HP <= 50%: 1/3 Chance use <Punch> on Rnd Target
2/3 Chance do nothing

After 2nd Attack: 2/3 Chance jump to 1st Attack for next turn
1/3 Chance jump to 3rd Attack for next turn

3RD ATTACK: Use Bolt2 on Rnd Target without Reflect; If all Targets have Reflect OR Lost Number's MP < 22, use <Punch> on Rnd Target

Follow-Up:

Lost Number's HP > 83.3%: 1/6 Chance repeat 3rd Attack
5/6 Chance do nothing

Lost Number's HP <= 83.3%: 1/5 Chance repeat 3rd Attack
4/5 Chance do nothing

Lost Number's HP <= 66.6%: 1/4 Chance repeat 3rd Attack
3/4 Chance do nothing

Lost Number's HP <= 50%: 1/3 Chance repeat 3rd Attack
2/3 Chance do nothing

After 3rd Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

COUNTER: [All Physical and Magical Attacks]

Lost Number has Paralyzed OR Stop OR Sleep: Do nothing

Lost Number does NOT have [Paralyzed, Stop AND Sleep]:

Lost Number's HP > 50%: Do nothing

Lost Number's HP <= 50%:

Attack was Physical: Use <[No Name]> on Self, transform to 3rd Form, transfer remaining HP, leave no rewards

Attack was Magical: Use <[No Name]> on Self, transform to 2nd Form, transfer remaining HP, leave no rewards

Notes On Lost Number: (1st Form)

POWER req for Overflow:

Lost Number is an optional Boss that can be fought at any point in the game. He will much harder than most bosses you've fought by the time you get to Nibelheim, but with the right setup he won't present too much of a challenge.	Base Damage Overflow: 180 Rnd Var Overflow 3x: 120

You will need to defeat Lost Number if you wish to gain the 'Basement Key' Item, which is required to obtain the optional character Vincent. To face Lost Number, the game intends you to first solve Hojo's puzzle as to obtain the combination for the safe, which is found on the 2nd Floor Western Wing. The safe combination is as follows:

Right 36 Left 10 Right 59 Right 97

You will also gain the Odin Materia, and Red XIII's Lv 4 Limit Break manual - Cosmo Memory. If you wish to learn how to dupe yourself an extra copy of Cosmo Memory, explore the "Top Farming Locations" section further below for more information.

Open the Battle with Big Guard, then cast Choco/Mog to try to inflict Lost Number with Stop. Make sure to put Added Effect+Time on someones weapon, and have someone else try to inflict it with Poison. If you successfully inflict it with Stop, then it will not transform into its other forms once its HP drops below 50%, therefore you could kill it while it is still in its first form if you are fast enough. Once Stop wears off, he will need to be hit *twice* to trigger the transformation.

If you inflict Lost Number with Slow while it is in its first Form, the Status will carry over to its subsequent form, as will the Poison Status. The damage taken from Poison will not trigger the transformation if it drops Lost Number's HP below 50%.

You *DO NOT* want Lost Number to transform into its Physical (3rd) form, as that version is a lot harder than the Magical (2nd) form. Cast Sense on Lost Number, and be sure that you are using a Magical Attack as its HP falls below 50%.

Although Lost Number performs a check to see if it is inflicted with Sleep, it is immune to Sleep and the check is obsolete.

NOTE - This is Lost Number in its 2nd Form (Magical)

{Lost Number} !! OPTIONAL BOSS !!

https://photos.app.goo.gl/bq7euKP7qngp8RS27 | ID: 9B

Level: 35	Strength: 80	Drop: Cosmo Memory [63] 100%	
HP: 7000	Defence: 40	Steal: /	
MP: 300	Magic: 55	Morph: /	
	MDefence: 440		
EXP: 2000	Dexterity: 82		
AP: 80	Luck: 1		
GIL: 2000	Evade: 1		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS: | LOOKALIKES:

Shinra Mansion 2nd Floor Western Wing		
	No Manipulate Attacks!	
Lost Number's ATTACKS: (2nd Form)		
Attack 1: <Tentacle>	Target: One Opponent	
[187] Physical	Element: Hit	
	Att%: 120	
	Power: 40	
	Base Damage: 852 HP	
Attack 2: Aspil	Target: One Opponent	Drains MP
[188] Magical	Element: None	
	Att%: 255	
	Power: 2	
	MP Cost: 1 MP	
	Base Damage: 67 MP	
Attack 3: Bolt2	Target: One Opponent	Reflectable
[022] Magical	Element: Lightning	
	Att%: 100	
	Power: 20	
	MP Cost: 22 MP	
	Base Damage: 675 HP	
Attack 4: Bio2	Target: One Opponent	Reflectable
[028] Magical	Element: Poison	Status Inflict:
	Att%: 100	Poison (47%)
	Power: 21	
	MP Cost: 36 MP	
	Base Damage: 708 HP	
Attack 5: Quake2	Target: One Opponent	Reflectable
[025] Magical	Element: Earth	
	Att%: 100	
	Power: 24	
	MP Cost: 28 MP	
	Base Damage: 810 HP	
Attack 6: Bolt	Target: One Opponent	Never Used
[021] Magical	Element: Lightning	Reflectable
	Att%: 100	
	Power: 8	
	MP Cost: 4 MP	
	Base Damage: 270 HP	
Attack 7: Bio	Target: One Opponent	Never Used
[027] Magical	Element: Poison	Reflectable
	Att%: 100	Status Inflict:
	Power: 10	Poison (47%)
	MP Cost: 8 MP	
	Base Damage: 337 HP	
Attack 8: Quake	Target: One Opponent	Never Used
[024] Magical	Element: Earth	Reflectable
	Att%: 100	
	Power: 11	
	MP Cost: 6 MP	
	Base Damage: 371 HP	

```
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Lost Number 2nd Form's BATTLE PLAN: (Repeats)                            |
|                                                                            |
|  All Targets with Reflect: Use <Tentacle> on Rnd Target                    |
|                                                                            |
|                                                                            |
|  At least one Target without Reflect:                                      |
|                                                                            |
|     *If Lost Number's MP < Attack MP Cost, use Aspil on Target without     |
|       Reflect with Highest Current HP                                      |
|                                                                            |
|   1/7 Chance: Use <Tentacle> on Rnd Target                                 |
|                                                                            |
|   2/7 Chance: Use Bio2 on Rnd Target without Reflect AND without Poison*;  |
|                If all Targets have Poison, select Rnd Target without       |
|                Reflect                                                     |
|                                                                            |
|   2/7 Chance: Use Bolt2 on Rnd Target without Reflect*                     |
|                                                                            |
|   2/7 Chance: Use Quake2 on Rnd Target without Reflect*                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Lost Number: (2nd Form)           |   POWER req for Overflow:   |
|                                              |                             |
| The Lost Number 2nd Form is only triggered   |  Base Damage Overflow: 150  |
|  to appear if you hit the 1st Form Lost      |  Rnd Var Overflow  3x: 100  |
|  Number with a Magical attack as its HP      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  drops below 50%. This red version is the                                  |
|  Magical version of Lost Number, and has the 5th highest MDef in the game. |
| If you are facing this version, stick to Physical attacks and watch your   |
|  HP, as his attacks will hit hard (but no where near as hard as the 3rd    |
|  version of Lost Number).                                                  |
| Beta will only hit for around 200 HP, so stick to Physical Attacks which   |
|  should hit for around the same value, and just keep chipping at its       |
|  health until it is dead.                                                  |
| See the notes above on Lost Number 1st Form for details on how to setup    |
|  for this Battle.                                                          |
\                                                                            /
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  .---------------.  NOTE - This is Lost Number in its 3rd Form (Physical)
 /  {Lost Number}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/iJh9vGiCf1qkGf338                     | ID:  9C |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength: 140  ||    Drop: Cosmo Memory  [63] 100%    |
|  HP:      7000  ||    Defence: 400  ||   Steal: /                          |
|  MP:       300  ||      Magic:   5  ||   Morph: /                          |
|                ||   MDefence: 200  ||                                       |
|  EXP:     2000  ||  Dexterity:  82  ||                                       |
|   AP:       80  ||       Luck:   1  ||                                       |
|  GIL:     2000  ||      Evade:   1  ||                                       |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
```

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|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                 |   LOOKALIKES:       |
|                                                        |                     |
| Shinra Mansion 2nd Floor Western Wing                  |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Lost Number's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Punch>              Target: One Opponent                      |
|  [185]       Physical          Element: Hit                               |
|                                   Att%: 95                                |
|                                  Power: 16                                |
|                             Base Damage: 905 HP                           |
|                                                                           |
|  Attack 2:  Lost Blow           Target: One Opponent                      |
|  [186]       Physical          Element: Hit                               |
|                                   Att%: 95                                |
|                                  Power: 50                                |
|                             Base Damage: 2828 HP                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Lost Number 3rd Form's BATTLE PLAN: (Repeats)                           |
|                                                                           |
|  1/4 Chance: Use Lost Blow on Rnd Target                                  |
|                                                                           |
|  3/4 Chance: Use <Punch> on Rnd Target                                    |
|   Follow-Up: 1/2 Chance use <Punch> on Rnd Target                         |
|              1/2 Chance do nothing                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Lost Number: (3rd Form)           |   POWER req for Overflow:    |
|                                              |                              |
| The Lost Number 3rd Form is only triggered   |  Base Damage Overflow: N/A   |
|  to appear if you hit the 1st Form Lost      |  Rnd Var Overflow  3x: 420   |
|  Number with a Physical attack as its HP     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  drops below 50%. This blue version is the                                |
|  Physical version of Lost Number, and is much harder than the 2nd version. |
| Don't hold back when faced with this variant of Lost Number, as his       |
|  Attacks can obliterate your team. Your Physical attacks will deal just   |
|  50 HP, so use Beta and Aqualung to deal 900+ HP with every hit.          |
| See the notes above on Lost Number 1st Form for details on how to setup   |
|  for this Battle (you should have inflicted it with Slow prior to the     |
|  transformation).                                                         |
| Lost Number 3rd Form has the third highest Def stat in the game, and is   |
|  also one of four enemies that has a Def stat that is too high to be able |
|  perform Base Damage Overflow against, the other three being Ying, Armored |
|  Golem while in its 'Special Stage', and Ruby Weapon (max Def for Base Dam |
|  Overflow is 376).                                                        |
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               o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
               ||                 {Mt. Nibel}                 ||
               o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o


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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
```

Screens:	Training Rating:
Mt. Nibel Long Windy Path To Bridge	***
Mt. Nibel Wooden Bridge	**
Mt. Nibel "5 Pipe" Screen (Materia Keeper)	***** BEST
Mt. Nibel Western Base (After Fall With Sephiroth)	***
Mt. Nibel 1st Green Cavern South to North (Elixir)	***** BEST
Mt. Nibel 2nd Green Cavern West to East (Sniper CR)	***** BEST
Mt. Nibel Long Windy Path To Reactor	***
Mt. Nibel Reactor Exterior	***
Mt. Nibel Reactor Approach (Close-Up Of Stairs)	***

	Enemies:	Enemy Skills:
	Sonic Speed	
L4	Kyuvilduns	
	Zuu	
L4	Dragon	Flame Thrower
	Twin Brain	
	Screamer	
	Materia Keeper (Boss)	Trine

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Fire	Kyuvilduns	Double
Wind	Sonic Speed	Double
Wind	Zuu	Double

ELEMENTS TO AVOID:

Fire	Dragon	Absorb
Fire	Materia Keeper	Absorb (Boss)
Earth	Sonic Speed	Nullify
Earth	Zuu	Nullify
Gravity	Zuu	Nullify
Gravity	Dragon	Nullify
Gravity	Screamer	Nullify
Gravity	Materia Keeper	Nullify (Boss)

ELEMENTS USED BY ENEMIES:

Fire	Dragon	Flame Thrower
Lightning	Materia Keeper	Trine
Earth	Screamer	Iron Attack
Wind	Sonic Speed	Sonic Attack
Wind	Zuu	Great Gale
Restorative	Materia Keeper	Cure2
Cut	Materia Keeper	Keyclaw
Hit	Sonic Speed	Harrier

```
[          Hit - Dragon            - Dragon Fang                          ]
[          Hit - Screamer          - Ironball                             ]
[        Punch - Zuu               - Claw                                 ]
[        Punch - Materia Keeper    - Big Horn                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                        ]
[                                                                        ]
[    Paralyzed - Twin Brain        - Stare Down  (100% Inflict)          ]
[     Darkness - Zuu               - Great Gale  (39%  Inflict)          ]
[      Sadness - Screamer          - War Cry     (100% Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                            ]
[                                                                        ]
[   Sleep, Poison, Silence, Slow, Slow-numb                              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION			
	Sonic Speed [8]		Kyuvilduns
	Kyuvilduns [8]		
ETHER			
	Twin Brain [8]	Sonic Speed [8]	
		Twin Brain [32]	
TURBO ETHER			
			Twin Brain
SPEED DRINK			
			Sonic Speed
FIRE FANG			
	Dragon Fang [63]		
EARTH DRUM			
	Screamer [8]		
BIRD WING			
	Zuu [8]	Zuu [32]	Zuu
POWER SOURCE			
			Screamer
GOLD ARMLET			

```
      |                        | Dragon            [32] |                    |
      '------------------------+------------------------+--------------------|
 JEM RING  |                   |                        |                    |
-----------'                   |                        |                    |
      | Materia Keeper    [63] |                        |                    |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

Mt. Nibel Long Windy Path To Bridge 128 Low
Mt. Nibel Western Base (After Fall With Sephiroth) 72 Medium

Average: EXP: 870.2 AP: 81.0 GIL: 894.5 Enemy QTY: 2.50

[28.1%] Nrml Bat #1	EXP - 680 AP - 68 GIL - 736	1st Row: 2x Kyuvilduns	#580
[26.6%] Nrml Bat #2	EXP - 1020 AP - 102 GIL - 1104	1st Row: 2x Kyuvilduns 2nd Row: 1x Kyuvilduns	#581
[23.4%] Nrml Bat #3 Pre-Emp OFF	EXP - 1050 AP - 96 GIL - 1066	1st Row: 1x Sonic Speed, 2x Kyuvilduns	#582
[21.9%] Nrml Bat #4 Pre-Emp OFF	EXP - 740 AP - 56 GIL - 660	1st Row: 1x Sonic Speed 2nd Row: 1x Sonic Speed	#583

SCREEN GROUPING 2: ** Area Enc Rate:

Mt. Nibel Wooden Bridge 72 Medium

Average: EXP: 790.0 AP: 60.8 GIL: 711.7 Enemy QTY: 2.08

[32.8%] Nrml Bat #1 Pre-Emp OFF	EXP - 1110 AP - 84 GIL - 990	1st Row: 1x Sonic Speed 2nd Row: 1x Sonic Speed 3rd Row: 1x Sonic Speed	#584
[30.1%] Nrml Bat #2 Pre-Emp OFF	EXP - 740 AP - 56 GIL - 660	1st Row: 1x Sonic Speed 2nd Row: 1x Sonic Speed	#585
[24.6%] Nrml Bat #3 Pre-Emp OFF	EXP - 450 AP - 38 GIL - 430	Flying: Zuu	#586
[12.5%] Pinc Attack	EXP - 740 AP - 56	1st Grp: 1x Sonic Speed 2nd Grp: 1x Sonic Speed	

```
|                        GIL - 660                                        #587 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: *****  BEST                        Area Enc Rate:

  Mt. Nibel "5 Pipe" Screen (Materia Keeper)           72   Medium
  Mt. Nibel 1st Green Cavern South to North (Elixir)   72   Medium
  Mt. Nibel 2nd Green Cavern West to East (Sniper CR)  72   Medium

   Average:   EXP: 1344.4     AP: 136.3     GIL: 1487.5      Enemy QTY: 3.59

 <C> The Kyuvilduns [B] covers the Kyuvilduns [D] and [E]
     The Kyuvilduns [C] covers the Kyuvilduns [E]
.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 1700    1st Row: 3x Kyuvilduns <C>            |
|                        AP  - 170     2nd Row: 2x Kyuvilduns                |
|                        GIL - 1840                                      #596 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 1020    1st Row: 2x Twin Brain                |
|                        AP  - 96      2nd Row: 1x Twin Brain                |
|                        GIL - 960                                       #597 |
|                                                                             |
|  [23.4%]  Nrml Bat #3  EXP - 1700    1st Row: 2x Twin Brain                |
|                        AP  - 166     2nd Row: 3x Kyuvilduns                |
|                        GIL - 1744                                      #598 |
|                                                                             |
|  [21.9%]  Nrml Bat #4  EXP - 900     1st Row: 1x Dragon                    |
|        Pre-Emp OFF     AP  - 110                                           |
|            Run = 3     GIL - 1400                                      #599 |
|                                                                             |
|         Forced Attack  EXP - 3000    1st Row: 1x Materia Keeper            |
|       Can't Escape     AP  - 200                                           |
|        Pre-Emp OFF     GIL - 2400                                      #595 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4: ***                                Area Enc Rate:

  Mt. Nibel Long Windy Path To Reactor                 128  Low

   Average:   EXP: 957.2      AP: 82.1      GIL: 894.1       Enemy QTY: 2.63

 <C> The Screamer [A] covers the Screamer [B]
.-----------------------------------------------------------------------------.
|  [23.4%]  Nrml Bat #1  EXP - 1050    1st Row: 2x Twin Brain                |
|        Pre-Emp OFF     AP  - 92      2nd Row: 1x Sonic Speed               |
|                        GIL - 970                                       #588 |
|                                                                             |
|  [21.9%]  Nrml Bat #2  EXP - 1020    1st Row: 1x Twin Brain                |
|                        AP  - 96      2nd Row: 2x Twin Brain                |
|                        GIL - 960                                       #589 |
|                                                                             |
|  [20.3%]  Nrml Bat #3  EXP - 1110    1st Row: 1x Sonic Speed               |
|        Pre-Emp OFF     AP  - 84      2nd Row: 2x Sonic Speed               |
|                        GIL - 990                                       #590 |
|                                                                             |
|  [18.8%]  Nrml Bat #4  EXP - 450     1st Row: 1x Zuu                       |
|        Pre-Emp OFF     AP  - 38                                            |
|                        GIL - 430                                       #591 |
```

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|                                                                          |
|  [15.6%]  Nrml Bat #5  EXP - 1140    1st Row: 1x Screamer <C>            |
|        Pre-Emp OFF     AP  - 98                              1x Twin Brain |
|                        GIL - 1120    2nd Row: 1x Screamer          #592 |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 5: ***                              Area Enc Rate:

  Mt. Nibel Reactor Exterior                         128  Low

   Average:   EXP: 937.5      AP: 80.1      GIL: 882.3       Enemy QTY: 2.55

 <C> The Screamer [A] covers the Screamer [B]
.--------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 1050    1st Row: 2x Twin Brain              |
|        Pre-Emp OFF     AP  - 92      2nd Row: 1x Sonic Speed             |
|                        GIL - 970                                  #588 |
|                                                                          |
|  [19.1%]  Nrml Bat #2  EXP - 1020    1st Row: 1x Twin Brain              |
|                        AP  - 96      2nd Row: 2x Twin Brain              |
|                        GIL - 960                                  #589 |
|                                                                          |
|  [17.8%]  Nrml Bat #3  EXP - 1110    1st Row: 1x Sonic Speed             |
|        Pre-Emp OFF     AP  - 84      2nd Row: 2x Sonic Speed             |
|                        GIL - 990                                  #590 |
|                                                                          |
|  [16.4%]  Nrml Bat #4  EXP - 450     1st Row: 1x Zuu                     |
|        Pre-Emp OFF     AP  - 38                                          |
|                        GIL - 430                                  #591 |
|                                                                          |
|  [13.7%]  Nrml Bat #5  EXP - 1140    1st Row: 1x Screamer <C>            |
|        Pre-Emp OFF     AP  - 98                              1x Twin Brain |
|                        GIL - 1120    2nd Row: 1x Screamer          #592 |
|                                                                          |
|  [12.5%]  Back Attack  EXP - 800     1st Row: 2x Screamer                |
|            Run = 2     AP  - 66                                          |
|                        GIL - 800                                  #593 |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 6: ***                              Area Enc Rate:

  Mt. Nibel Reactor Approach (Close-Up Of Stairs)    128  Low

   Average:   EXP: 937.5      AP: 80.1      GIL: 882.3       Enemy QTY: 2.55

 <C> The Screamer [A] covers the Screamer [B]
.--------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 1050    1st Row: 2x Twin Brain              |
|        Pre-Emp OFF     AP  - 92      2nd Row: 1x Sonic Speed             |
|                        GIL - 970                                  #588 |
|                                                                          |
|  [19.1%]  Nrml Bat #2  EXP - 1020    1st Row: 1x Twin Brain              |
|                        AP  - 96      2nd Row: 2x Twin Brain              |
|                        GIL - 960                                  #589 |
|                                                                          |
|  [17.8%]  Nrml Bat #3  EXP - 1110    1st Row: 1x Sonic Speed             |
|        Pre-Emp OFF     AP  - 84      2nd Row: 2x Sonic Speed             |
|                        GIL - 990                                  #590 |
```

```
|                                                                                |
|  [16.4%]  Nrml Bat #4  EXP - 450     1st Row: 1x Zuu                          |
|        Pre-Emp OFF     AP  - 38                                                |
|                        GIL - 430                                        #591 |
|                                                                                |
|  [13.7%]  Nrml Bat #5  EXP - 1140    1st Row: 1x Screamer <C>                 |
|        Pre-Emp OFF     AP  - 98                                1x Twin Brain |
|                        GIL - 1120    2nd Row: 1x Screamer               #592 |
|                                                                                |
|  [6.25%]  Back Attack  EXP - 800     1st Row: 2x Screamer                     |
|            Run = 2     AP  - 66                                                |
|                        GIL - 800                                        #593 |
|                                                                                |
|  [6.25%]  Pinc Attack  EXP - 800     1st Grp: 1x Screamer                     |
|                        AP  - 66      2nd Grp: 1x Screamer                     |
|                        GIL - 800                                        #594 |
'--------------------------------------------------------------------------------'


                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

  .---------------.
 /  {Sonic Speed}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/DsZpTDhDvckKRTks5                     | ID:  9E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     26  ||   Strength:  52  ||    Drop: Hi-Potion    [8] 14.06%    |
|  HP:       750  ||    Defence:  52  ||   Steal: Ether        [8] 10.94%    |
|  MP:        50  ||      Magic:  44  ||   Morph: Speed Drink                 |
|                 ||   MDefence:  96  ||                                      |
|  EXP:      370  ||  Dexterity:  60  ||                                      |
|   AP:       28  ||       Luck:   0  ||                                      |
|  GIL:      330  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Mt. Nibel Long Windy Path To Bridge              45% |  Formula             |
| Mt. Nibel Wooden Bridge                          75% |                      |
| Mt. Nibel Western Base (After Fall W Sephiroth)  45% |                      |
| Mt. Nibel Long Windy Path To Reactor             44% |                      |
| Mt. Nibel Reactor Exterior                       38% |                      |
| Mt. Nibel Reactor Approach (Close-Up Of Stairs)  38% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Sonic Attack       |
|   Sonic Speed's ATTACKS:               |  Manip Attack 2: Harrier            |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                |
```

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|  Attack 1: <Sonic Attack>       Target: One Opponent      Berserk Attack   |
|  [245]       Physical          Element: Wind                               |
|                                   Att%: 255                                |
|                                  Power: 16                                 |
|                              Base Damage: 136 HP                           |
|                                                                            |
|  Attack 2:  Harrier             Target: One Opponent      Can't Cover      |
|  [246]       Physical          Element: Hit                                |
|                                   Att%: 100                                |
|                                  Power: 32                                 |
|                              Base Damage: 272 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Sonic Speed's BATTLE PLAN: (Repeats)                                     |
|                                                                            |
|  1/2 Chance: Use <Sonic Attack> on Rnd Target                              |
|   Follow-Up: 1/3 Chance use <Sonic Attack> on Rnd Target                   |
|              2/3 Chance do nothing                                         |
|                                                                            |
|  1/2 Chance: Use Harrier on Last Attacker; If Sonic Speed has not been     |
|               attacked, or Last Attacker has Death, select Rnd Target      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sonic Speed:                      |   POWER req for Overflow:   |
|                                              |                             |
| Sonic Speed is found in Battle Square:       |  Base Damage Overflow: 154  |
|  Set - 2 (After Tiny Bronco)   Battle - 7    |  Rnd Var Overflow  3x: 103  |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Sonic Speed do not pose a massive threat                               |
|  to the Player. If you were inclined to, you could try to steal som Ethers |
|  to sell; although, you'd have an easier time stealing from the Twin       |
|  Brain. A Lv 29 Cloud would have a 10.94% chance of stealing from the      |
|  Sonic Speed.                                                              |
| Equip Elemental+Choco/Mog on your weapon to exploit the Sonic Speed's      |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| The Sonic Speed cannot be Back-Attacked or Side-Attacked, meaning that one |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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  .--------------.
 /  {Kyuvilduns}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/wb2gcZi7QCm7ir7i6                  | ID:  A1 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:  48  ||    Drop: Hi-Potion  [8] 14.06%     |
|  HP:       800  ||    Defence:  42  ||   Steal: /                         |
|  MP:         0  ||      Magic:  40  ||   Morph: Hi-Potion                 |
|                 ||   MDefence:  64  ||                                    |
|  EXP:      340  ||  Dexterity:  56  ||                                    |
|   AP:       34  ||       Luck:   0  || Back Damage: Normal (2x Damage)    |
|  GIL:      368  ||      Evade:   1  || Susceptible to L4 Suicide         |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Nibel Long Windy Path To Bridge	78%	
Mt. Nibel "5 Pipe" Screen (Materia Keeper)	52%	
Mt. Nibel Western Base (After Fall W Sephiroth)	78%	
Mt. Nibel 1st Green Cavern South to North	52%	
Mt. Nibel 2nd Green Cavern West to East	52%	
Rocket Launch Pad Area Grass	Choc	
Rocket Launch Pad Area Forest (Smaller Forest)	30%	

Kyuvilduns's ATTACKS:

Manip Attack 1: Lay Flat

Attack 1: Lay Flat [24B] Physical
Target: One Opponent
Element: None
Att%: 97
Power: 40
Base Damage: 300 HP
Berserk Attack

Kyuvilduns's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present, Display String: [A Chocobo!]

Use Lay Flat on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Kyuvilduns:

Kyuvilduns is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 7

Individually, the Kyuvilduns are not very tough. In groups of five, however, they can be deadly if you're not careful. Be particularly cautious in the Battle Square if you encounter the 5x Kyuvilduns formation; cast Big Guard not only to defend from the onslaught of Lay Flats, but also to prepare you for the final battle.

POWER req for Overflow:

Base Damage Overflow:	150
Rnd Var Overflow 3x:	100
Rnd Var Overflow 4x:	75
Rnd Var Overflow 6x:	50

.-------.
/ {Zuu} \

https://photos.app.goo.gl/NnUvF4ksTEc27Eh18 | ID: A0

Level:	27	Strength:	55
HP:	1200	Defence:	50
MP:	40	Magic:	40
		MDefence:	150
EXP:	450	Dexterity:	64
AP:	38	Luck:	0
GIL:	430	Evade:	1

Drop: Bird Wing [8] 14.06%
Steal: Bird Wing [32] 40.63%
Morph: Bird Wing
Back Damage: Normal (2x Damage)
Flying Enemy (Bridge Enc Only)

Fire [-]	Death [-]	Petrify [-]

Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mt. Nibel Wooden Bridge	25%	Tonadu
Mt. Nibel Long Windy Path To Reactor	19%	
Mt. Nibel Reactor Exterior	16%	
Mt. Nibel Reactor Approach (Close-Up Of Stairs)	16%	

Zuu's ATTACKS:

Manip Attack 1: Claw
Manip Attack 2: Great Gale

Attack 1: <Claw> — Target: One Opponent — Berserk Attack
[249] Physical — Element: Punch
Att%: 100
Power: 32
Base Damage: 294 HP

Attack 2: Great Gale — Target: All Opponents — Split Damage*
[24A] Physical — Element: Wind — Status Inflict: Darkness (39%)
Att%: 100
Power: 30
Base Damage: 275 HP

Zuu's BATTLE PLAN:

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use <Claw> on Rnd Target

Follow-Up:

Zuu's HP > 75%: 1/8 Chance use <Claw> on Rnd Target
7/8 Chance do nothing

Zuu's HP <= 75%: 1/4 Chance use <Claw> on Rnd Target
3/4 Chance do nothing

Zuu's HP <= 50%: 1/3 Chance use <Claw> on Rnd Target
2/3 Chance do nothing

Zuu's HP <= 25%: 1/2 Chance use <Claw> on Rnd Target
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

After 3rd Attack:

Zuu's HP > 75%: 1/8 Chance jump to 4th Attack for next turn
7/8 Chance jump to 1st Attack for next turn

Zuu's HP <= 75%: 1/4 Chance jump to 4th Attack for next turn
3/4 Chance jump to 1st Attack for next turn

Zuu's HP <= 50%: 1/3 Chance jump to 4th Attack for next turn
2/3 Chance jump to 1st Attack for next turn

Zuu's HP <= 25%: 1/2 Chance jump to 4th Attack for next turn
1/2 Chance jump to 1st Attack for next turn

4TH ATTACK: Use Great Gale on All Targets

COUNTER: [All Physical and Magical Attacks]

Zuu's HP > 50%: Do nothing

Zuu's HP <= 50%:

1ST COUNTER: Display String: [Zuu feels Fury.] Jump to 4th Attack for next turn

THEREAFTER: Do nothing

Notes On Zuu:

Zuu is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 8

POWER req for Overflow:

Base Damage Overflow: 153
Rnd Var Overflow 3x: 102

The Attack Great Gale is subject to Split Damage for the damage calculations; however, the Status inflicted via Great Gale is *not* subject to Split Damage.

The Zuu is a formidable randomly encountered Enemy, although its attacks are not the strongest. The only thing challenging about the Zuu is its high HP, but it should not survive an onslaught of Physical Attacks for long.

When you encounter the Zuu on the Bridge in Mt. Nibel it will have a row value of 16, meaning that it will be 'Flying', and you cannot attack it with short ranged attacks. In the Battle Square and along the paths to the Reactor, the Zuu has a row value of 1, meaning it can be attacked normally.

You can never encounter the Zuu in the Kalm Flashback; however, Sephiroth is scripted to react differently according the Zuu you encounter; the 'Flying' Zuu would have been met with Fire3, and the regular Zuu would have been met with a standard Attack. Subsequently, these abilities are never used by Sephiroth.

Bird Wings are a good idea to steal, as they have a decent Base Damage value, and are one of the few Wind based abilities available to the Player; save for the Battle Square! A Lv 29 Cloud would have a 42.19% chance of stealing from the Zuu.

Should you encounter the Zuu for the final Battle in the Battle Square, then don't fret; the Zuu is the easiest of the 4 final Battles. Use any Bird Wings that you have at your disposal to deal with them quickly.

The Zuu is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the Enemy

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|  with Peerless.                                                          |
| Equip Elemental+Choco/Mog on your weapon to exploit the Zuu's weakness to  |
|  Wind (as with all other 'elevated' enemies). Avoid Earth.                |
| The Zuu cannot be Back-Attacked or Side-Attacked, meaning that one cannot  |
|  perform Random Variation Overflow with 4x or 6x Damage.                  |
\                                                                           /
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  .----------.
 /  {Dragon}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/BmnG7BnPCDDAWzWN6                     | ID:  9D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  90  ||    Drop: Fire Fang    [63] 100%     |
|  HP:      3500  ||    Defence: 120  ||   Steal: Gold Armlet  [32] 40.63%   |
|  MP:       250  ||      Magic:  65  ||   Morph: /                          |
|                 ||   MDefence: 300  ||                                     |
|  EXP:      900  ||  Dexterity:  90  ||                                     |
|   AP:      110  ||       Luck:  40  ||                                     |
|  GIL:     1400  ||      Evade:  20  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Inside The Truck (Kalm Flashback)                N/A |  Red Dragon           |
| Mt. Nibel "5 Pipe" Screen (Materia Keeper)       22% |  Blue Dragon          |
| Mt. Nibel 1st Green Cavern South to North        22% |  Dark Dragon          |
| Mt. Nibel 2nd Green Cavern West to East          22% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Dragon Fang         |
|   Dragon's ATTACKS:                    |  Manip Attack 2: Flame Thrower       |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Dragon Fang>        Target: One Opponent      Berserk Attack    |
|  [243]       Physical          Element: Hit                                 |
|                                   Att%: 100                                 |
|                                  Power: 40                                  |
|                            Base Damage: 900 HP                              |
|                                                                             |
|  Attack 2:  Flame Thrower       Target: One Opponent      **Enemy Skill**   |
|  [050]       Magical           Element: Fire              Reflectable       |
|                                   Att%: 100                                 |
|                                  Power: 14                                  |
|                                MP Cost: 10 MP                               |
|                            Base Damage: 509 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Dragon's BATTLE PLAN: (Repeats)                                           |
|                                                                             |
|  1/4 Chance: Use <Dragon Fang> on Rnd Target                                |
|  3/4 Chance: Use Flame Thrower on Rnd Target                                |
```

Notes On Dragon:	POWER req for Overflow:
Dragon is found in Battle Square: Set - 2 (After Tiny Bronco) Battle - 8	Base Damage Overflow: 180 Rnd Var Overflow 3x: 120

The Dragon is one of the hardest randomly encountered enemies that you will have fought yet. If you are under-levelled, then be sure to set up the necessary defences; Big Guard, Players in the Back Row, and give your weaker characters the Fire Ring and Protect Vest if you need to. the <Dragon Fang> Attack can obliterate your Party, so be on guard!

If you haven't learned the Enemy Skill Flame Thrower for your second Enemy Skill, then now would be the time to do so. You can Manipulate the Dragon if you wish; a Lv 29 Cloud would have a 48% chance to manipulate.

You'll want to try to steal at least 2 Gold Armlets from the Dragon, as they will have to be bought for 2000 a piece otherwise from Rocket Town. When you recruit Cid he will have one equipped on him; sell your surplus supply for 1000 gil each. A Lv 29 Cloud would have a 37.5% chance of stealing from the Dragon.

If you do steal from the Dragon, then note that you will not obtain the Fire Fang (casts 'Fire2' on all opponents), as you cannot obtain both the steal and the drop. You can acquire Fire Fangs later on in the game as a prize from the Chocobo Square, or by morphing the Land Worm once you have the Morph Materia from the Temple of The Ancients (but only while you still have the Buggy).

Use L4 Suicide to weaken the Dragon, especially if you encounter it within the Battle Square. Avoid Deathblow, and stick to Physical Attacks to deal around 200 HP per hit (your Lv 2 Magic will only hit for around 100 HP more than your Physical attacks), or, use Aqualung to deal 650+ HP per hit (but avoid Beta). Try Poisoning the Dragon, also.

The Dragon is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the Enemy with Peerless.

The Dragon cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Twin Brain}

https://photos.app.goo.gl/3moRSVXc11jm9FLWA | ID: 9F

Level:	25	Strength:	45	Drop: Ether [8]	14.06%
HP:	400	Defence:	44	Steal: Ether [32]	40.63%
MP:	20	Magic:	25	Morph: Turbo Ether	
		MDefence:	96		
EXP:	340	Dexterity:	48		
AP:	32	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	320	Evade:	1		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]

```
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Mt. Nibel "5 Pipe" Screen (Materia Keeper)       50% |  Vargid Police       |
| Mt. Nibel 1st Green Cavern South to North        50% |  Chekhov             |
| Mt. Nibel 2nd Green Cavern West to East          50% |                      |
| Mt. Nibel Long Windy Path To Reactor             61% |                      |
| Mt. Nibel Reactor Exterior                       53% |                      |
| Mt. Nibel Reactor Approach (Close-Up Of Stairs)  53% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Absorb             |
|   Twin Brain's ATTACKS:              |  Manip Attack 2: Stare Down         |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Absorb              Target: One Opponent      Berserk Attack   |
|  [247]       Physical          Element: None              Drains HP        |
|                                   Att%: 255                                |
|                                  Power: 20                                 |
|                            Base Damage: 143 HP                             |
|                                                                            |
|  Attack 2:  Stare Down          Target: One Opponent      Status Inflict:  |
|  [248]       Magical 0 Dam        Att%: 255                Paralyzed (100%)|
|                                MP Cost: 5 MP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Twin Brain's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  OPENING ATTACK: 1/2 Chance select Rnd Target                              |
|                  1/2 Chance select Rnd Target without Paralyzed; If all    |
|                       Targets have Paralyzed, select Rnd Target            |
|                                                                            |
|                  Use Stare Down on selected Target                         |
|                                                                            |
|  THEREAFTER: Use Absorb on Rnd Target with Paralyzed; If no Targets have   |
|               Paralyzed, select Target with Highest Current HP*            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Twin Brain:                       |   POWER req for Overflow:   |
|                                              |                             |
| Twin Brain is found in Battle Square:        |  Base Damage Overflow: 151  |
|  Set - 2 (After Tiny Bronco)   Battle - 7    |  Rnd Var Overflow  3x: 101  |
|                                              |  Rnd Var Overflow  4x:  76  |
| The Twin Brain are not a difficult opponent. |  Rnd Var Overflow  6x:  51  |
|  They can only use Stare Down once per       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Battle as an opening Attack, past that                                    |
|  point they are harmless.                                                  |
| You can grab some easy Ethers from the Twin Brain to then sell for 700 gil |
|  a piece. A Lv 29 Cloud would have a 45.31% chance of stealing from the    |
|  Twin Brain.                                                               |
| One cast of Matra Magic followed by a Physical Attack should be enough to  |
|  kill the Twin Brain.                                                      |
\                                                                            /
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  .------------.
 /  {Screamer}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/dzmR5xrsBSijePHd8                     | ID:  A2 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     26  ||   Strength:  67  ||    Drop: Earth Drum    [8] 14.06%   |
```

```
|  HP:       800  ||    Defence:  44  ||   Steal: /                          |
|  MP:        40  ||      Magic:  40  ||   Morph: Power Source               |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      400  ||  Dexterity:  68  ||                                     |
|   AP:       33  ||       Luck:   0  ||                                     |
|  GIL:      400  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Mt. Nibel Long Windy Path To Reactor             16% |  Madouge            |
| Mt. Nibel Reactor Exterior                       26% |  Staniv             |
| Mt. Nibel Reactor Approach (Close-Up Of Stairs)  26% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Ironball          |
|   Screamer's ATTACKS:                 |  Manip Attack 2: Iron Attack       |
|                                       |  Manip Attack 3: War Cry           |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Ironball>           Target: One Opponent      Berserk Attack   |
|  [1BB]       Physical          Element: Hit                                |
|                                   Att%: 115                                |
|                                  Power: 20                                 |
|                            Base Damage: 218 HP                             |
|                                                                            |
|  Attack 2:  Iron Attack         Target: All Opponents     Split Damage     |
|  [24C]       Physical          Element: Earth                              |
|                                   Att%: 100                                |
|                                  Power: 40                                 |
|                            Base Damage: 437 HP                             |
|                                                                            |
|  Attack 3:  War Cry             Target: One Opponent      Status Inflict:  |
|  [24D]       Magical 0 Dam        Att%: 94                 Sadness (100%)  |
|                                MP Cost: 4 MP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Screamer's BATTLE PLAN: (Repeats)                                        |
|                                                                            |
|  1ST ATTACK: Skip a turn                                                   |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Use <Ironball> on Rnd Target with Paralyzed; If no Targets    |
|               have Paralyzed, select Rnd Target with Sadness; If no        |
|               Targets have Sadness, select Target with Highest Current HP  |
|                                                                            |
|                                                                            |
|  3RD ATTACK: Skip a turn                                                   |
|                                                                            |
|  4TH ATTACK: Same as 2nd Attack                                            |
|                                                                            |
|    After 4th Attack: All Targets with Sadness:                             |
|                       Jump to 1st Attack for next turn                     |
```

```
|                                                                              |
|                      At least one Target without Sadness:                   |
|                       1/3 Chance: Jump to 5th Attack for next turn           |
|                       2/3 Chance: Jump to 1st Attack for next turn           |
|                                                                              |
|                                                                              |
|  5TH ATTACK: Use War Cry on Rnd Target without Sadness; If no Targets have   |
|               Sadness, select Rnd Target                                     |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Screamer's HP  > 12.5%: Do nothing                                         |
|                                                                              |
|   Screamer's HP <= 12.5%:                                                    |
|                                                                              |
|    1ST COUNTER: 1/2 Chance use Iron Attack on All Targets                    |
|                 1/2 Chance do nothing                                        |
|                                                                              |
|     THEREAFTER: Do nothing                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Screamer:                          |   POWER req for Overflow:    |
|                                               |                              |
| Screamer is found in Battle Square:           |  Base Damage Overflow: 151   |
|  Set - 2 (After Tiny Bronco)   Battle - 7     |  Rnd Var Overflow  3x: 101   |
|                                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Once you have the Morph Materia from the                                     |
|  Temple of The Ancients, you could optionally come back to Mt. Nibel to      |
|  Morph some Power Sources from the Screamer, although, the Heavy Tank in     |
|  Gongaga is a better option, as they have a 100% appearance rate. The        |
|  Screamer only appear on three screens, and the best screen to encounter     |
|  them on is the "Mt. Nibel Reactor Exterior" screen. Your Morph Damage       |
|  following the TOTA will be approximately 60 HP.                             |
| Once you have the W-Item materia, you could dupe yourself finite amount of   |
|  Power Sources given that they appear in pairs. Explore the "Top Farming     |
|  Locations" section further below for more information on duping items       |
|  that cannot be duped using the standard W-Item method.                      |
| The Screamer cannot be Back-Attacked or Side-Attacked, meaning that one      |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.              |
\                                                                              /
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  .------------------.
 /  {Materia Keeper}  \        !! BOSS BATTLE !!
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|  https://photos.app.goo.gl/YzmZvkm2WjNzCFKY6                    | ID:  A3 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     38  ||   Strength:  90  ||    Drop: Jem Ring  [63] 100%        |
|  HP:      8400  ||    Defence: 100  ||   Steal: /                          |
|  MP:       300  ||      Magic:  12  ||   Morph: /                          |
|                 ||   MDefence: 280  ||                                      |
|  EXP:     3000  ||  Dexterity:  90  ||                                      |
|   AP:      200  ||       Luck:  10  ||                                      |
|  GIL:     2400  ||      Evade:  10  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
```

```
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:        |
|                                                    |                      |
| Mt. Nibel "5 Pipe" Screen                          |  Stilva              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Materia Keeper's ATTACKS:          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Keyclaw>            Target: One Opponent                       |
|  [18C]       Physical          Element: Cut                                |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 514 HP                             |
|                                                                            |
|  Attack 2:  Big Horn            Target: One Opponent                       |
|  [24E]       Physical          Element: Punch                              |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                            Base Damage: 514 HP                             |
|                                                                            |
|  Attack 3:  Hell Combo          Target: One Opponent                       |
|  [24F]       Physical          Element: None                               |
|                                   Att%: 95                                 |
|                                  Power: 28                                 |
|                            Base Damage: 899 HP                             |
|                                                                            |
|  Attack 4:  Trine               Target: All Opponents     **Enemy Skill**  |
|  [056]       Magical           Element: Lightning         No Split Damage  |
|                                   Att%: 100                                |
|                                  Power: 34                                 |
|                                MP Cost: 20 MP                              |
|                            Base Damage: 637 HP                             |
|                                                                            |
|  Attack 5:  Cure2               Target: Self              Reflectable      |
|  [001]       Magical           Element: Restorative                        |
|              Spcl Formula         Att%: 255                                |
|                                  Power: 35                                 |
|                                MP Cost: 24 MP                              |
|                            Base Damage: 1070 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Materia Keeper's BATTLE PLAN: (Repeats)                                  |
|                                                                            |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                          |
|                  1/5 Chance start from 2nd Attack                          |
|                  1/5 Chance start from 3rd Attack                          |
|                  1/5 Chance start from 4th Attack                          |
|                  1/5 Chance start from 5th Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK:                                                               |
|                                                                            |
|   Materia Keeper's HP  > 75%: 1/5 Chance use Hell Combo on Rnd Target      |
|                               2/5 Chance use <Keyclaw> on Rnd Target       |
|                               2/5 Chance Big Horn on Rnd Target            |
|                                                                            |
```

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|   Materia Keeper's HP <= 75%: 1/4 Chance use Hell Combo on Rnd Target      |
|                               3/8 Chance use <Keyclaw> on Rnd Target       |
|                               3/8 Chance Big Horn on Rnd Target            |
|                                                                            |
|   Materia Keeper's HP <= 50%: 1/3 Chance use Hell Combo on Rnd Target      |
|                               1/3 Chance use <Keyclaw> on Rnd Target       |
|                               1/3 Chance Big Horn on Rnd Target            |
|                                                                            |
|   Materia Keeper's HP <= 25%: 1/2 Chance use Hell Combo on Rnd Target      |
|                               1/4 Chance use <Keyclaw> on Rnd Target       |
|                               1/4 Chance Big Horn on Rnd Target            |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Same as 1st Attack                                            |
|  3RD ATTACK: Same as 1st Attack                                            |
|                                                                            |
|                                                                            |
|  4TH ATTACK:                                                               |
|                                                                            |
|   Materia Keeper's HP  > 50%: Use 1st Attack                               |
|                                                                            |
|   Materia Keeper's HP <= 50%: Use Cure2 on Self; If Materia Keeper's MP    |
|                               < 24, use 1st Attack                         |
|                                                                            |
|     After 4th Attack:                                                      |
|                                                                            |
|      Attack used was Cure2:                                                |
|       Jump to 5th Attack for next turn                                     |
|                                                                            |
|      Attack used was Hell Combo:                                           |
|       Jump to 1st Attack for next turn                                     |
|                                                                            |
|      Attack used was <Keyclaw> OR Big Horn:                                |
|       1/3 Chance: Jump to 1st Attack for next turn                         |
|       1/3 Chance: Jump to 2nd Attack for next turn                         |
|       1/3 Chance: Jump to 3rd Attack for next turn                         |
|                                                                            |
|                                                                            |
|  5TH ATTACK: Use Trine on All Targets; If Materia Keeper's MP < 20, use    |
|              Hell Combo on Rnd Target                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Materia Keeper:                  |   POWER req for Overflow:    |
|                                             |                              |
| As far as bosses go, Materia Keeper is one  |  Base Damage Overflow: 172   |
|  of the more tougher ones. Make sure to keep |  Rnd Var Overflow  3x: 115   |
|  Big Guard up at all times, and if necessary o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  place your characters in the Back Row.                                    |
| Trine is a permanently missable Enemy Skill, and if you don't obtain it    |
|  now then you will have two more opportunities to learn it (Godo and       |
|  Stilva). You should set your sights on learning Trine now though, as it   |
|  is more powerful than Matra Magic (which is starting to become obsolete), |
|  and costs less MP than Beta and Aqualung. Materia Keeper will always use  |
|  Trine as its next attack after using Cure2, and it will only use Cure2    |
|  once its HP has dropped below 50% (make sure to have Sense equipped).     |
| Avoid using Deathblow against Materia Keeper, unless Vincent in your party |
|  with the Sniper CR equipped. You can exploit its vulnerability to Slow    |
|  and Stop by equipping Added Effect+Time on one of your characters         |
|  Weapons, and also inflict it with Poison. Just bear in mind that the      |
|  damage taken from the Poison Status will not cause it to recognise that   |
|  its HP has dropped below the threshold to start using Cure2.              |
```

```
| Odin's Gunge Lance has a whopping 78 Power, and will hit for around 1200   |
|  HP. Use Choco/Mog also for a chance to inflict Materia Keeper with Stop,  |
|  and if you have Quake2 unlocked that will be your strongest Lv Magic      |
|  spell (24 power). Do not use Vincent's Limit Break Galian Beast, as his   |
|  'Beast Flare' ability is Fire based and will heal Materia Keeper.         |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||  {Rocket Launch Pad Area} / {Nibel Forests}  ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - While the Nibel Area Forest is technically part of Nibel Area, it
        cannot be accessed until after Mt. Nibel, amongst the Rocket Launch
        Pad Area terrain.

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                           Training Rating:  ||
||                                                                          ||
||  Rocket Launch Pad Area Grass                        **                  ||
||  Nibel Area Forest (Larger Forest)                   *****  BEST         ||
||  Rocket Launch Pad Area Forest (Smaller Forest)      ***                 ||
||  Rocket Launch Pad Area Beach                        *                   ||
||  Rocket Town Cid's Backyard (Palmer Fight)           N/A                 ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                                                          |
  |                                                                        |
  |      Nibel Wolf                                                        |
  |      Velcher Task                                                      |
  |      Valron                                                            |
  |  L4  Kyuvilduns                                                        |
  |      Bahba Velamyu                                                     |
  |  L4  Battery Cap                                                       |
  |      Crown Lance                                                       |
  |      Chocobo Lv Lv 22 A                                                |
  |      Mystery Ninja                                                     |
  |      Palmer  (Boss)                                                    |
  |      [No Name] 4                                                       |
  |      [No Name] 5                                                       |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 NOTE - Palmer is the only enemy in the game that take Double Damage from
        Sleep-Based Attacks.

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO USE:                            ]
 [                                                                         ]
 [         Fire - Kyuvilduns        - Double                               ]
 [         Fire - Crown Lance       - Double                               ]
```

```
[                                                                          ]
[        Sleep - Palmer            - Absorb  (Boss)                        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                             ]
[                                                                          ]
[    Lightning - Crown Lance       - Absorb                                ]
[       Poison - Velcher Task      - Absorb                                ]
[                                                                          ]
[        Earth - Crown Lance       - Nullify                               ]
[      Gravity - Palmer            - Nullify  (Boss)                       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                        ]
[                                                                          ]
[ NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning ]
[         (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).         ]
[                                                                          ]
[         Fire - Palmer            - Fire2                                 ]
[          Ice - Palmer            - Ice2                                  ]
[    Lightning - Crown Lance       - Bolt                                  ]
[    Lightning - Palmer            - Bolt2                                 ]
[      Gravity - Valron            - Demi3                                 ]
[  Restorative - Nibel Wolf        - Howling                               ]
[                                                                          ]
[          Cut - Bahba Velamyu     - Bonecutter                            ]
[          Cut - Bahba Velamyu     - Jumping Cutter                        ]
[          Hit - Nibel Wolf        - Bodyblow                              ]
[          Hit - Nibel Wolf        - Fang                                  ]
[          Hit - Velcher Task      - Claw                                  ]
[          Hit - Valron            - Speed Punch                           ]
[          Hit - Valron            - Jump Kick                             ]
[          Hit - Valron            - Dive Kick                             ]
[        Punch - Crown Lance       - Claw                                  ]
[        Punch - Crown Lance       - Deadly Needles                        ]
[        Punch - Chocobo           - Chocobo, goes nuts                    ]
[        Shoot - Velcher Task      - Poison Blow (0 Damage)                ]
[        Shoot - Battery Cap       - Seed Shot (0 Damage)                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                         ]
[                                                                          ]
[ NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler). ]
[                                                                          ]
[        Sleep - Crown Lance       - Sleepel         (71%  Inflict)        ]
[       Poison - Velcher Task      - Poison Blow     (71%  Inflict)        ]
[      Silence - Bahba Velamyu     - Silence         (79%  Inflict)        ]
[         Slow - Bahba Velamyu     - Slow            (99%  Inflict)        ]
[      Petrify - Crown Lance       - Deadly Needles  (100% Inflict)        ]
[     Darkness - Battery Cap       - Seed Shot       (100% Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Death, Sleep, Poison, Silence, Slow, Petrify, D. Sentence              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

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                          oo~~~~~~~~~~~~~~oo
                          ||  ENEMY LOOT  ||
                          oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH      |
```

```
      '-----------------------+-----------------------+-------------------|
 HI-POTION  |                 |                       |                   |
------------'                 |                       |                   |
      | Velcher Task       [8] |                       | Nibel Wolf        |
      | Valron             [8] |                       | Valron            |
      | Kyuvilduns         [8] |                       | Kyuvilduns        |
      | Crown Lance        [8] |                       |                   |
      '-----------------------+-----------------------+-------------------|
 REMEDY  |                    |                       |                   |
---------'                    |                       |                   |
      |                       | Velcher Task      [32] | Velcher Task      |
      '-----------------------+-----------------------+-------------------|
 DREAM POWDER  |              |                       |                   |
---------------'              |                       |                   |
      |                       |                       | Crown Lance       |
      '-----------------------+-----------------------+-------------------|
 MUTE MASK  |                 |                       |                   |
------------'                 |                       |                   |
      | Bahba Velamyu      [8] |                       | Bahba Velamyu     |
      '-----------------------+-----------------------+-------------------|
 EYE DROP  |                  |                       |                   |
-----------'                  |                       |                   |
      | Battery Cap        [8] |                       |                   |
      '-----------------------+-----------------------+-------------------|
 DAZERS  |                    |                       |                   |
---------'                    |                       |                   |
      |                       | Battery Cap       [32] |                   |
      '-----------------------+-----------------------+-------------------|
 LUCHILE NUT  |               |                       |                   |
--------------'               |                       |                   |
      | Nibel Wolf         [8] | Nibel Wolf         [8] |                   |
      '-----------------------+-----------------------+-------------------|
 EDINCOAT  |                  |                       |                   |
-----------'                  |                       |                   |
      | Palmer            [63] |                       |                   |
      '-----------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~oo


SCREEN GROUPING 1: **                                Area Enc Rate:

 Rocket Launch Pad Area Grass                        32   Medium

  Average:   EXP: 772.5      AP: 72.0      GIL: 793.4       Enemy QTY: 2.71

.-----------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 795     1st Row: 1x Nibel Wolf                 |
|                        AP  - 72      2nd Row: 2x Nibel Wolf                 |
|                        GIL - 780                                      #148 |
|                                                                             |
|  [29.0%]  Nrml Bat #2  EXP - 640     1st Row: 1x Velcher Task               |
|                        AP  - 62      2nd Row: 1x Velcher Task               |
|                        GIL - 700                                      #149 |
|                                                                             |
|  [29.0%]  Nrml Bat #3  EXP - 850     1st Row: 2x Nibel Wolf                 |
|                        AP  - 79      2nd Row: 1x Velcher Task               |
```

```
|                        GIL - 870                                      #150 |
|                                                                             |
|  [11.7%]  Pinc Attack  EXP - 850     1st Grp: 1x Velcher Task               |
|                        AP  - 79      2nd Grp: 2x Nibel Wolf                 |
|                        GIL - 870                                      #151 |
|                                                                             |
|                                                                             |
|  [4.30%]  Choc Enc #1  EXP - 600     1st Row: 1x Chocobo Lv 22 A            |
|          2 - Great     AP  - 60      2nd Row: 2x Valron                     |
|                        GIL - 600                                      #152 |
|                                                                             |
|  [3.91%]  Choc Enc #2  EXP - 680     1st Row: 2x Kyuvilduns                 |
|          2 - Great     AP  - 68      2nd Row: 1x Chocobo Lv 22 A            |
|                        GIL - 736                                      #153 |
|                                                                             |
|  [8.59%]  Choc Enc #3  EXP - 660     1st Row: 1x Chocobo Lv 22 A,           |
|          4 - So-so     AP  - 65             1x Velcher Task, 1x Kyuvilduns |
|        Pre-Emp OFF     GIL - 718                                      #156 |
|                                                                             |
|  [8.98%]  Choc Enc #4  EXP - 640     1st Row: 2x Velcher Task               |
|          4 - So-so     AP  - 62      2nd Row: 1x Chocobo Lv 22 A            |
|        Pre-Emp OFF     GIL - 700                                      #157 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: *****  BEST                        Area Enc Rate:

  Nibel Area Forest (Larger Forest)                    12   Very High

   Average:   EXP: 1108.8     AP: 118.2     GIL: 1440.6      Enemy QTY: 4.03

 <C> Nrml Bat #2 - The Battery Cap [B] and [C] cover the Valron
 <C> Nrml Bat #3 - The Battery Cap [A] covers the Battery Cap [B] [C] and [E]
                   The Battery Cap [B] covers the Battery Cap [D] and [E]
                   The Battery Cap [C] covers the Battery Cap [E]
.-----------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 570     1st Row: 1x Bahba Velamyu              |
|                        AP  - 40      2nd Row: 1x Bahba Velamyu              |
|                        GIL - 560                                      #144 |
|                                                                             |
|  [29.0%]  Nrml Bat #2  EXP - 1380    1st Row: 4x Battery Cap <C>            |
|                        AP  - 158     2nd Row: 1x Valron                     |
|                        GIL - 1844                                     #145 |
|                                                                             |
|  [29.0%]  Nrml Bat #3  EXP - 1620    1st Row: 1x Battery Cap <C>            |
|                        AP  - 192     2nd Row: 2x Battery Cap <C>            |
|                        GIL - 2316    3rd Row: 3x Battery Cap          #146 |
|                                                                             |
|  [11.7%]  Pinc Attack  EXP - 570     1st Grp: 1x Bahba Velamyu              |
|                        AP  - 40      2nd Grp: 1x Bahba Velamyu              |
|                        GIL - 560                                      #147 |
|                                                                             |
|                                                                             |
|    [25%]  Myst Ninja   EXP - /       1st Row: 1x Mystery Ninja              |
|        Pre-Emp OFF     AP  - /                                              |
|                        GIL - /                                              |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***                               Area Enc Rate:
```

Rocket Launch Pad Area Forest (Smaller Forest) 12 Very High

Average: EXP: 933.8 AP: 92.6 GIL: 992.2 Enemy QTY: 2.90

<C> The Kyuvilduns [A] covers the Kyuvilduns [D]

[30.4%]	Nrml Bat #1	EXP - 1360 AP - 136 GIL - 1472	1st Row: 1x Kyuvilduns <C> 2nd Row: 2x Kyuvilduns 3rd Row: 1x Kyuvilduns	#154
[29.0%]	Nrml Bat #2	EXP - 900 AP - 90 GIL - 900	1st Row: 1x Valron 2nd Row: 2x Valron	#155
[29.0%]	Nrml Bat #3	EXP - 640 AP - 62 GIL - 700	1st Row: 1x Velcher Task 2nd Row: 1x Velcher Task	#158
[11.7%]	Back Attack Run = 2	EXP - 640 AP - 62 GIL - 700	1st Row: 2x Velcher Task	#159
[99.6%]	Myst Ninja Pre-Emp OFF	EXP - / AP - / GIL - /	1st Row: 1x Mystery Ninja	

SCREEN GROUPING 4: * Area Enc Rate:

Rocket Launch Pad Area Beach 64 Low

Average: EXP: 450 AP: 46 GIL: 800 Enemy QTY: 2

The same Encounters can be found in Cosmo Beach and Nibel Beach.

[30.4%]	Nrml Bat #1	EXP - 450 AP - 46 GIL - 800	1st Row: 1x Crown Lance 2nd Row: 1x Crown Lance	#134
[29.0%]	Nrml Bat #2	EXP - 675 AP - 69 GIL - 1200	1st Row: 1x Crown Lance 2nd Row: 2x Crown Lance	#135
[29.0%]	Nrml Bat #3	EXP - 225 AP - 23 GIL - 400	1st Row: 1x Crown Lance	#136
[11.7%]	Pinc Attack	EXP - 450 AP - 46 GIL - 800	1st Grp: 1x Crown Lance 2nd Grp: 1x Crown Lance	#137

SCREEN GROUPING 5: Area Enc Rate:

Rocket Town Cid's Backyard (Palmer Fight) OFF

"Battle Victory Music" Flag disabled.

Forced Attack	EXP - 1800	1st Row: 1x Palmer
Can't Escape	AP - 98	
	GIL - 5000	#600

ENEMIES

NOTE - The Kyuvilduns from "Mt. Nibel" can also be fought here, along with the Valron and Nibel Wolf from "Nibel Area", and the Crown Lance from "Cosmo Area". I will not be duplicating their entries; you can find all of those enemies listed further above.

- You can also fight the Chocobo Lv 22 A, along with the Mystery Ninja. You can find those enemy listings in the "Extra Enemies" section further below.

{Velcher Task}

https://photos.app.goo.gl/nZHX861vopwavdnr7 | ID: 8D

Level: 26	Strength: 50	Drop: Hi-Potion [8]	14.06%
HP: 900	Defence: 50	Steal: Remedy [32]	40.63%
MP: 28	Magic: 45	Morph: Remedy	
	MDefence: 130		
EXP: 320	Dexterity: 58		
AP: 31	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 350	Evade: 1		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [Absorb]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [VUL]	Haste [VUL]	
Holy [-]	Small [VUL]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Rocket Launch Pad Area Grass	70%	Diablo
Rocket Launch Pad Area Forest (Smaller Forest)	41%	

Velcher Task's ATTACKS:

- Manip Attack 1: Claw
- Manip Attack 2: Poison Blow

Attack 1: <Claw> [1BE] Physical

Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 130 HP

Berserk Attack

Attack 2: Poison Blow	Target: One Opponent	Status Inflict:
[226] Magical 0 Dam	Element: Shoot	Poison (71%)
	Att%: 100	
	MP Cost: 4 MP	

Velcher Task's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present Print Message [A Chocobo!]

*If all Targets have Poison, skip a turn

OPENING ATTACK: 1/4 Chance use Poison Blow on Rnd Target without Poison*
3/4 Chance use <Claw> on Rnd Target without Poison*

THEREAFTER: 1/3 Chance use Poison Blow on Rnd Target without Poison*
2/3 Chance use <Claw> on Rnd Target without Poison*

COUNTER: [All Physical and Magical Attacks]

Velcher Task does not have Poison AND Velcher Task's HP < 12.5%:

Use <Claw> on Last Attacker

Velcher Task has Poison OR Velcher Task's HP <= 12.5%:

Use Poison Blow on Rnd Target without Poison; If all Targets have Poison, do nothing

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Velcher Task:

Velcher Task is found in Battle Square:
Set - 2 (After Tiny Bronco) Battle - 6

The Velcher Task poses little threat to the Party. It will only target characters that are not inflicted with Poison, and once all three teammates are Poisoned, the Velcher Task will stop attacking you.

The Velcher Task only has enough MP for 7 uses of Poison Blow, after which the "skill power is used up" text string will be displayed every time it tries to use that Attack.

Stick to using Physical Attacks against the Velcher Task given its high MDef value. Trine will deal 800+ damage, and may not be enough to kill them in one hit.

The Velcher Task provides the first opurtunitty in the game to steal Remedys, so *make sure* to try to steal a few, as the help tremendously not only in the Battle Square but also for general use (cures 13 negative Statuses). A Lv 31 Cloud would have a 45.31% chance of stealing from the Velcher Task.

The Velcher Task is considered to be a 'Powerful' enemy, and as such the "Pre-Emp" Flag should have been disabled for encounters that contain the Velcher Task. An oversight means that you have a chance to initiate a Pre-Emptive Strike against the 2x Velcher Task Encounter in the Forests of Rocket Launce Pad Area (larger of the two forests; Formation ID #158). You can also Pre-Emp the Velcher Task on the Grass Area.

POWER req for Overflow:

Base Damage Overflow:	153
Rnd Var Overflow 3x:	102
Rnd Var Overflow 4x:	77
Rnd Var Overflow 6x:	51

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  .-----------------.
 /  {Bahba Velamyu}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/dXLXpg1SJp448Q4G7                     | ID:  8E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     23  ||   Strength:  40  ||    Drop: Mute Mask  [8] 14.06%      |
|  HP:       640  ||    Defence:  38  ||   Steal: /                          |
|  MP:        40  ||      Magic:  44  ||   Morph: Mute Mask                   |
|                 ||   MDefence: 176  ||                                      |
|  EXP:      285  ||  Dexterity:  55  ||                                      |
|   AP:       20  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      280  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Nibel Area Forest (Larger Forest)                42% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Bonecutter        |
|   Bahba Velamyu's ATTACKS:           |  Manip Attack 2: Jumping Cutter    |
|                                      |  Manip Attack 3: Magic Cutter      |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1:  Bonecutter          Target: One Opponent      Berserk Attack   |
|  [227]       Physical          Element: Cut                                |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                            Base Damage: 68 HP                             |
|                                                                           |
|  Attack 2:  Jumping Cutter      Target: One Opponent                      |
|  [228]       Physical          Element: Cut                               |
|                                   Att%: 255                               |
|                                  Power: 16                                |
|                            Base Damage: 68 HP                             |
|                                                                           |
|  Attack 3:  Magic Cutter        Target: One Opponent      Drains MP        |
|  [229]       Magical           Element: None                              |
|                                   Att%: 255                               |
|                                  Power: 2                                 |
|                                 MP Cost: 4 MP                             |
|                            Base Damage: 50 MP                             |
|                                                                           |
|  Attack 4:  Silence             Target: One Opponent      Reflectable     |
|  [00D]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                 MP Cost: 24 MP             Silence (79%)  |
|                                                                           |
|  Attack 5:  Slow                Target: One Opponent      Reflectable     |
|  [014]       Magical 0 Dam        Att%: Auto Hit          Status Inflict:  |
```

MP Cost: 20 MP Slow (99%)

Bahba Velamyu's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/5 Chance start from 1st Attack
1/5 Chance start from 2nd Attack
1/5 Chance start from 3rd Attack
1/5 Chance start use Slow on Rnd Target
1/5 Chance start use Silence on Rnd Target

*If all Targets have Slow, select Rnd Target

1ST ATTACK: Use Bonecutter on Rnd Target without Slow*

Follow-Up: Bahba Velamyu's HP > 75%: 1/5 Chance repeat 1st Attack
4/5 Chance do nothing

Bahba Velamyu's HP <= 75%: 1/4 Chance repeat 1st Attack
3/4 Chance do nothing

Bahba Velamyu's HP <= 50%: 1/3 Chance repeat 1st Attack
2/3 Chance do nothing

Bahba Velamyu's HP <= 50%: 1/2 Chance repeat 1st Attack
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Use Jumping Cutter on Rnd Target without Slow*

Follow-Up: Bahba Velamyu's HP > 75%: 1/5 Chance repeat 3rd Attack
4/5 Chance do nothing

Bahba Velamyu's HP <= 75%: 1/4 Chance repeat 3rd Attack
3/4 Chance do nothing

Bahba Velamyu's HP <= 50%: 1/3 Chance repeat 3rd Attack
2/3 Chance do nothing

Bahba Velamyu's HP <= 50%: 1/2 Chance repeat 3rd Attack
1/2 Chance do nothing

COUNTER: [All Physical and Magical Attacks]

Attack was Physical:

Last Attacker has Death OR Last Attacker has Slow:

Do nothing, jump to 1st Attack for next turn

Last Attacker does not have Death AND Last Attacker does not have Slow:

Use Slow on Last Attacker; If Bahba Velamyu's HP < 20, use Magic Cutter on Last Attacker, jump to 1st Attack for next turn

```
|   Attack was Magical:                                                      |
|                                                                            |
|    Last Attacker has Death OR Last Attacker has Silence:                   |
|                                                                            |
|     Do nothing, jump to 1st Attack for next turn                           |
|                                                                            |
|    Last Attacker does not have Death AND Last Attacker does not have       |
|     Silence:                                                               |
|                                                                            |
|      Use Silence on Last Attacker; If Bahba Velamyu's HP < 20, use Magic   |
|       Cutter on Last Attacker, jump to 1st Attack for next turn            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bahba Velamyu:                  |   POWER req for Overflow:     |
|                                            |                               |
| Bahba Velamyu is found in Battle Square:   |  Base Damage Overflow: 149    |
|  Set - 2 (After Tiny Bronco)   Battle - 6  |  Rnd Var Overflow  3x: 100    |
|                                            |  Rnd Var Overflow  4x:  75    |
| The weirdly name Bahba Velamyu inflicts very |  Rnd Var Overflow  6x:  50  |
|  low damage against the Player, and        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  therefore they pose little threat. The                                    |
|  worst thing they can do is inflict you with Slow and/or Silence, neither  |
|  of which prevent you from taking them out via Physical attacks.           |
| The Bahba Velamyu can drain your MP, which can be rather annoying. Another |
|  reason to just use Physical attacks.                                      |
| The large forests of Nibel is one of the best place in the game to level   |
|  up your Limit Breaks, however, the presence of the 2x Bahba Velamyu       |
|  considerably drop the averages earned there.                              |
| A bug exists in the Battle Square with the 2x Bahba Velamyu Encounter; the |
|  Formation exists in both Pool A and Pool B, although it should only exist |
|  in Pool A. If you land on that Formation while in Pool B on your 6th      |
|  Battle (Set 2), then you will be incorrectly placed into Pool A for the   |
|  7th Battle.                                                               |
| Only a handful of enemies carry Mute Masks (casts Silence on all           |
|  opponents), so you would do well to try to obtain one now if you are      |
|  trying to complete your inventory list. You will have an opurtunitty to   |
|  steal Mute Masks from the Crazy Saw during the Raid on Midgar on Disc 2.  |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------.
 /  {Battery Cap}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/m379ALd9DHZvTwq87                  | ID:  90 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:  41  ||    Drop: Eye Drop  [8]  14.06%    |
|  HP:       640  ||    Defence:  38  ||   Steal: Dazers    [32] 40.63%    |
|  MP:        58  ||      Magic:  42  ||   Morph: /                       |
|                 ||   MDefence: 146  ||                                   |
|  EXP:      270  ||  Dexterity:  40  ||                                   |
|   AP:       32  ||       Luck:   0  || Back Damage: Normal (2x Damage)   |
|  GIL:      386  ||      Evade:   1  || Susceptible to L4 Suicide        |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
```

Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Nibel Area Forest (Larger Forest)	58%	Search Crown

Battery Cap's ATTACKS:

Manip Attack 1: Seed Shot
Manip Attack 2: Four Lase

Attack 1: Seed Shot [22D] — Physical 0 Dam
Target: One Opponent
Element: Shoot
Att%: 100
Berserk Attack
Status Inflict: Darkness (100%)

Attack 2: Four Laser [22E] — Magical
Target: One Opponent
Element: None
Att%: 100
Power: 16
MP Cost: 16 MP
Base Damage: 396 HP

Battery Cap's BATTLE PLAN: (Repeats)

1/2 Chance: Use Four Laser on Rnd Target
1/2 Chance: Use Seed Shot on Rnd Target with Poison; If no targets have Poison, select Rnd Target.

Notes On Battery Cap:

Battery Cap is found in Battle Square: Set - 2 (After Tiny Bronco) Battle - 6

A flaw exists with the Battery Cap's AI script. The check is for 'any players with Poison'; it should be for 'any Players without Darkness', seeing as Seed Shot inflicts Darkness.

The Battery Cap can cause your problems if you are not careful. Their Four Laser Attack deals a moderate amount of damage, and their 6x Formations can easily ruin your day. Be particularly careful in the Battle Square.

To deal with the Battery Cap swiftly, open with L4 Suicide and follow up with Matra Magic. Alternatively, one cast of Trine should wipe them out.

The Battery Cap only has enough MP for three casts of Four Laser, after which the "skill power is used up" text string will be displayed every time it tries to use that Attack.

For the first time in the game, you have access to Dazers which inflicts one opponent with Paralyzed (Ruby Weapon's weakness). Until this point, you could only inflict Paralyzed via the use of Cloud's 1-2 and Aeris's 1-2 Limit Breaks, and seeing as a few Bosses are vulnerable to Paralyzed, you should definitely try to stock up on a few now. A Lv 31 Cloud would have a 48.44% chance of stealing from the Battery Cap.

The Nibel Area Forests (larger of the two) is considered to be the best area in the game to level up your Limit Breaks in. You can manipulate the Valron to have it use its % Based attacks on you (Dive Kick), and you can also rack up an amount of kills from the 6x Battery Cap Encounter. Unfortunately, the presence of the 2x Bahba Velamyu greatly drops the effectiveness of the training area.

There are only three other randomly encountered formations that fill the maximum six enemy slots; the Touch Me Pincer Attack, and the Warning

POWER req for Overflow:

Base Damage Overflow:	149
Rnd Var Overflow 3x:	100
Rnd Var Overflow 4x:	75
Rnd Var Overflow 6x:	50

```
|  Board and Guard System encounters.                                                  |
\                                                                                      /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .----------.
 /  {Palmer}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/3tZYsZzJQXNYUPAq9                        | ID:  A4 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     38  ||   Strength: 100  ||    Drop: Edincoat  [63] 100%          |
|  HP:      6000  ||    Defence: 100  ||   Steal: /                           |
|  MP:       240  ||      Magic:  25  ||   Morph: /                           |
|                 ||   MDefence: 200  ||                                       |
|  EXP:     1800  ||  Dexterity:  60  ||                                       |
|   AP:       98  ||       Luck:   0  ||                                       |
|  GIL:     5000  ||      Evade:  50  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [Double]|  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:          |
|                                                     |                        |
| Rocket Town Cid's Backyard                          |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!                |
|   Palmer's ATTACKS:                   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Fire2>              Target: One Opponent      Reflectable        |
|  [01C]       Magical           Element: Fire                                 |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                                MP Cost: 22 MP                                |
|                             Base Damage: 472 HP                              |
|                                                                              |
|  Attack 2: <Ice2>               Target: One Opponent      Reflectable        |
|  [01F]       Magical           Element: Ice                                  |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                                MP Cost: 22 MP                                |
|                             Base Damage: 472 HP                              |
|                                                                              |
|  Attack 3: <Bolt2>              Target: One Opponent      Reflectable        |
|  [022]       Magical           Element: Lightning                            |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                                MP Cost: 22 MP                                |
|                             Base Damage: 472 HP                              |
|                                                                              |
|  Attack 4: <Incite>             Target: Self              Taunting           |
|  [387]       Physical 0 Dam       Att%: Auto Hit            Animation       |
|                                                                              |
|  Attack 5:  Palmer "Ugh!"       Target: Self              Death Animation    |
```

```
|  [3AA]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Palmer's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|  NOTE - If Palmer skips a turn, the text string will not be displayed.     |
|                                                                            |
|                                                                            |
|  SETUP: Disable default Death Handling                                     |
|                                                                            |
|                                                                            |
|  1/4 Chance: All Targets with Sadness:                                     |
|               Skip a turn                                                  |
|                                                                            |
|              At least one Target without Sadness:                          |
|               Display String: [Palmer "Heh-hic-heh-hic!"]                  |
|               Use <incite> on Self                                         |
|                                                                            |
|                                                                            |
|  1/4 Chance: Display String: [Mako Gun]                                    |
|              Use Fire2 on Rnd Target; If Palmer's MP < 22, skip a turn     |
|                                                                            |
|  1/4 Chance: Display String: [Mako Gun]                                    |
|              Use Ice2 on Rnd Target; If Palmer's MP < 22, skip a turn      |
|                                                                            |
|  1/4 Chance: Display String: [Mako Gun]                                    |
|              Use Bolt2 on Rnd Target; If Palmer's MP < 22, skip a turn     |
|                                                                            |
|                                                                            |
|  DEATH: Cure Self of Sleep, Poison, Haste, Slow, D. Sentence & Berserk     |
|         Display String: [Palmer "Heh heh hic!"]                            |
|         Use Palmer "Ugh!" on Self                                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Palmer:                          |   POWER req for Overflow:    |
|                                             |                              |
| Palmer is one of the easiest Bosses in the  |  Base Damage Overflow: 172   |
|  game, and is weaker than some Mini-Bosses. |  Rnd Var Overflow  3x: 115   |
|  So long as you maintain Big Guard and don't o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  let your HP drop below 50%, you should be                                 |
|  fine. His attacks do moderate damage at best.                             |
| Feel free to use your new Enemy Skill Trine and/or Beta and Aqualung, or,  |
|  just pummel him with Physical attacks until he falls to his comical fate. |
| Equip Added Effect+Time on your Weapon, and cast Choco/Mog to exploit      |
|  Palmer's weakness to Slow and Stop. If you wished to, you could also      |
|  use Dazers to inflict Paralyzed. Just avoid Deathblow.                    |
| Palmer is the only enemy in the game to take Double Damage from Sleep.     |
|  This means that if were to equip the Added Effect Materia with Sleep on   |
|  your Weapon (Seal Materia), your Physical attacks would do Double Damage. |
|  Palmer is, however, immune to the Status Sleep.                           |
| Alongside Palmer are two [No Name] enemies, one for the helicopter and one |
|  for the truck. Explore the "Extra Enemies" section for more information   |
|  on those enemies.                                                         |
| Following the funny scenes with Palmer, you will not hear the standard     |
|  Battle victory 'Fanfare' theme.                                           |
| Palmer is one of 105 enemies that are Immune to Peerless, which isn't      |
|  necessary seeing as there is no way for the Player to inflict the Enemy   |
|  with Peerless.                                                            |
\                                                                            /
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              o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
              ||                {Wutai Area}                ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - You could optionally visit Mideel Area once you gain the Tiny Bronco
        to gain huge amounts of Battle Spoils (Beach and Dirt only).

      - You can also optionally travel to Bone Village to get early access to
        Diamond Bangles (high Def), Rune Armlets (Double Growth), and the
        Kjata Materia.

      - If you start the Materia Quest as intended (following the acquisition
        of the Tiny Bronco), then you will be met with the Dirt Background
        Screen to fight the Attack Squad. If you were to start the quest
        later in the game by landing either the Highwind or a Chocobo on the
        Grass Area, then you would instead be met with the Grass Background
        Screen.

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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                             ||
||   Screens:                                                Training Rating:  ||
||                                                                             ||
||  Wutai Area Beach                                         ***               ||
||  Wutai Area Dirt                                          *****  BEST       ||
||  Wutai Area Bridge                                        N/A               ||
||  Wutai Area Grass                                         **                ||
||  Start of Materia Quest Dirt Background                   N/A               ||
||  Start of Materia Quest Grass Background                  N/A               ||
||  Wutai North Building To The Right (Northern Shrine)      N/A               ||
\|                                                                             |/
 \                                                                             /
  |      Enemies:                    Enemy Skills:                           |
  |                                                                          |
  |      Adamantaimai                Death Force                             |
  |  L4  Thunderbird                                                         |
  |  L4  Bizarre Bug                                                         |
  |  L4  Tail Vault                                                          |
  |      Razor Weed                  Magic Hammer                            |
  |      Edgehead                                                            |
  |      Attack Squad                                                        |
  |      Chocobo Lv 30                                                       |
  \                                                                          /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                          oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                          ||  ELEMENTS AND STATUSES  ||
                          oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE: None!                         ]
 [                                                                           ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO AVOID:                            ]
 [                                                                           ]
 [    Lightning - Thunderbird       - Absorb                                 ]
 [    Lightning - Edgehead          - Absorb                                 ]
 [                                                                           ]
```

```
[      Gravity - Adamantaimai      - Nullify                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                         ]
[                                                                          ]
[    Lightning - Thunderbird       - Lightning                             ]
[    Lightning - Edgehead          - Electric Burst                        ]
[       Poison - Bizarre Bug       - Toxic Powder                          ]
[                                                                          ]
[          Cut - Razor Weed        - Glasscutter                           ]
[          Cut - Edgehead          - Scissors                              ]
[          Hit - Bizarre Bug       - Bodyblow                              ]
[        Punch - Thunderbird       - Stab                                  ]
[        Punch - Chocobo           - Chocobo, goes nuts                    ]
[        Shoot - Attack Squad      - Machine Gun                           ]
[        Shout - Adamantaimai      - Light Shell                           ]
[       Hidden - Attack Squad      - Smoke Bullet (0 Damage)               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                         ]
[                                                                          ]
[        Sleep - Attack Squad      - Smoke Bullet  (99%  Inflict)          ]
[       Poison - Bizarre Bug       - Toxic Powder  (100% Inflict)          ]
[     Darkness - Attack Squad      - Smoke Bullet  (99%  Inflict)          ]
[         Fury - Razor Weed        - Spaz Voice    (47%  Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Death, Sleep, Poison, Silence, Slow, Petrify, D. Sentence              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

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                              oo~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~oo
```

DROP	STEAL	MORPH
HI-POTION		
Thunderbird [8]		
Razor Weed [8]		
X-POTION		
Bizarre Bug [63]		
Edgehead [8]		
PHOENIX DOWN		
Adamantaimai [8]		
Tail Vault [63]		
ECHO SCREEN		
Thunderbird [8]		
TRANQUILIZER		
Razor Weed [8]		

SMOKE BOMB			
	Edgehead [8]		
HOURGLASS			
	Edgehead [8]		
LOCO WEED			
	Razor Weed [8]		
BOLT PLUME			
	Thunderbird [8]	Thunderbird [32]	
SWIFT BOLT			
			Thunderbird
DRAGON SCALES			
	Adamantaimai [8]		
S-MINE			
	Attack Squad [8]		
8-INCH CANNON			
	Attack Squad [8]		
ADAMAN BANGLE			
		Adamantaimai [32]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

Wutai Area Beach 96 Very Low

Average: EXP: 720 AP: 100 GIL: 2000 Enemy QTY: 1

[100%] Nrml Bat #1	EXP - 720	1st Row: 1x Adamantaimai
Pre-Emp OFF	AP - 100	
	GIL - 2000	#179

SCREEN GROUPING 2: ***** BEST Area Enc Rate:

Wutai Area Dirt 64 Low

Average: EXP: 1472.0 AP: 134.1 GIL: 1370.3 Enemy QTY: 3.59

<C> Nrml Bat #2 - The Bizarre Bug [A] covers the Thunderbird [A] and [B]
The Bizarre Bug [B] covers the Thunderbird [B] and [C]
<C> Choc Enc #3 - The Chocobo Lv 30 covers the Tail Vault [B]

[18.8%]	Nrml Bat #1	EXP - 1540 AP - 144 GIL - 1680	1st Row: 2x Thunderbird 2nd Row: 2x Thunderbird	#168
[18.8%]	Nrml Bat #2	EXP - 1995 AP - 188 GIL - 1940	1st Row: 2x Bizarre Bug <C> 2nd Row: 3x Thunderbird	#169
[18.8%]	Nrml Bat #3	EXP - 1320 AP - 108 GIL - 1140	1st Row: 2x Tail Vault 2nd Row: 1x Tail Vault	#170
[18.8%]	Nrml Bat #4	EXP - 1280 AP - 116 GIL - 1060	1st Row:1x Tail Vault, 2x Bizarre Bug	#171
[2.93%]	Back Att #1 Run = 2	EXP - 1155 AP - 108 GIL - 1260	1st Row: 3x Thunderbird	#172
[2.93%]	Back Att #2 Run = 2	EXP - 880 AP - 72 GIL - 760	1st Row: 2x Tail Vault	#173
[13.8%]	Side Attack	EXP - 1260 AP - 120 GIL - 1020	1st Row: 3x Bizarre Bug	#174
[5.05%]	Pinc Attack	EXP - 1665 AP - 152 GIL - 1480	1st Grp: 2x Bizarre Bug 2nd Grp: 1x Tail Vault, 1x Thunderbird	#175
[6.64%]	Choc Enc #1 6 - Poor Pre-Emp OFF	EXP - 880 AP - 72 GIL - 760	1st Row: 1x Chocobo Lv 30 2nd Row: 2x Tail Vault [Side View]	#162
[6.25%]	Choc Enc #2 6 - Poor Pre-Emp OFF	EXP - 1125 AP - 90 GIL - 1050	1st Row: 3x Razor Weed, 1x Chocobo Lv 30	#163
[6.25%]	Choc Enc #3 5 - Average Pre-Emp OFF	EXP - 1320 AP - 108 GIL - 1140	1st Row: 1x Chocobo Lv 30 <C> 2nd Row: 3x Tail Vault	#166
[6.64%]	Choc Enc #4 5 - Average Pre-Emp OFF	EXP - 880 AP - 72 GIL - 760	1st Row: 1x Chocobo Lv 30 2nd Row: 2x Tail Vault [Front View]	#167

SCREEN GROUPING 3: Area Enc Rate:

Wutai Area Bridge OFF

Average: EXP: 1742.7 AP: 162.0 GIL: 1426.9 Enemy QTY: 4.12

Random Encounters have been disabled for the Bridge terrain; the information displayed is to show the intended encounters.

[44.1%]	Nrml Bat #1	EXP - 2100 AP - 200 GIL - 1700	1st Row: 2x Bizarre Bug 2nd Row: 2x Bizarre Bug 3rd Row: 1x Bizarre Bug	#176
[44.1%]	Nrml Bat #2	EXP - 1280 AP - 116 GIL - 1060	1st Row: 2x Bizarre Bug, 1x Tail Vault	#177
[11.7%]	Pinc Attack	EXP - 2140 AP - 192 GIL - 1780	1st Grp: 2x Tail Vault 2nd Grp: 3x Bizarre Bug	#178

SCREEN GROUPING 4: ** Area Enc Rate:

Wutai Area Grass 64 Low

Average: EXP: 1205.0 AP: 99.0 GIL: 1096.3 Enemy QTY: 3.0

<C> The Razor Weed [A] covers the Razor Weed [D]

[25%]	Nrml Bat #1	EXP - 1190 AP - 96 GIL - 1080	1st Row: 1x Tail Vault, 2x Razor Weed	#160
[25%]	Nrml Bat #2	EXP - 1500 AP - 120 GIL - 1400	1st Row: 1x Razor Weed <C> 2nd Row: 3x Razor Weed	#161
[25%]	Nrml Bat #3	EXP - 1250 AP - 108 GIL - 1145	1st Row: 1x Edgehead 2nd Row: 2x Tail Vault	#164
[25%]	Nrml Bat #4	EXP - 880 AP - 72 GIL - 760	1st Row: 2x Tail Vault	#165

SCREEN GROUPING 5: Area Enc Rate:

Start of Materia Quest Dirt Background OFF
Start of Materia Quest Grass Background OFF

Forced Attack Can't Escape		EXP - 600 AP - 20 GIL - 840	1st Row: 2x Attack Squad	#620 #621

SCREEN GROUPING 6: Area Enc Rate:

Wutai North Building To The Right (Northern Shrine) OFF

Forced Attack	EXP - 900	1st Row: 2x Attack Squad
Can't Escape	AP - 30	2nd Row: 1x Attack Squad
	GIL - 1260	#622

ENEMIES

NOTE - The Chocobo Lv 30 can be fought here, however, you can find that enemy listing further down in the Chocobos section of "Extra Enemies".

{Adamantaimai}

https://photos.app.goo.gl/xP9dJscwacZKfJHS7

						ID: AC
Level:	30	Strength:	71	Drop 1: Dragon Scales	[8]	14.06%
HP:	1600	Defence:	60	Drop 2: Phoenix Down	[8]	12.09%
MP:	240	Magic:	75	Steal: Adaman Bangle	[32]	40.63%
		MDefence:	280	Morph: /		
EXP:	720	Dexterity:	62			
AP:	100	Luck:	0			
GIL:	2000	Evade:	1			

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Wutai Area Beach	100%	

Adamantaimai's ATTACKS:

Manip Attack 1: Light Shell
Manip Attack 2: Death Force

Attack 1: <Light Shell>	Target: One Opponent		Berserk Attack
[36A] Physical	Element: Shout		Can't Cover
	Att%: 95		
	Power: 16		
	Base Damage: 269 HP		
Attack 2: Death Force	Target: One Ally		**Enemy Skill**
[04F] Magical 0 Dam	Att%: 255		Never Used
	MP Cost: 3 MP		Inflict Status:
			Death Force (100%)
Attack 3: Barrier	Target: Self		Reflectable

```
|  [00F]       Magical 0 Dam        Att%: Auto Hit          Status Inflict:  |
|                                 MP Cost: 16 MP              Barrier (100%)  |
|                                                                             |
|  Attack 4:  MBarrier            Target: Self              Reflectable       |
|  [010]       Magical 0 Dam        Att%: Auto Hit          Status Inflict:  |
|                                 MP Cost: 24 MP              MBarrier (100%) |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Adamantaimai's BATTLE PLAN: (Repeats)                                     |
|                                                                             |
|  Adamantaimai does not have Barrier:                                        |
|                                                                             |
|   Use Barrier on Self; If Adamantaimai's MP < 16, skip a turn               |
|                                                                             |
|                                                                             |
|  Adamantaimai has Barrier:                                                  |
|                                                                             |
|   Adamantaimai does not have MBarrier:                                      |
|                                                                             |
|    Use MBarrier on Self; If Adamantaimai's MP < 16, skip a turn             |
|                                                                             |
|   Adamantaimai has MBarrier:                                                |
|                                                                             |
|    Use last used Attack; If no Attack has been used, Data Error             |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   Use <Light Shell> on Last Attacker                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Adamantaimai:                    |   POWER req for Overflow:     |
|                                             |                               |
| Adamantaimai is found in Battle Square:     |  Base Damage Overflow: 156    |
|  Set - 3  (After Highwind)     Battle - 2   |  Rnd Var Overflow  3x: 104    |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| A flaw exists in the Adamantaimai's AI                                      |
|  script. Each time it takes its turn, it *should* have ran a check to see   |
|  if it is inflicted with Barrier AND MBarrier, in which case it would have  |
|  skipped a turn. The absence of this check means that it will always try    |
|  to use the Attack that it used on its previous turn, which is due to the   |
|  fact that the Var for the Attack ID to be used is not reset after each     |
|  turn.                                                                      |
| If you were to cast Big Guard on the Adamantaimai before it has a chance    |
|  to use its first turn, the Var for the Attack ID to be used will be set    |
|  to 0000 by default, and Attack ID 0000 is Cure. Seeing as it does not      |
|  have this Attack available to use, a fatal error will occur, and the       |
|  following text string will be displayed on repeat: [Data Error]            |
|  [Scene:179 /Code:32] [Push L1+R1+Select for Reset.]. Note that the         |
|  'Scene' is not actually referring to the Scene ID, but rather, the         |
|  Formation ID. You will lose control of your Party should this fatal error  |
|  occur.                                                                     |
| Death Force can be a useful skill to learn, as it will grant one character  |
|  Death immunity for the remainder of the Battle. This can be helpful once   |
|  you obtain the Curse Ring, as well as in the North Crater, where a lot of  |
|  enemies can inflict you with instant Death.                                |
| You will need to manipulate the Adamantaimai in order to learn Death        |
|  Force; a Lv 32 Cloud would have a 53% chance to manipulate the it.         |
| The Adamantaimai will not attack the Player unless provoked. Its only       |
|  damaging attack <Light Shell> will only be used as a counter attack. Note  |
|  that steal attempts will trigger the Counter script, whereas Manipulate    |
|  will not.                                                                  |
```

| The Adaman Bangle is a piece of armour that has few slots, but incredibly high Def; good for the upcoming 'No-Materia' quest. A Lv 32 Cloud would have a 42.19% chance of stealing from the Adamantaimai, and you cannot obtain this Armour anywhere else in the game.

| If you were to steal the Adaman Bangle, then you would have a 0% chance of receiving the Dragon Scales at the end of the Battle, which is an incredibly useful Battle Item for the Battle Square. It has a Base Damage value of 3680, and hits all opponents for Water Damage (one of the few Water based abilities available to the Player). Note that you can very easily steal Dragon Scales from the Sea Worm on the shores of Mideel.

| Don't bother using your Lv 2 Magic against the Adamantaimai, as they will hit for the same HP as your normal attacks. If you do wish to use Magic, stick with Trine/Beta/Aqualung.

| The test Enemy êúô6(ñâ) originally took the same model as the Adamantaimai in the JORG release, however, in the later releases the model was changed to that of the Pyramid. Visit the "Extra Enemies" section for more info on êúô6(ñâ).

| The Adamantaimai cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Thunderbird}

https://photos.app.goo.gl/nFjpVstE6wSt9gXz7 | ID: A7

Level: 28	Strength: 70	Drop 1: Bolt Plume [8]	14.06%
HP: 800	Defence: 40	Drop 2: Hi-Potion [8]	12.09%
MP: 80	Magic: 32	Drop 3: Echo Screen [8]	10.39%
	MDefence: 100	Steal: Bolt Plume [32]	40.63%
EXP: 385	Dexterity: 45	Morph: Swift Bolt	
AP: 36	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 420	Evade: 1	Susceptible to L4 Suicide	

Fire	[-]	Death [VUL]	Petrify [VUL]
Ice	[-]	Sleep [VUL]	D. Sentence [VUL]
Lightning	[Absorb]	Poison [VUL]	Paralyzed [-]
Earth	[-]	Confusion [VUL]	Darkness [VUL]
Poison	[-]	Silence [VUL]	
Gravity	[-]	Slow [VUL]	Sadness [VUL]
Water	[-]	Stop [-]	Fury [VUL]
Wind	[-]	Frog [-]	Haste [VUL]
Holy	[-]	Small [VUL]	Manipulate [VUL]
Restorative	[-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Wutai Area Dirt	46%	Needle Kiss

Thunderbird's ATTACKS:

Manip Attack 1: Stab
Manip Attack 2: Lightning

Attack 1: <Stab> [251] Physical

Target: One Opponent
Element: Punch
Att%: 95
Power: 16
Base Damage: 253 HP

Berserk Attack

Attack 2: Lightning	Target: All Opponents	No Split Damage
[252] Magical	Element: Lightning	
	Att%: 95	
	Power: 20	
	MP Cost: 16 MP	
	Base Damage: 450 HP	

Thunderbird's BATTLE PLAN: (Repeats)

1/4 Chance: Use Lightning on All Targets
3/4 Chance: Use <Stab> on Rnd Target

COUNTER: [All Physical and Magical Attacks]

If Last Attack on Thunderbird was Ice Element

Use Lightning on All Targets

Notes On Thunderbird:

Do not use All+Ice on the Thunderbird, as they will each counter by using Lightning one all opponents, which can very easily wipe out your Party.

When you first encounter the Thunderbird you will not have any Materia to use, however, when you make the trip back to the Tiny Bronco you will have magic at your disposal. Avoid Ice and Lightning; two casts of Fire2 and one Matra Magic should be enough to kill them.

Lightning is one of a handful of attacks that target all opponents for *No Split Damage*, which means it will not be subject to a 66% drop in damage output. In short, be vary wary when faced with groups of Thunderbirds.

The Thunderbird is one of a number of enemies that are elevated above the ground, but will not take double damage from the Wind Element, nor will it nullify Earth.

POWER req for Overflow:

Base Damage Overflow:	150
Rnd Var Overflow 3x:	100
Rnd Var Overflow 4x:	75
Rnd Var Overflow 6x:	50

{Bizarre Bug}

https://photos.app.goo.gl/fDXYRSYgvKJ1vPTp7 | ID: AA

Level:	28	Strength:	75	Drop: X-Potion [63] 100%	
HP:	975	Defence:	50*	Steal: /	
MP:	0	Magic:	24	Morph: /	
		MDefence:	160		
EXP:	420	Dexterity:	59		
AP:	40	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	340	Evade:	1*	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]

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|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Wutai Area Dirt                                  56% |                     |
| Da-chao Statue 1st Screen (Base)                 55% |                     |
| Da-chao Statue Western Hand (From Base)          31% |                     |
| Da-chao Statue 2nd Screen (Left U-Turn)          44% |                     |
| Da-chao Statue 3rd Screen (Cavern Exterior)      19% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Bizarre Bug's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Bodyblow>           Target: One Opponent                        |
|  [126]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                            Base Damage: 270 HP                              |
|                                                                             |
|  Attack 2: <Scorpion Attack>    Target: One Opponent                        |
|  [256]       Physical          Element: None                                |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                            Base Damage: 270 HP                              |
|                                                                             |
|  Attack 3:  Toxic Powder        Target: All Opponents     Split Damage*     |
|  [257]       Physical          Element: Poison            Status Inflict:   |
|                                   Att%: 95                 Poison (100%)    |
|                                  Power: 25                                  |
|                            Base Damage: 421 HP                              |
|                                                                             |
|  Attack 4: <[No Name]>          Target: Self              Transformation    |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           To Stage 2       |
|                                                                             |
|  Attack 5: <[No Name]>          Target: Self              Transformation    |
|  [120]       Physical 0 Dam       Att%: Auto Hit           To Stage 1       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bizarre Bug's BATTLE PLAN: (Repeats)                                      |
|                                                                             |
|  OPENING ATTACK: Use <[No Name]> on Self, transform to Stage 2 (Flying)     |
|                  Set Defence to 0 and Evade to 51                           |
|                                                                             |
|                                                                             |
|  STAGE 2: (Flying - Default Row)                                            |
|                                                                             |
|   1ST ATTACK: 1/4 Chance use Toxic Powder on All Targets; If Toxic Powder   |
|                    has been used once, use <Scorpion Attack> on Rnd Target |
|               3/4 Chance use <Scorpion Attack> on Rnd Target                |
|                                                                             |
|   2ND ATTACK: Same as 1st Attack                                            |
|   3RD ATTACK: Same as 1st Attack                                            |
|   4TH ATTACK: Same as 1st Attack                                            |
|   5TH ATTACK: Same as 1st Attack                                            |
|                                                                             |
|   6TH Attack: Use <[No Name]> on Self, transform to Stage 1 (Ground)        |
|               Set Defence back to 50 and Evade back to 1                    |
|                                                                             |
|                                                                             |
|  STAGE 1: (Ground)                                                          |
```

1ST ATTACK: Use <Bodyblow> on Rnd Target
2ND ATTACK: Use <Bodyblow> on Rnd Target
3RD ATTACK: Use <Bodyblow> on Rnd Target

4TH Attack: Use <[No Name]> on Self, transform to Stage 2 (Flying)
Set Defence to 0 and Evade to 50

Notes On Bizarre Bug:

Bizarre Bug is found in Battle Square:
Set - 3 (After Highwind) Battle - 1
Set - 3 (After Highwind) Battle - 2

1st Stage: Def = 50 Evade = 1
2nd Stage: Def = 0 Evade = 50

The Bizarre Bug is *the best* Enemy in the game to practise Damage Overflow on, given that its Defence will be dropped to 0 when it is in its flying form. The only other Enemy in the game to have 0 Def is Sephiroth (Final Form). You can also encounter the Bizarre Bug as a Side Attack formation, so you can continuously back-attack them.

A Lv 99 Character (bar Aeris) with 255 Attack and Four Hero Drinks would have a 100% chance to overflow against the Bizarre Bug while in its Flying Form, provided they met the condition to gain the maximum Power value on their Ultimate Weapon (which also means Yuffie is excluded), while also landing a Back-Damaging Critical hit while in Berserk.

The high Evade stat of the Flying Bizarre Bug means that your normal Physical Attacks will have approximately a 66% chance of connecting, and your Deathblow chance would be 1%. This is based on your stats following the acquisition of the Tiny Bronco; if you were to fight the Bizarre Bug with end-game stats for Overflow purposes, then you would have a 100% chance of connecting.

Note that the Bizarre Bug will *not* gain a Row Value of 16 while in its Flying Form (unlike some of the other enemies that can become air-bourne mid-battle), so your short-ranged attacks can still target it.

You will encounter the Bizarre Bug at a time in the game when you have no Materia, so equip the Fairy Ring and/or Star Pendant to defend from the Poison Status, if you wish.

The Wutai Dirt Area can be a fantastic place to train, not only for the large quantities of EXP/AP/Gil, but also for the fact that the Bizarre Bug will drop X-Potions 100% of the time. Just be sure to train *after* Yuffie's sidequest, so that you can level up your Materia. If you are not bothered about the X-Potions, then take note of the fact that the "Corral Valley 1st Screen With Log Bridge" is the best screen to train on Disc 1.

The Attack Toxic Powder is subject to Split Damage for the damage calculations, however, the Status inflicted via Toxic Powder is *not* subject to Split Damage, and will always have a 100% chance to inflict you with Poison.

The Bizarre Bug is one of a number of enemies that are elevated above the ground (while in its flying form), but will not take double damage from the Wind Element, nor will it nullify Earth.

The Bizarre Bug should also have been encountered on the three swinging bridges on the World Map alongside the Tail Vault, however, due to limitations these encounters were phased out of the final version. This is unfortunate; given the high Battle Spoils, it would have produced a better training rating than the Dirt Area (but not as high as Corral Valley's 1st Screen).

POWER req for Overflow:

1st Stage:
Base Damage Overflow: 153
Rnd Var Overflow 3x: 102
Rnd Var Overflow 4x: 77
Rnd Var Overflow 6x: 51

2nd Stage:
Base Damage Overflow: 138
Rnd Var Overflow 3x: 92
Rnd Var Overflow 4x: 69
Rnd Var Overflow 6x: 46

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  .--------------.
 /  {Tail Vault}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Yj9qmPSLK4zhaAC68                      | ID:  AB |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     28  ||   Strength:  69  ||    Drop: Phoenix Down  [63] 100%    |
|  HP:       960  ||    Defence:  46  ||   Steal: /                          |
|  MP:         0  ||      Magic:  25  ||   Morph: /                          |
|                 ||   MDefence: 120  ||                                      |
|  EXP:      440  ||  Dexterity:  60  ||                                      |
|   AP:       36  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      380  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Wutai Area Dirt                                 46% |                     |
| Wutai Area Grass                                75% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Bite             |
|   Tail Vault's ATTACKS:             |  Manip Attack 2: Somersault       |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                         |
|  Attack 1: <Bite>              Target: One Opponent      Berserk Attack   |
|  [258]       Physical         Element: None                             |
|                                  Att%: 95                               |
|                                 Power: 16                               |
|                           Base Damage: 249 HP                           |
|                                                                         |
|  Attack 2: <Somersault>        Target: One Opponent                     |
|  [259]       Physical         Element: None                             |
|                                  Att%: 95                               |
|                                 Power: 16                               |
|                           Base Damage: 249 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Tail Vault's BATTLE PLAN: (Repeats)                                   |
|                                                                         |
|  SETUP: If a Chocobo is present Print Message [A Chocobo!]              |
|                                                                         |
|                                                                         |
|  Use <Bite> on Rnd Target                                               |
|                                                                         |
|                                                                         |
|  COUNTER: [Physical Attacks Only]                                       |
|                                                                         |
|   1ST COUNTER: Do nothing                                               |
|   2ND COUNTER: Do nothing                                               |
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|   3RD COUNTER: Do nothing                                                    |
|                                                                              |
|   4TH COUNTER: Use <Somersault> on 1st Target; If 1st Target had Death,      |
|                do nothing                                                    |
|     Follow-Up: Use <Somersault> on 2nd Target; If 2nd Target has Death,      |
|                do nothing                                                    |
|     Follow-Up: Use <Somersault> on 3rd Target; If 3rd Target has Death,      |
|                do nothing                                                    |
|               Skip the next turn, jump to 1st Counter for next counter      |
|                                                                              |
|                                                                              |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:               |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Tail Vault:                          |   POWER req for Overflow:  |
|                                                 |                            |
| Tail Vault is found in Battle Square:           |  Base Damage Overflow: 152 |
|  Set - 3  (After Highwind)     Battle - 2       |  Rnd Var Overflow  3x: 101 |
|                                                 |  Rnd Var Overflow  4x:  76 |
| The Tail Vault has high MDefence, but that      |  Rnd Var Overflow  6x:  51 |
|  will not matter as you encounter it at a       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  time when you have no Materia. Its attacks                                  |
|  do moderate damage, and it will attack all three players consecutively      |
|  as a counter every fourth time it is attacked Physically. Once you do       |
|  get your Materia back, one blast oF Trine will critically injure them.      |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,      |
|  central, and left-most characters, respectively.                            |
| The 100% Phoenix Down drop rate will help a huge deal for the upcoming       |
|  quest, unless your Materia count exceeds the amount Yuffie can steal, and   |
|  you still have the Revive Materia available. You can also get some          |
|  amazing Battle SPoils from the Tail Vault.                                  |
| The Tail Vault should also have been encountered on the three swinging       |
|  bridges on the World Map alongside the Bizarre Bug, however, due to         |
|  limitations these encounters were phased out of the final version. This     |
|  is unfortunate; given the high Battle Spoils, it would have produced        |
|  a better training rating than the Dirt Area (but not as high as Corral      |
|  Valley's 1st Screen).                                                       |
\                                                                              /
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  .--------------.
 /  {Razor Weed}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/4LehA6rZKKRzwAnb6                    | ID:  A8 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     27  ||   Strength:  58  ||  Drop 1: Tranquilizer  [8] 14.06%   |
|  HP:      1000  ||    Defence:  50  ||  Drop 2: Hi-Potion     [8] 12.09%   |
|  MP:       145  ||      Magic:  25  ||  Drop 3: Loco Weed     [8] 10.39%   |
|                 ||   MDefence: 100  ||   Steal: /                          |
|  EXP:      375  ||  Dexterity:  60  ||   Morph: /                          |
|   AP:       30  ||       Luck:   0  ||                                     |
|  GIL:      350  ||      Evade:   1  || Back Damage: Normal (2x Damage)     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
```

Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Wutai Area Grass	50%	Mandragora
Wutai Area Dirt	Choc	
Da-chao Status 1st Screen (Base)	45%	
Da-chao Statue Top-Most Hand	3%	

Razor Weed's ATTACKS:

Manip Attack 1: Glasscutter
Manip Attack 2: Spaz Voice
Manip Attack 3: Magic Hammer

Attack 1: <Glasscutter> — Target: One Opponent — Berserk Attack
[253] Physical — Element: Cut
Att%: 95
Power: 16
Base Damage: 154 HP

Attack 2: Spaz Voice — Target: One Opponent — Status Inflict:
[254] Magical 0 Dam — Att%: 95 — Fury (47%)
MP Cost: 15 MP

Attack 3: Magic Hammer — Target: One Opponent — **Enemy Skill**
[04A] Magical — Element: None — Never Used
Att%: 100 — Drains MP
Power: 5 — Reflectable
MP Cost: 3 MP
Base Damage: 100 MP

Razor Weed's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present Print Message [A Chocobo!]

1/3 Chance: Use <Glasscutter> on Rnd Target
2/3 Chance: Skip a turn

COUNTER: [Physical Attacks Only]

Use Spaz Voice on Last Phys Attacker, skip the next turn

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Razor Weed:

Razor Weed is found in Battle Square:
Set - 3 (After Highwind) Battle - 1

While the Razor Weed is not a very tough Enemy, you will be facing it at a time when you have no Materia, so you'll have to rely on Physical Attacks. Every Physical Attack will provoke it to use Spaz Voice as a Counter. Make sure to have some Tranquilizers ready if you are not trying to Limit Level, and/or equip the Peace Ring if you have

POWER req for Overflow:

Base Damage Overflow:	153
Rnd Var Overflow 3x:	102
Rnd Var Overflow 4x:	77
Rnd Var Overflow 6x:	51

```
|  obtained it from Fort Condor.                                                |
| Magic Hammer is one of the best Enemy Skills to learn, as it will drain    |
|  100 MP from its Target, provided the Target has any MP to drain. The      |
|  Razor Weed will never use Magic Hammer normally, so you will have to      |
|  manipulate it following Yuffie's Sidequest. A Lv 34 Cloud would have a    |
|  58% chance of manipulating the Razor Weed.                                |
| Take note of the fact that Magic Hammer *can* be learned prior to the      |
|  start of the Materia Quest; there is a small patch of grass to the left   |
|  of the beach area where you disembark the Tiny Bronco where you can fight |
|  the Razor Weed. This option is for those that wish to do Yuffie's         |
|  Sidequest at a later date.                                                |
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 /  {Edgehead}  \
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|  https://photos.app.goo.gl/h64iSUfdtcYBjCaB9                    | ID:  A9 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     27  ||   Strength:  60  ||  Drop 1: X-Potion    [8] 14.06%     |
|  HP:       900  ||    Defence:  48  ||  Drop 2: Smoke Bomb  [8] 12.09%     |
|  MP:        80  ||      Magic:  31  ||  Drop 3: Hourglass   [8] 10.39%     |
|                 ||   MDefence: 140  ||   Steal: /                          |
|  EXP:      370  ||  Dexterity:  62  ||   Morph: /                          |
|   AP:       36  ||       Luck:   0  ||                                     |
|  GIL:      385  ||      Evade:   1  || Back Damage: Normal (2x Damage)     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [Absorb]      |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Wutai Area Grass                                25% |  Cripshay             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Scissors           |
|   Edgehead's ATTACKS:               |  Manip Attack 2: Electric Burst     |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Scissors>          Target: One Opponent      Berserk Attack   |
|  [139]       Physical         Element: Cut                                |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                           Base Damage: 160 HP                             |
|                                                                           |
|  Attack 2:  Electric Burst     Target: One Opponent                       |
|  [255]       Magical          Element: Lightning                          |
|                                  Att%: 95                                 |
|                                 Power: 16                                 |
|                                MP Cost: 8 MP                              |
|                           Base Damage: 348 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Edgehead's BATTLE PLAN: (Repeats)                                       |
```

```
|                                                                                |
|  1/4 Chance: Use Electric Burst on Rnd Target                                  |
|  1/4 Chance: Use <Scissors> on Rnd Target                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Edgehead:                          |   POWER req for Overflow:    |
|                                               |                              |
| The Edgehead has enough MP for 10 uses of     |  Base Damage Overflow: 152   |
|  Electric Burst, after which the "skill       |  Rnd Var Overflow  3x: 102   |
|  power is used up" text string will be        |  Rnd Var Overflow  4x:  76   |
|  displayed each time it tries to use that     |  Rnd Var Overflow  6x:  51   |
|  Attack.                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| You won't need to worry about the Edgehead's                                   |
|  high MDefence stat, seeing as you will not have any Materia when you         |
|  first encounter them. When you do have access to your Materia, avoid         |
|  Trine as they will absorb the Lightning Element.                              |
| The Hourglass casts Stop on all opponents, and while it isn't the most        |
|  useful of items to collect, it can be quite hard to obtain. The only         |
|  other enemy in the game to carry the Hourglass is the Kimara Bug, and you    |
|  would have an easier time Morphing the Kimara Bug once you have obtained     |
|  the Morph Materia from Temple of The Ancients.                                |
| Smoke Bombs are the most useful thing you can obtain from the Edgehead, as    |
|  they give you the ability to flee the Battle Square while retaining your     |
|  earned BP.                                                                    |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.
 /  {Attack Squad}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7QQvLHTcAs2CR5xs5                    | ID:  AD |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     34  ||   Strength:  60  ||    Drop: S-mine         [8] 14.06%  |
|  HP:      1300  ||    Defence:  66  ||   Steal: 8-inch Cannon  [8] 10.94%  |
|  MP:       100  ||      Magic:  20  ||   Morph: /                          |
|                 ||   MDefence:  60  ||                                      |
|  EXP:      300  ||  Dexterity:  56  ||                                      |
|   AP:       10  ||       Luck:   0  ||                                      |
|  GIL:      420  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:         |
|                                                     |                       |
| Start of Materia Quest Dirt Background              |  MP                   |
| Start of Materia Quest Grass Background             |  Grenade Combatant    |
| Wutai North Building To The Right (Northern Shrine) |  Marine               |
| Junon Upper Levels Press Conference Room            |  Submarine Crew       |
| Mt. Corel Reactor                                   |  Captain              |
| Corel Train Final Lever Screen                      |  Underwater MP        |
| Rocket Town "Shinra Type 26" Rocket Exterior        |                       |
| Rocket Town Catwalk To Rocket (Top of Ladders)      |                       |
```

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|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Machine Gun       |
|   Attack Squad's ATTACKS:            |  Manip Attack 2: Grenade           |
|                                      |  Manip Attack 3: Smoke Bullet      |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Machine Gun>        Target: One Opponent      Berserk Attack   |
|  [110]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                             Base Damage: 186 HP                            |
|                                                                            |
|  Attack 2:  Grenade             Target: All Opponents     Split Damage     |
|  [1D8]       Physical           Element: None                               |
|                                   Att%: 85                                 |
|                                  Power: 20                                 |
|                             Base Damage: 232 HP                            |
|                                                                            |
|  Attack 3: <Smoke Bullet>       Target: One Opponent      Status Inflict:  |
|  [1D7]       Physical 0 Dam     Element: Hidden            Sleep    (99%)  |
|                                   Att%: 75                 Darkness         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Attack Squad's BATTLE PLAN: (Repeats)                                    |
|                                                                            |
|  1/3 Chance: Use <Machine Gun> on Rnd Target                               |
|  1/3 Chance: Use Grenade on All Targets                                    |
|  1/3 Chance: Use <Smoke Bullet> on Rnd Target                              |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Attack Squad's HP  > 66%: Do nothing                                     |
|                                                                            |
|   Attack Squad's HP <= 66%:                                                |
|                                                                            |
|    1ST COUNTER: Use <Smoke Bullet> on Last Attacker                        |
|     THEREAFTER: Do nothing                                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Attack Squad:                    |   POWER req for Overflow:    |
|                                             |                              |
| The Attack Squad is the only non-randomly   |  Base Damage Overflow: 159   |
|  encountered recurring Enemy in the game.   |  Rnd Var Overflow  3x: 106   |
|  They are fairly weak even the first time   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  you encounter them; on Disc 2 you should be                               |
|  able to dispatch them without any issues. You can never Back-Attack them. |
| S-mines are not that great, however, 8-inch Cannons are not only great for |
|  the Battle Square (3200 Base Damage against on opponent), they are also a |
|  permanently missable Item. You will not be able to steal them on you      |
|  first encounter with the Attack Squad (assuming you embark on Yuffie's    |
|  Sidequest when the game intends you to), so make sure to steal 8-inch     |
|  Cannons when you encounter them in Junon on Disc 2 (Press Conference      |
|  Room). A Lv 39 Barret would have a 12.5% chance of stealing from the      |
|  Attack Squad, just note that the Grosspanzer-Big has them as a 100% drop  |
|  rate.                                                                     |
| If Yuffie was in your party the first time you encounter the Attack Squad  |
|  at the start of the Materia Quest, then you will have to fight them with  |
|  just two party members. Even without Materia they should not cause you    |
|  any problems.                                                             |
| The second time you encounter the Attack Squad will be in Junon on Disc 2, |
|  and you will have just Barret and Cait Sith in you Party. Be sure to      |
|  equip both with an Enemy Skill Materia and any other basic setup you see  |
```

```
|  fit prior to the forced encounter. You can flee from this battle if you   |
|  wish; although, this was likely to have been an error.                    |
| The third encounter with the Attack Squad in Mt. Corel on Disc 2, during   |
|  the Huge Materia Quest. Unlike all other battles with the Attack Squad,   |
|  this encounter allows for a Pre-Emptive Strike. Be sure to steal 8-inch   |
|  Cannons here, also.                                                       |
| The fourth and final encounter with the Attack Squad will be in Rocket     |
|  Town, just before the Rocket Mission. They will be covering Turks:Rude    |
|  during the Boss Battle, but by this point you should be strong enough to |
|  kill them in one hit. You will not be able to target Turks:Rude with      |
|  short-ranged attacks until the Attack Squad have been killed.             |
| The Attack Smoke Bullet is one of seven Status inflicting Attacks that use |
|  the 'Hidden' Element, and as such can be defended from by equipping the   |
|  Elemental on your Armour with any other non-element Materia (excluding    |
|  other Support Materia and Restorative Materia). The Elemental Materia has |
|  to be Lv 2 minimum for the effect to work, the effect being that the      |
|  chance of each Status being inflicted is dropped to 0. The Player is      |
|  still considered to be vulnerable to the Statuses used, and the word      |
|  "Miss" will perpetually appear above their head. A Lv 1 Elemental would   |
|  instead halve the chance of the Element being inflicted.                  |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||              {Da-chao Statue}              ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                         ||
||   Screens:                                             Training Rating: ||
||                                                                         ||
||  Da-chao Statue 1st Screen (Base)                      **               ||
||  Da-chao Statue Western Hand (From Base)               ***              ||
||  Da-chao Statue 2nd Screen (Left U-Turn)               ***              ||
||  Da-chao Statue Eastern Hand (From Left U-Turn)        ***    BEST      ||
||  Da-chao Statue 3rd Screen (Cavern Exterior)           ***              ||
||  Da-chao Statue Top-Most Hand (From Cavern Exterior)   ***              ||
||  Da-chao Statue Final Screen (Rapps)                   N/A              ||
\|                                                                         |/
 \                                                                         /
  |      Enemies:                   Enemy Skills:                         |
  |                                                                       |
  |      Razor Weed                 Magic Hammer                          |
  |      Bizarre Bug                                                      |
  |  L4  Jayjujayme                                                       |
  |      Foulander                                                        |
  |      Garuda                                                           |
  |      Rapps  (Opt Boss)                                                |
  \                                                                       /
   0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

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```

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[                              ELEMENTS TO USE:                              ]
[                                                                            ]
[         Wind - Garuda            - Double                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                              ]
[                                                                            ]
[         Fire - Foulander         - Absorb                                  ]
[          Ice - Garuda            - Absorb                                  ]
[    Lightning - Garuda            - Absorb                                  ]
[                                                                            ]
[        Earth - Garuda            - Nullify                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                           ]
[                                                                            ]
[         Fire - Foulander         - Flame Dance                             ]
[          Ice - Garuda            - Ice2                                    ]
[    Lightning - Garuda            - Bolt2                                   ]
[       Poison - Bizarre Bug       - Toxic Powder                            ]
[         Wind - Rapps             - Aero3                                   ]
[                                                                            ]
[          Cut - Razor Weed        - Glasscutter                             ]
[          Cut - Rapps             - Wing Cut                                ]
[          Hit - Bizarre Bug       - Bodyblow                                ]
[          Hit - Jayjujayme        - Bite                                    ]
[          Hit - Foulander         - Claw                                    ]
[          Hit - Garuda            - Rod                                     ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                           ]
[                                                                            ]
[       Poison - Bizarre Bug       - Toxic Powder     (100% Inflict)         ]
[       Poison - Rapps             - Scorpion's Tale  (100% Inflict)         ]
[         Slow - Jayjujayme        - Silk             (100% Inflict)         ]
[         Stop - Jayjujayme        - Thread           (99%  Inflict)         ]
[         Fury - Razor Weed        - Spaz Voice       (47%  Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                                ]
[                                                                            ]
[   Death, Sleep, Poison, Silence, Slow, Stop, Petrify, D. Sentence          ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

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                              oo~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 HI-POTION  |                  |                        |                   |
------------'                  |                        |                   |
      | Razor Weed        [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 X-POTION  |                  |                        |                   |
-----------'                  |                        |                   |
      | Bizarre Bug      [63] |                        |                   |
      | Jayjujayme        [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 TRANQUILIZER  |              |                        |                   |
---------------'              |                        |                   |
      | Razor Weed        [8] |                        |                   |
```

REMEDY	Jayjujayme [8]		
	Jayjujayme [8]		
MUTE MASK	Garuda [8]		
LOCO WEED	Razor Weed [8]		
FIRE VEIL	Foulander [8]		
ICE CRYSTAL	Garuda [8]		
BOLT PLUME	Garuda [8]		
DEADLY WASTE	Jayjujayme [8]		
LIGHT CURTAIN	Garuda [8]		
LUNAR CURTAIN	Foulander [8]		
PEACE RING	Rapps [63]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Da-chao Statue 1st Screen (Base) 48 High

Average: EXP: 1067.6 AP: 91.9 GIL: 936.3 Enemy QTY: 2.70

[32.8%] Nrml Bat #1 EXP - 1125 1st Row: 3x Razor Weed

AP - 90

GIL - 1050 #604

```
|  [30.1%]  Nrml Bat #2  EXP - 840     1st Row: 1x Bizarre Bug               |
|                        AP  - 80      2nd Row: 1x Bizarre Bug               |
|                        GIL - 680                                    #605 |
|                                                                            |
|  [24.6%]  Nrml Bat #3  EXP - 1240    1st Row: 2x Jayjujayme                |
|                        AP  - 110     2nd Row: 1x Bizarre Bug               |
|                        GIL - 1040                                   #606 |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 1125    1st Row: 3x Razor Weed                |
|            Run = 2     AP  - 90                                            |
|                        GIL - 1050                                   #607 |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***                                Area Enc Rate:

  Da-chao Statue Western Hand (From Base)              48   High

   Average:   EXP: 1230.4     AP: 102.0     GIL: 1195.7      Enemy QTY: 2.84

 <C> The Foulander covers the Bizarre Bug [B]
.----------------------------------------------------------------------------.
|  [30.5%]  Nrml Bat #1  EXP - 1700    1st Row: 1x Foulander <C>             |
|                        AP  - 154     2nd Row: 3x Bizarre Bug               |
|                        GIL - 1480                                   #608 |
|                                                                            |
|  [27.9%]  Nrml Bat #2  EXP - 880     1st Row: 2x Foulander                 |
|                        AP  - 68                                            |
|                        GIL - 920                                    #609 |
|                                                                            |
|  [22.9%]  Nrml Bat #3  EXP - 1320    1st Row: 3x Foulander                 |
|                        AP  - 102                                           |
|                        GIL - 1380                                   #610 |
|                                                                            |
|  [18.8%]  Back Attack  EXP - 880     1st Row: 1x Foulander                 |
|            Run = 2     AP  - 68      2nd Row: 1x Foulander                 |
|                        GIL - 920                                    #611 |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***                                Area Enc Rate:

  Da-chao Statue 2nd Screen (Left U-Turn)              48   High

   Average:   EXP: 1240.9     AP: 104.2     GIL: 1175.1      Enemy QTY: 2.89

 <C> The Foulander covers the Bizarre Bug [B]
.----------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 1700    1st Row: 1x Foulander <C>             |
|                        AP  - 154     2nd Row: 3x Bizarre Bug               |
|                        GIL - 1480                                   #608 |
|                                                                            |
|  [23.2%]  Nrml Bat #2  EXP - 880     1st Row: 2x Foulander                 |
|                        AP  - 68                                            |
|                        GIL - 920                                    #609 |
|                                                                            |
|  [20.5%]  Nrml Bat #3  EXP - 1320    1st Row: 3x Foulander                 |
|                        AP  - 102                                           |
|                        GIL - 1380                                   #610 |
|                                                                            |
```

```
|  [19.1%]  Nrml Bat #4  EXP - 1240    1st Row: 2x Jayjujayme                |
|                        AP  - 110     2nd Row: 1x Bizarre Bug               |
|                        GIL - 1040                                    #606 |
|                                                                            |
|  [12.5%]  Back Attack  EXP - 880     1st Row: 2x Foulander                 |
|            Run = 2     AP  - 68      2nd Row: 2x Foulander                 |
|                        GIL - 920                                     #611 |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 4: ***    BEST                          Area Enc Rate:

  Da-chao Statue Eastern Hand (From Left U-Turn)       48   High

   Average:   EXP: 1346.8     AP: 94.5      GIL: 1258.2      Enemy QTY: 2.90

 <C> The Jayjujayme [B] *does not* cover Garuda; Cover Flag set incorrectly!
.----------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 1750    1st Row: 3x Jayjujayme <C>            |
|                        AP  - 135     2nd Row: 1x Garuda                    |
|                        GIL - 1570                                    #612 |
|                                                                            |
|  [30.1%]  Nrml Bat #2  EXP - 1040    1st Row: 1x Garuda                    |
|                        AP  - 60      2nd Row: 1x Garuda                    |
|                        GIL - 1040                                    #613 |
|                                                                            |
|  [24.6%]  Nrml Bat #3  EXP - 1340    1st Row: 2x Jayjujayme                |
|                        AP  - 100     2nd Row: 1x Garuda                    |
|                        GIL - 1220                                    #614 |
|                                                                            |
|  [12.5%]  Pinc Attack  EXP - 1040    1st Grp: 1x Garuda                    |
|                        AP  - 60      2nd Grp: 1x Garuda                    |
|                        GIL - 1040                                    #615 |
'----------------------------------------------------------------------------'


 SCREEN GROUPING 5: ***                               Area Enc Rate:

  Da-chao Statue 3rd Screen (Cavern Exterior)          48   High

   Average:   EXP: 1238.0     AP: 90.5      GIL: 1138.4      Enemy QTY: 2.70

 <C> The Jayjujayme [B] *does not* cover Garuda; Cover Flag set incorrectly!
.----------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 1750    1st Row: 3x Jayjujayme <C>            |
|                        AP  - 135     2nd Row: 1x Garuda                    |
|                        GIL - 1570                                    #612 |
|                                                                            |
|  [23.2%]  Nrml Bat #2  EXP - 1040    1st Row: 1x Garuda                    |
|                        AP  - 60      2nd Row: 1x Garuda                    |
|                        GIL - 1040                                    #613 |
|                                                                            |
|  [20.5%]  Nrml Bat #3  EXP - 1340    1st Row: 2x Jayjujayme                |
|                        AP  - 100     2nd Row: 1x Garuda                    |
|                        GIL - 1220                                    #614 |
|                                                                            |
|  [19.1%]  Nrml Bat #4  EXP - 840     1st Row: 1x Bizarre Bug               |
|                        AP  - 80      2nd Row: 1x Bizarre Bug               |
|                        GIL - 680                                     #605 |
|                                                                            |
```

```
|  [12.5%]  Pinc Attack  EXP - 1040    1st Grp: 1x Garuda                    |
|                        AP  - 60      2nd Grp: 1x Garuda                    |
|                        GIL - 1040                                  #615 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 6: ***                                Area Enc Rate:

  Da-chao Statue Top-Most Hand (From Cavern Exterior)  48   High

   Average:   EXP: 1313.9     AP: 88.2      GIL: 1305.5      Enemy QTY: 2.76

.-------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 1480    1st Row: 2x Garuda                    |
|                        AP  - 94      2nd Row: 1x Foulander                 |
|                        GIL - 1500                                  #616 |
|                                                                         |
|  [23.2%]  Nrml Bat #2  EXP - 1560    1st Row: 1x Garuda                    |
|                        AP  - 90      2nd Row: 2x Garuda                    |
|                        GIL - 1560                                  #617 |
|                                                                         |
|  [20.5%]  Nrml Bat #3  EXP - 880     1st Row: 2x Foulander                 |
|                        AP  - 68                                         |
|                        GIL - 920                                   #609 |
|                                                                         |
|  [19.1%]  Nrml Bat #4  EXP - 1340    1st Row: 2x Jayjujayme                |
|                        AP  - 100     2nd Row: 1x Garuda                    |
|                        GIL - 1220                                  #614 |
|                                                                         |
|  [3.13%]  Back Att #1  EXP - 1125    1st Row: 3x Razor Weed                |
|            Run = 2     AP  - 90                                         |
|                        GIL - 1050                                  #607 |
|                                                                         |
|  [3.13%]  Back Att #2  EXP - 880     1st Row: 1x Foulander                 |
|            Run = 2     AP  - 68      2nd Row: 1x Foulander                 |
|                        GIL - 920                                   #611 |
|                                                                         |
|  [6.25%]  Pinc Attack  EXP - 1400    1st Grp: 1x Garuda                    |
|                        AP  - 98      2nd Grp: 2x Foulander                 |
|                        GIL - 1440                                  #618 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 7:                                    Area Enc Rate:

  Da-chao Statue Final Screen (Rapps)                  OFF

.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 3200    1st Row: 1x Rapps                     |
|       Can't Escape     AP  - 33                                         |
|                        GIL - 20,000                                #619 |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The Razor Weed and Bizarre Bug can also be fought here; however, I
        will not be duplicating their entries. You can find those enemies
```

within the "Wutai Area" listings just above.

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/ {Jayjujayme} \

| https://photos.app.goo.gl/5K8PfjvKi6YKHPTUA | ID: B0 |

Level: 28	Strength: 52	Drop 1: Remedy [8] 14.06%
HP: 640	Defence: 46	Drop 2: Remedy [8] 12.09%
MP: 20	Magic: 35	Drop 3: Deadly Waste [8] 10.39%
	MDefence: 160	Drop 4: X-Potion [8] 8.93%
EXP: 410	Dexterity: 45	Steal: /
AP: 35	Luck: 0	Morph: Back Damage: Normal
GIL: 350	Evade: 1	Susceptible to L4 Suicide

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Da-chao Statue 1st Screen (Base)	25%	Crysales
Da-chao Statue 2nd Screen (Left U-Turn)	19%	
Da-chao Statue Eastern Hand (From Left U-Turn)	57%	
Da-chao Statue 3rd Screen (Cavern Exterior)	45%	
Da-chao Statue Top-Most Hand	19%	

Jayjujayme's ATTACKS:

| Manip Attack 1: Bite |
| Manip Attack 2: Confu-scales |

Attack 1: <Bite>	Target: One Opponent	Berserk Attack
[112] Physical	Element: Hit	
	Att%: 100	
	Power: 16	
	Base Damage: 142 HP	
Attack 2: Confu-scales	Target: One Opponent	Never Used
[268] Magical	Element: None	Status inflict:
	Att%: 95	Confusion (100%)
	Power: 12	
	MP Cost: 5 MP	
	Base Damage: 283 HP	
Attack 3: Silk	Target: One Opponent	Status Inflict:
[122] Magical 0 Dam	Att%: 90	Slow (100%)
Attack 4: Thread	Target: One Opponent	Status Inflict:
[269] Magical 0 Dam	Att%: 90	Stop (100%)

Jayjujayme's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/2 Chance start from 1st Attack

```
|                  1/2 Chance start from 2nd Attack                        |
|                                                                          |
|                                                                          |
|  1ST ATTACK:                                                             |
|                                                                          |
|   At least one Target with Stop: Use <Bite> on Rnd Target with Stop      |
|                                                                          |
|                                                                          |
|   No Targets with Stop:                                                  |
|                                                                          |
|    At least one Target with Slow AND at least two Targets alive:         |
|                                                                          |
|     Use Thread on Rnd Target with Slow                                   |
|                                                                          |
|    No Targets with Slow OR only one Target alive:                        |
|                                                                          |
|     Use Silk on Rnd Target without Slow; If all Targets have Slow, use   |
|      <Bite> on Rnd Target                                                |
|                                                                          |
|                                                                          |
|  2ND ATTACK:                                                             |
|                                                                          |
|   At least one Target without Slow: Use Silk on Rnd Target without Slow  |
|                                                                          |
|                                                                          |
|   All Targets with Slow:                                                 |
|                                                                          |
|    At least one Target without Stop AND at least two Targets alive:      |
|                                                                          |
|     Use Thread on Rnd Target without Stop                                |
|                                                                          |
|    All Targets with Stop OR only one Target alive:                       |
|                                                                          |
|     Use <Bite> on Rnd Target with Slow                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Jayjujayme:                    |   POWER req for Overflow:      |
|                                           |                                |
| Jayjujayme is found in Battle Square:     |  Base Damage Overflow: 152     |
|  Set - 3  (After Highwind)     Battle - 1 |  Rnd Var Overflow  3x: 101     |
|                                           |  Rnd Var Overflow  4x:  76     |
| The Jayjujayme can be a nuisance at most. |  Rnd Var Overflow  6x:  51     |
|  Make sure to have the Sprint Shoes       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  equipped, and also the Choco Feather to                                 |
|  help with the Jayjujayme's Slow-Status inflicting Attacks.              |
| You will have a cumulative 26.15% chance to obtain a Remedy as a drop from |
|  the Jayjujayme, which can help for the Battle Square (cures abnormal    |
|  Statuses).                                                              |
| An error occurs in the 3x Jayjujayme, 1x Garuda encounter on the 3rd     |
|  Screen (Cavern Exterior). The middle Jayjujayme should have covered the |
|  Garuda, however, the Cover Flag has been incorrectly set here.          |
\                                                                          /
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  .-------------.
 /  {Foulander}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7a8ccWJZpJrPpsM9A                    | ID:  AE |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     27  ||   Strength:  50  ||  Drop 1: Lunar Curtain  [8] 14.06%  |
|  HP:       800  ||    Defence:  46  ||  Drop 2: Fire Veil      [8] 12.09%  |
```

```
|  MP:       100  ||      Magic:  25  ||   Steal: /                          |
|                 ||   MDefence: 100  ||   Morph: /                          |
|  EXP:      440  ||  Dexterity:  54  ||                                     |
|   AP:       34  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      460  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Da-chao Statue Western Hand (From Base)         100% |                     |
| Da-chao Statue 2nd Screen (Left U-Turn)          79% |                     |
| Da-chao Statue Top-Most Hand                     54% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Claw              |
|   Foulander's ATTACKS:                |  Manip Attack 2: Flame Dance       |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Claw>              Target: One Opponent      Berserk Attack    |
|  [1BE]       Physical         Element: Hit                                 |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                           Base Damage: 134 HP                              |
|                                                                            |
|  Attack 2:  Flame Dance        Target: All Opponents     Split Damage      |
|  [261]       Magical          Element: Fire                                |
|                                  Att%: 95                                  |
|                                 Power: 20                                  |
|                               MP Cost: 16 MP                               |
|                           Base Damage: 390 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Foulander's BATTLE PLAN: (Repeats)                                       |
|                                                                            |
|  NOTE - The Foulander targets the last Player to attack it. If it hasn't   |
|          taken any damage, select a Rnd Target and keep attacking that     |
|          target until damage is taken. If the Last Attacker has Death,     |
|          select a Rnd Target.                                              |
|                                                                            |
|                                                                            |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                          |
|                  1/5 Chance start from 2nd Attack                          |
|                  1/5 Chance start from 3rd Attack                          |
|                  1/5 Chance start from 4th Attack                          |
|                  1/5 Chance start from 5th Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use <Claw> on Last Attacker                                   |
|   Follow-Up: 1/3 Chance use <Claw> on Last Attacker; If Last Attacker has  |
|                   Death, do nothing                                        |
|              2/3 Chance do nothing                                         |
|                                                                            |
```

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|  2ND ATTACK: Same as 1st Attack                                          |
|  3RD ATTACK: Same as 1st Attack                                          |
|  4TH ATTACK: Same as 1st Attack                                          |
|                                                                          |
|  5TH ATTACK: Use Flame Dance on All Targets; If Foulander's MP < 16, skip  |
|               a turn                                                     |
|                                                                          |
|    After 5th Attack: 1/2 Chance jump to 1st Attack for next turn         |
|                      1/2 Chance jump to 2nd Attack for next turn         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Foulander:                        |   POWER req for Overflow:   |
|                                              |                             |
| Foulander is found in Battle Square:         |  Base Damage Overflow: 152  |
|  Set - 3  (After Highwind)     Battle - 1    |  Rnd Var Overflow  3x: 101  |
|                                              |  Rnd Var Overflow  4x:  76  |
| The Foulander isn't too tough, although it   |  Rnd Var Overflow  6x:  51  |
|  does have a 1/3 chance of using its <Claw>  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack twice consecutively.                                             |
| Lunar Curtains are extremely difficult to get; the only other way to      |
|  obtain one is from the Unknown 2 as a 4.69% drop chance. If you plan to  |
|  complete your inventory list, then be sure to obtain at least one Lunar  |
|  Curtain from the Foulander.                                             |
| A Lunar Curtain will inflict MBarrier on all allies, which can be a huge  |
|  help against Aero3, a devastating Attack used by the upcoming Rapps Boss. |
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 /  {Garuda}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/CUu5Aeo62UZzVUfB6                     | ID:  AF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     29  ||   Strength:  56  ||  Drop 1: Ice Crystal    [8] 14.06%  |
|  HP:      1400  ||    Defence:  52  ||  Drop 2: Bolt Plume     [8] 12.09%  |
|  MP:       200  ||      Magic:  35  ||  Drop 3: Light Curtain  [8] 10.39%  |
|                 ||   MDefence: 150  ||  Drop 4: Mute Mask      [8]  8.93%  |
|  EXP:      520  ||  Dexterity:  59  ||   Steal: /                          |
|   AP:       30  ||       Luck:   0  ||   Morph: /                          |
|  GIL:      520  ||      Evade:   1  || Back Damage: Normal (2x Damage)     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Absorb]       |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [Absorb]       |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Da-chao Statue Eastern Hand (From Left U-Turn)  100% |                     |
| Da-chao Statue 3rd Screen (Cavern Exterior)      81% |                     |
| Da-chao Statue Top-Most Hand                     73% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Rod                |
|   Garuda's ATTACKS:                  |  Manip Attack 2: Ice2               |
|                                      |  Manip Attack 3: Bolt2              |
```

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|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Rod>              Target: One Opponent      Berserk Attack   |
|  [262]       Physical        Element: Hit                                |
|                                  Att%: 90                                 |
|                                 Power: 16                                 |
|                           Base Damage: 156 HP                             |
|                                                                           |
|  Attack 2:  Ice2              Target: One Opponent      Reflectable      |
|  [01F]       Magical         Element: Ice                                |
|                                  Att%: 100                                |
|                                 Power: 20                                 |
|                               MP Cost: 22 MP                              |
|                           Base Damage: 480 HP                             |
|                                                                           |
|  Attack 3:  Bolt2             Target: One Opponent      Reflectable      |
|  [022]       Magical         Element: Lightning                          |
|                                  Att%: 100                                |
|                                 Power: 20                                 |
|                               MP Cost: 22 MP                              |
|                           Base Damage: 480 HP                             |
|                                                                           |
|  Attack 4:  Dance             Target: One Opponent      Drains MP        |
|  [263]       Magical         Element: None                               |
|                                  Att%: 255                                |
|                                 Power: 8                                  |
|                               MP Cost: 8 MP                               |
|                           Base Damage: 192 MP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Garuda's BATTLE PLAN: (Repeats)                                         |
|                                                                           |
|  1/4 Chance: Use Ice2 on Rnd Target; If Garuda's MP < 22, use Dance on    |
|              Target with Highest Current MP                               |
|                                                                           |
|  1/4 Chance: Use Bolt2 on Rnd Target; If Garuda's MP < 22, use Dance on   |
|              Target with Highest Current MP                               |
|                                                                           |
|  1/4 Chance: Use Dance on Target with Highest Current MP                  |
|                                                                           |
|  1/4 Chance: Use <Rod> on Rnd Target                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Garuda:                           |   POWER req for Overflow:   |
|                                              |                             |
| Garuda is found in Battle Square:            |  Base Damage Overflow: 154  |
|  Set - 3  (After Highwind)     Battle - 1    |  Rnd Var Overflow  3x: 103  |
|                                              |  Rnd Var Overflow  4x:  77  |
| The Garuda is the toughest of the randomly   |  Rnd Var Overflow  6x:  52  |
|  encountered enemies in Da-chao Statue. They o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  have a moderate amount of HP, as well as                                 |
|  casting fairly strong Magical Attacks.                                   |
| The Garuda has two identical versions of the Attack Dance; one used for   |
|  the 1/4 chance, and the other used when its HP is less than the required |
|  amount to cast Ice2/Bolt2.                                               |
| The fact that the Garuda can drain your MP means they will never run out  |
|  of MP, unless you were to drain its MP via the use of Barret's Lv 1-2    |
|  Limit Break Mindblow, or by using the Enemy Skill Magic Hammer. Once its |
|  MP is drained to 0, the "skill power is used up " text string will be    |
|  displayed every time it tries to use any Attack other than <Rod>.        |
| The Garuda can be a good source of Items, and the Eastern Hand from the   |
|  2nd Screen contains at least one Garuda in every Encounter. Bolt Plumes  |
|  are not that great (casts Bolt2 on all opponents), however, Ice Crystals |
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|  are MUCH better (casts Ice3 on all opponents with a Base Damage of 2080). |
| Light Curtains are extremely rare, and can only be obtained as a Drop from |
|  the Garuda, Unknown, and morphed from the Sword Dance and Corvette. It    |
|  will cast Barrier on all allies, and can help for the upcoming Rapps      |
|  Boss Battle.                                                              |
| An error occurs in the 3x Jayjujayme, 1x Garuda encounter on the 3rd       |
|  Screen (Cavern Exterior, Formation ID #612). The middle Jayjujayme should |
|  have covered the Garuda, however, the Cover Flag has been incorrectly set |
|  here.                                                                     |
| Equip Elemental+Choco/Mog on your weapon to exploit the Garuda's weakness  |
|  to Wind (as with all other 'elevated' enemies). Avoid Earth.              |
\                                                                            /
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  .---------.
 /  {Rapps}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ywNKndKxdYnKv4K18                  | ID:  B1 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     39  ||   Strength:  90  ||    Drop: Peace Ring  [63] 100%      |
|  HP:      6000  ||    Defence:  58  ||   Steal: /                         |
|  MP:       300  ||      Magic:  55  ||   Morph: /                         |
|                 ||   MDefence: 400  ||                                     |
|  EXP:     3200  ||  Dexterity: 120  ||                                     |
|   AP:       33  ||       Luck:   0  ||                                     |
|  GIL:   20,000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                          |   LOOKALIKES:          |
|                                                 |                        |
| Da-chao Statue Final Screen                     |  Lessaloploth          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!              |
|   Rapps' ATTACKS:                   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Wing Cut>          Target: One Opponent                        |
|  [2A2]       Physical         Element: Cut                                |
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                           Base Damage: 526 HP                              |
|                                                                            |
|  Attack 2:  Scorpion's Tale    Target: One Opponent      Status Inflict:   |
|  [2A3]       Physical         Element: None               Poison (47%)    |
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                           Base Damage: 526 HP                              |
|                                                                            |
|  Attack 3:  Aero3              Target: One Opponent                        |
|  [2D0]       Magical          Element: Wind                               |
|                                  Att%: 100                                 |
```

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|                                Power: 50                                 |
|                              MP Cost: 50 MP                              |
|                           Base Damage: 1762 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Rapps' BATTLE PLAN: (Repeats)                                          |
|                                                                          |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                        |
|                  1/5 Chance start from 2nd Attack                        |
|                  1/5 Chance start from 3rd Attack                        |
|                  2/5 Chance start from 4th Attack                        |
|                                                                          |
|                                                                          |
|  1ST ATTACK: Use <Wing Cut> on Rnd Target                                |
|                                                                          |
|   Follow-Up:                                                             |
|                                                                          |
|    Rapps' HP  > 75%: 1/9 Chance use <Wing Cut> on Rnd Target             |
|                      8/9 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 75%: 1/7 Chance use <Wing Cut> on Rnd Target             |
|                      6/7 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 50%: 1/5 Chance use <Wing Cut> on Rnd Target             |
|                      4/5 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 25%: 1/3 Chance use <Wing Cut> on Rnd Target             |
|                      2/3 Chance do nothing                               |
|                                                                          |
|                                                                          |
|  2ND ATTACK: Same as 1st Attack                                          |
|                                                                          |
|                                                                          |
|  3RD ATTACK: Use Scorpion's Tale on Rnd Target                           |
|                                                                          |
|   Follow-Up:                                                             |
|                                                                          |
|    Rapps' HP  > 75%: 1/9 Chance use Scorpion's Tale on Rnd Target        |
|                      8/9 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 75%: 1/7 Chance use Scorpion's Tale on Rnd Target        |
|                      6/7 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 50%: 1/5 Chance use Scorpion's Tale on Rnd Target        |
|                      4/5 Chance do nothing                               |
|                                                                          |
|    Rapps' HP <= 25%: 1/3 Chance use Scorpion's Tale on Rnd Target        |
|                      2/3 Chance do nothing                               |
|                                                                          |
|                                                                          |
|  4TH ATTACK: Use Aero3 on Rnd Target; If Rapps' MP < 50, skip a turn     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Rapps:                        |   POWER req for Overflow:     |
|                                          |                               |
| Rapps is definitely one of the tougher   |  Base Damage Overflow: 156    |
|  Bosses in the game, especially if you are  |  Rnd Var Overflow  3x: 104 |
|  facing it straight after acquiring the Tiny o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Bronco, with your Levels in the late 20's,                              |
|  early 30's.                                                             |
| You can fight Rapps at any point during the up until the Raid on Midgar; |
|  once you progress past that point, you will not be able to complete     |
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|  Yuffie's Sidequest, and Rapps will no longer be available to fight. You  |
|  can, however, embark on the Pagoda Sidequest at any point in the game    |
|  without restriction.                                                     |
| The best way to deal with Rapps is to put Barret in your party and set his |
|  Limit Break to Lv 1; open the Battle with Mindblow, and this will fully  |
|  deplete Rapps' MP. This way it will not be able to use its deadly Aero3  |
|  Attack, which hits for roughly 1500 HP and can very easily insta-kill    |
|  you. He normally uses Aero3 once every four turns, and only has enough MP |
|  for six castings.                                                        |
| Another option is to inflict Sadness on all of your characters, which will |
|  drop the damage of Aero3 to around 1100. Putting your characters in the  |
|  Back Row will only halve Rapps' Physical Attacks; Aero3 uses the Magical |
|  formula and is not affect by Row value. Equip the Talisman on your Player |
|  with the lowest MDefence.                                                |
| Rapps is one of a few Bosses that does not negate % Based Gravity Attacks, |
|  and as such you can exploit this. T/S Bombs are extremely effective, and |
|  can easily be stolen from the Flapbeat should you wish to empty your     |
|  stock now. Each use of a T/S Bomb will drop Rapps' current HP by 50%, and |
|  using two straight off the bat will drop its HP down to 1500.            |
| If you do not have any T/S Bombs, then Graviballs work half as well. Avoid |
|  using any Magical Battle Items such as Fire Veils etc, as Rapps'         |
|  extremely high MDef stat means even the strongest Magic Battle Item      |
|  (Dragon Scales) will only hit for less than 800 HP.                      |
| Physical Battle Items, on the other hand work fine given its low Defence;  |
|  a Right Arm will hit for around 1400 HP, and an 8-inch Cannon will hit   |
|  for around 2700 HP. You may have obtained one or two 8-inch Cannons from |
|  the Attack Squad Battles by now. Also, you could optionally exploit      |
|  its vulnerability to Slow or Stop by using a Spider Web or Hourglass,    |
|  respectively, to deal with its high Dexterity.                           |
| Equipping Cloud with the Yoshiyuki is a good idea, seeing as he will gain |
|  twice the damage output with one character dead, and thrice the output   |
|  with two characters dead. Combine with the Champion Belt/Power Wrist, and |
|  Cloud will hit for a devastating amount.                                 |
| Rapps is one of a number of enemies that are elevated above the ground,   |
|  but will not take double damage from the Wind Element, nor will it       |
|  nullify Earth.                                                           |
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||                {Wutai Pagoda}                ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The game actually considers the Wutai Pagoda as a single screen,
        using Flags to decide what should happen each time you
        ascend/descend a screen. It may look like there are five floors, but
        in actuality there is only one.

      - For the sake of simplicity, I will be breaking the Pagoda down into
        its five 'theoretical' floors.

oo............................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                              Training Rating: ||
||                                                                            ||
||  Wutai Pagoda 1st Floor                                 N/A              ||
||  Wutai Pagoda 2nd Floor                                 N/A              ||
```

```
||  Wutai Pagoda 3rd Floor                                N/A              ||
||  Wutai Pagoda 4th Floor                                N/A              ||
||  Wutai Pagoda 5th Floor                                N/A              ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                   Enemy Skills:                          |
  |                                                                        |
  |      Gorkii   (Mini Boss)                                              |
  |  L4  Shake    (Mini Boss)                                              |
  |      Chekhov  (Mini Boss)                                              |
  |  L4  Staniv   (Mini Boss)                                              |
  |      Godo      (Opt Boss)       Trine                                  |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE:                             ]
 [                                                                         ]
 [         Wind - Gorkii            - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                          ELEMENTS TO AVOID:                             ]
 [                                                                         ]
 [        Earth - Gorkii            - Nullify                              ]
 [      Gravity - Gorkii            - Nullify                              ]
 [      Gravity - Shake             - Nullify                              ]
 [      Gravity - Chekhov           - Nullify                              ]
 [      Gravity - Staniv            - Nullify                              ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                       ELEMENTS USED BY ENEMIES:                         ]
 [                                                                         ]
 [    Lightning - Godo             - Trine                                ]
 [        Earth - Staniv           - Iron Attack                          ]
 [       Poison - Godo             - Bio2                                 ]
 [      Gravity - Gorkii           - Demi2                                ]
 [      Gravity - Godo             - Demi3                                ]
 [  Restorative - Godo             - Cure2                                ]
 [                                                                         ]
 [          Hit - Gorkii           - Dive Kick                            ]
 [          Hit - Staniv           - Ironball                             ]
 [        Punch - Shake            - Beak                                 ]
 [        Punch - Shake            - Rage Bomber                          ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                       STATUSES TO DEFEND FROM:                          ]
 [                                                                         ]
 [        Sleep - Godo             - Sleepel      (71%  Inflict)          ]
 [       Poison - Godo             - Bio2         (47%  Inflict)          ]
 [        Small - Godo             - Mini         (71%  Toggle)           ]
 [    Paralyzed - Chekhov          - Stare Down   (100% Inflict)          ]
 [      Sadness - Staniv           - Way Cry      (100% Inflict)          ]
 [         Fury - Shake            - Rage Bomber  (71%  Inflict)          ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                          STATUSES TO USE:                               ]
 [                                                                         ]
 [   Poison, Slow                                                          ]
 '~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
X-POTION	Gorkii [63]		
TURBO ETHER	Shake [63]		
ELIXIR	Staniv [63]		
ALL CREATION	Godo [63]		
ICE RING	Chekhov [63]		

ENEMY ENCOUNTERS

NOTE - A special 'Pre-Emptive Strike' Flag is used for the five Pagoda Battles. Your first hit will hit for Double Damage as it would a normal Pre-Emp Strike; however, the enemy will be facing forwards, and the ATB gauge of both the Player and Enemy will start at a random value. The "Change Row" Command has also been disabled.

SCREEN GROUPING 1: Area Enc Rate:

Wutai Pagoda 1st Floor OFF

"Game Over" Flag disabled.

Forced Attack | Can't Escape | Pre-Emp Strike | EXP - 1500 | AP - 50 | GIL - 0 | 1st Row: 1x Gorkii | #623

SCREEN GROUPING 2: Area Enc Rate:

Wutai Pagoda 2nd Floor OFF

"Game Over" Flag disabled.

```
|         Forced Attack  EXP - 2200    1st Row: 1x Shake                    |
|       Can't Escape     AP  - 50                                           |
|     Pre-Emp Strike     GIL - 0                                      #624  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 3:                                 Area Enc Rate:

  Wutai Pagoda 3rd Floor                            OFF

  "Game Over" Flag disabled.
.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 2900    1st Row: 1x Chekhov                  |
|       Can't Escape     AP  - 50                                           |
|     Pre-Emp Strike     GIL - 0                                      #625  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                 Area Enc Rate:

  Wutai Pagoda 4th Floor                            OFF

  "Game Over" Flag disabled.
.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 3600    1st Row: 1x Staniv                   |
|       Can't Escape     AP  - 50                                           |
|     Pre-Emp Strike     GIL - 0                                      #626  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 5:                                 Area Enc Rate:

  Wutai Pagoda 5th Floor                            OFF

  "Game Over", "Battle Victory Music" and "Victory Pose" Flags disabled.
.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 5000    1st Row: 1x Godo                     |
|       Can't Escape     AP  - 60                                           |
|     Pre-Emp Strike     GIL - 40,000                                 #628  |
'-------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo


  .----------.
 /  {Gorkii}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/KAN5yixiumevgxsq8                  | ID:  B2 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     30  ||   Strength:  71  ||    Drop: X-Potion  [63] 100%      |
|  HP:      3000  ||    Defence:  60  ||   Steal: /                        |
|  MP:       150  ||      Magic:  75  ||   Morph: /                        |
|                 ||   MDefence: 280  ||                                   |
|  EXP:     1500  ||  Dexterity:  70  ||                                   |
|   AP:       50  ||       Luck:   0  || Back Damage: Normal (2x Damage)    |
|  GIL:        0  ||      Evade:   5* ||                                   |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
```

Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [Nullify]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Wutai Pagoda 1st Floor

LOOKALIKES:

Valron

No Manipulate Attacks!

Gorkii's ATTACKS:

Attack 1: <Dive Kick> [22C]
Magical % Based
Target: One Opponent
Element: Hit
Att%: 100
Power: 8
Base Damage: 25% Max HP

Attack 2: Demi2 [02B]
Magical % Based
Target: One Opponent
Element: Gravity
Att%: 75
Power: 16
MP Cost: 33 MP
Base Damage: 50% Current HP

Attack 3: Barrier [00F]
Magical 0 Dam
Target: One Ally
Att%: Auto Hit
MP Cost: 16 MP
Reflectable
Status Inflict: Barrier (100%)

Attack 4: Reflect [011]
Magical 0 Dam
Target: One Ally
Att%: Auto Hit
MP Cost: 30 MP
Status Inflict: Reflect (100%)

Attack 5: Regen [003]
Magical 0 Dam
Target: One Ally
Att%: 255
MP Cost: 30 MP
Reflectable
Status Inflict: Regen (100%)

Gorkii's BATTLE PLAN: (Repeats)

SETUP: Start in Stage 2 (Flying - Default Row)
Set Evade to 25

1ST ATTACK:

Valron does not have Barrier: Use Barrier on Self

Valron has Barrier:

Valron does not have Regen: Use Regen on Self

Valron has Regen: Use Reflect on Self; If Valron has Reflect, use Demi2 on Rnd Target

```
|  2ND ATTACK: Use <Dive Kick> on Rnd Target                                  |
|                                                                            |
|  3RD ATTACK: 1/2 Chance use Demi2 on Rnd Target                            |
|              1/2 Chance use <Dive Kick> on Rnd Target                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gorkii:                       |   POWER req for Overflow:       |
|                                          |                                 |
| Gorkii is the first of five bosses for   |  Base Damage Overflow: 156      |
|  Yuffie's Pagoda Quest. While the main part  |  Rnd Var Overflow  3x: 104      |
|  of her quest becomes locked off after you   |  Rnd Var Overflow  4x:  78      |
|  parachute into Midgar on Disc 2, these five |  Rnd Var Overflow  6x:  52      |
|  optional bosses can be fought at any point  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  in the game, even on Disc 3.                                              |
| The 'Game Over' Flag has be   disabled for all five battles. A special     |
|  Pre-Emptive Strike flag is also used, whereby the enemy will take Double  |
|  Damage from the first attack (provided the attack is Physical), however,  |
|  the enemy will be front-facing, and the ATB gauge will start at a random  |
|  value for both Yuffie and Gorkii. You will not be able to change Yuffie's |
|  Row for these Battles.                                                    |
| Gorkii, Shake, Chekhov and Staniv all have the same Strength, Defence,     |
|  Magic and MDefence values. The fact that each Boss is two Levels greater  |
|  than their predecessor means that each foe will be incrementally          |
|  stronger than the last.                                                   |
|                                                                            |
| Gorkii (spelt Gorky in the Field) is quite a tough Mini-Boss, and takes    |
|  after the Valron fought in Nibel/Rocket Area. He is the 'Power' sub-boss. |
|  Keep your HP above 50% at all times, as his Gravity Based Attacks can     |
|  wipe you out if you are not on guard.                                     |
| Do not bother with Big Guard, as MBarrier does not apply to % Based        |
|  Attacks. Equip the Sprint Shoes, Counter Attack Materia, and put Added    |
|  Effect + Time on your Weapon. Also equip Poison if you wish, although it  |
|  shouldn't be necessary. Equip Elemental+Choco/Mog on your weapon to       |
|  exploit Gorkii's weakness to Wind (as with all other 'elevated' enemies). |
|  Avoid Earth, and avoid Deathblow given its high Evade stat.               |
| You should also make use of the Destruct materia for this Battle. As soon  |
|  as Gorkii opens with Barrier, destroy the Barrier via the DeBarrier       |
|  ability. This means that your first attack will hit for quadruple damage, |
|  if you equip Wind on your Weapon as advised.                              |
| Unlike the Valron, Gorkii will never fall to the ground and will always be |
|  air-bourne. Short-ranged attacks will still be able to target him, which  |
|  doesn't matter anyway given that all of Yuffie's Weapons are long-ranged. |
| While Gorkii has a high MDefence value, Beta will still hit for +750, and  |
|  Trine will hit for +450. Yuffie's Physical Attacks will only be hitting   |
|  for around 250, so stick to powerful Enemy Skills.                        |
| Gorkii only has enough MP for 4-5 uses of its magic based Attacks, after   |
|  which the "skill power is used up" text string will be displayed each     |
|  time it tries to use any attack other than <Dive Kick>.                   |
| Gorkii is immune to Seizure, which isn't necessary seeing as there is no   |
|  way for the Player to inflict an enemy with Seizure. Gorkii is one of 86  |
|  enemies that are immune to Seizure. It is also immune to Peerless, along  |
|  with 104 other enemies.                                                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------.
 /  {Shake}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/WrMDbqD7bvPVHnvJ7                  | ID:  B3 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  71  ||    Drop: Turbo Ether  [63] 100%     |
```

HP: 4000	Defence: 60	Steal: /
MP: 180	Magic: 75	Morph: /
	MDefence: 280	
EXP: 2200	Dexterity: 68	
AP: 50	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 0	Evade: 1	Susceptible to L4 Suicide

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Wutai Pagoda 2nd Floor

LOOKALIKES:

Skeeskee
Headbomber

No Manipulate Attacks!

Shake's ATTACKS:

Attack 1: <Beak> [1C5] Physical
Target: One Opponent
Element: Punch
Att%: 103
Power: 16
Base Damage: 284 HP

Attack 2: Rage Bomber [20E] Physical
Target: One Opponent
Element: Shout
Att%: 75
Power: 40
Base Damage: 710 HP
Status Inflict: Fury (71%)

Shake's BATTLE PLAN: (Repeats)

Shake does not have Poison: Use <Beak> on Rnd Target

Shake has Poison: 1/2 Chance use <Beak> on Rnd Target
1/2 Chance use Rage Bomber on Rnd Target

COUNTER: [All Physical and Magical Attacks]

Shake's HP > 50%: Do nothing
Shake's HP <= 50%: Use Rage Bomber on Last Attacker

Notes On Shake:

Shake is the second of five bosses for Yuffie's Pagoda Quest. While the main part of her quest becomes locked off after you parachute into Midgar on Disc 2, these five optional bosses can be fought at any point in the game, even on Disc 3.

The 'Game Over' Flag has been disabled for all five battles. A special

POWER req for Overflow:

Base Damage Overflow: 156
Rnd Var Overflow 3x: 104
Rnd Var Overflow 4x: 78
Rnd Var Overflow 6x: 52

| Pre-Emptive Strike flag is also used, whereby the enemy will take Double Damage from the first attack (provided the attack is Physical), however, the enemy will be front-facing, and the ATB gauge will start at a random value for both Yuffie and Shake. You will not be able to change Yuffie's Row for these Battles.

| Gorkii, Shake, Chekhov and Staniv all have the same Strength, Defence, Magic and MDefence values. The fact that each Boss is two Levels greater than their predecessor means that each foe will be incrementally stronger than the last.

| Shake is the 'Speed' sub-boss which after the Skeeskee in the Cosmo Canyon Area, and she is not hard at all. Simply open up with L4 Suicide, then finish it off with Physical Attacks. If you do not have the Enemy Skill yet, then use Poison and put Added Effect+Time on your Weapon.

| With the Champion Belt, Yuffie's Physical Attacks will hit for +400 HP. Alternatively, equip the Earring to inflict 850+ with Beta.

| When Shake is Poisoned it will use Rage Bomber more often, which can deal a fair amount of damage, so keep your HP up as well as your Big guard. Rage Bomber can also inflict you with Fury; if you are bothered by this, equip the Peace Ring.

| Shake will not have use for its MP, so you can use the Magic Hammer Enemy Skill if you have learned it to refill your MP, if you wish.

| Shake is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Shake is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

{Chekhov}

!! MINI-BOSS !!

https://photos.app.goo.gl/iXP3pDoZJDhKb9pJ7 | ID: B4

Level: 34	Strength: 71	Drop: Ice Ring [63] 100%	
HP: 5000	Defence: 60	Steal: /	
MP: 210	Magic: 75	Morph: /	
	MDefence: 280		
EXP: 2900	Dexterity: 70		
AP: 50	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 0	Evade: 1		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [-]		
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:

Wutai Pagoda 3rd Floor

LOOKALIKES:

Vargid Police
Twin Brain

Chekhov's ATTACKS:

No Manipulate Attacks!

```
|                                                                          |
|  Attack 1: <Absorb>            Target: One Opponent      Drains HP       |
|  [247]       Physical         Element: None                             |
|                                  Att%: 255                               |
|                                 Power: 20                                |
|                           Base Damage: 370 HP                            |
|                                                                          |
|  Attack 2:  Stare Down         Target: One Opponent      Status Inflict: |
|  [248]       Magical 0 Dam       Att%: 255                Paralyzed (100%)|
|                               MP Cost: 5 MP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Chekhov's BATTLE PLAN: (Repeats)                                       |
|                                                                          |
|  OPENING ATTACK:                                                         |
|                                                                          |
|   1/2 Chance: Skip a turn                                                |
|   1/2 Chance: Use Stare Down on Rnd Target without Paralyzed; If all     |
|                have Paralyzed, select Rnd Target                         |
|                                                                          |
|  THEREAFTER:                                                             |
|                                                                          |
|   Chekhov's HP  > 50%: Skip a turn                                       |
|   Chekhov's HP <= 50%: Use <Absorb> on Rnd Target with Paralyzed; If no  |
|                        Targets have Paralyzed, select Target with Highest |
|                        HP                                                |
|                                                                          |
|                                                                          |
|  COUNTER: [Magical Attacks Only]                                         |
|                                                                          |
|   Use Stare Down on Last Mag Attacker                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Chekhov:                         |   POWER req for Overflow:  |
|                                             |                            |
| Chekhov is the third of five bosses for     |  Base Damage Overflow: 156 |
|  Yuffie's Pagoda Quest. While the main part |  Rnd Var Overflow  3x: 104 |
|  of her quest becomes locked off after you  |  Rnd Var Overflow  4x:  78 |
|  parachute into Midgar on Disc 2, these five |  Rnd Var Overflow  6x:  52 |
|  optional bosses can be fought at any point  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  in the game, even on Disc 3.                                            |
| The 'Game Over' Flag has been disabled for all five battles. A special   |
|  Pre-Emptive Strike flag is also used, whereby the enemy will take Double |
|  Damage from the first attack (provided the attack is Physical), however, |
|  the enemy will be front-facing, and the ATB gauge will start at a random |
|  value for both Yuffie and Chekhov. You will not be able to change       |
|  Yuffie's Row for these Battles.                                         |
| Gorkii, Shake, Chekhov and Staniv all have the same Strength, Defence,   |
|  Magic and MDefence values. The fact that each Boss is two Levels greater |
|  than their predecessor means that each foe will be incrementally        |
|  stronger than the last.                                                 |
|                                                                          |
| Chekhov can be a nuisance, as he can inflict you with Paralyzed and then |
|  replenish his HP while Yuffie is inactive. Equip the Jem Ring to protect |
|  from this. He is the 'Magic' sub-boss, and takes after the Twin Brain in |
|  Mt. Nibel.                                                              |
| After Chekhov has used its Opening Attack (or not), he will not attack you |
|  until its HP drops below 50%, or you attack it using a Magical ability. |
|  Just stick to Physical Attacks, and make sure to have equipped Added    |
|  Effect+Time on your Weapon. Use Big Guard to give Yuffie Haste.         |
| You can try using Deathblow if you wish; a Lv 28 Yuffie would have a     |
|  58.75% chance to successfully perform a Deathblow against Chekhov,      |
```

```
|  assuming she has the Razor Ring and Diamond Bangle equipped (and has 39   |
|  Dexterity).                                                               |
| Chekhov is immune to Seizure, which isn't necessary seeing as there is no  |
|  way for the Player to inflict an enemy with Seizure. Chekhov is one of 86 |
|  enemies that are immune to Seizure. It is also immune to Peerless, along  |
|  with 104 other enemies.                                                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------.
 /  {Staniv}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/5en3gBu5NJ32AUMj8                  | ID:  B5 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     36  ||   Strength:  71  ||    Drop: Elixir  [63] 100%          |
|  HP:      6000  ||    Defence:  60  ||   Steal: /                          |
|  MP:       240  ||      Magic:  75  ||   Morph: /                          |
|                 ||   MDefence: 280  ||                                     |
|  EXP:     3600  ||  Dexterity:  72  ||                                     |
|   AP:       50  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        0  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:        |
|                                                    |                      |
| Wutai Pagoda 4th Floor                             |  Madouge             |
|                                                    |  Screamer            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                         |  No Manipulate Attacks!          |
|   Staniv's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Ironball>           Target: One Opponent                       |
|  [1BB]       Physical          Element: Hit                                |
|                                   Att%: 115                                |
|                                  Power: 20                                 |
|                             Base Damage: 385 HP                            |
|                                                                            |
|  Attack 2:  Iron Attack         Target: All Opponents     Split Damage     |
|  [14C]       Physical          Element: Earth                              |
|                                   Att%: 100                                |
|                                  Power: 40                                 |
|                             Base Damage: 770 HP                            |
|                                                                            |
|  Attack 3:  War Cry             Target: One Opponent      Status Inflict:  |
|  [14D]       Magical 0 Dam        Att%: 94                  Sadness (100%)  |
|                                 MP Cost: 4 MP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Staniv's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|  1ST ATTACK: Skip a turn                                                   |
```

2ND ATTACK: Use <Ironball> on Rnd Target with Paralyzed; If no Targets have Paralyzed, select Rnd Target with Sadness; If no Targets have Sadness, select Target with Highest Current HP

3RD ATTACK: Skip a turn

4TH ATTACK: Same as 2nd Attack

After 4th Attack: All Targets with Sadness:
Jump to 1st Attack for next turn

At least one Target without Sadness:
1/3 Chance: Jump to 5th Attack for next turn
2/3 Chance: Jump to 1st Attack for next turn

5TH ATTACK: Use War Cry on Rnd Target without Sadness; If no Targets have Sadness, select Rnd Target

COUNTER: [All Physical and Magical Attacks]

Staniv's HP > 12.5%: Do nothing

Staniv's HP <= 12.5%:

1ST COUNTER: 1/2 Chance use Iron Attack on All Targets
1/2 Chance do nothing

THEREAFTER: Do nothing

Notes On Staniv:

Staniv is the fourth of five bosses for Yuffie's Pagoda Quest. While the main part of her quest becomes locked off after you parachute into Midgar on Disc 2, these five optional bosses can be fought at any point in the game, even on Disc 3.

The 'Game Over' Flag has been disabled for all five battles. A special Pre-Emptive Strike flag is also used, whereby the enemy will take Double Damage from the first attack (provided the attack is Physical), however, the enemy will be front-facing, and the ATB gauge will start at a random value for both Yuffie and Staniv. You will not be able to change Yuffie's Row for these Battles.

Gorkii, Shake, Chekhov and Staniv all have the same Strength, Defence, Magic and MDefence values. The fact that each Boss is two Levels greater than their predecessor means that each foe will be incrementally stronger than the last.

Staniv is the 'Weapon' sub-boss, and can be a minor threat. Open with L4 Suicide, and when you do he will have a 50% chance of countering with his powerful Iron Attack 'Attack' which will hit for 600+ HP. If this chance failed, it will not have another chance of using Iron Attack.

Equip Elemental+Titan on you Armour if you are low-levelled, or use the

POWER req for Overflow:

Base Damage Overflow: 156
Rnd Var Overflow 3x: 104
Rnd Var Overflow 4x: 78
Rnd Var Overflow 6x: 52

```
|  Talisman. Sadness is also an option. Note that Iron Attack will only hit  |
|  for Split Damage if there is more than one target; seeing as Yuffie is    |
|  alone, the ability's damage output will *not* be reduced to 66%.          |
| Staniv takes after the Screamer from Mt. Nibel, and the AI Script is a     |
|  straight copy and paste from the Screamer, which is why there is an       |
|  obsolete check for the Paralyzed Status.                                  |
| If you have learned Magic Hammer then you could use it to replenish your   |
|  MP for the upcoming Godo fight. Beta will hit Staniv for 750+ HP.         |
| Staniv is immune to Seizure, which isn't necessary seeing as there is no   |
|  way for the Player to inflict an enemy with Seizure. Staniv is one of 86  |
|  enemies that are immune to Seizure. It is also immune to Peerless, along  |
|  with 104 other enemies.                                                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .--------.
 /  {Godo}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/PuGZDhmwFtszoFKM6                     | ID:  B6 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     41  ||   Strength:  70  ||    Drop: All Creation  [63] 100%    |
|  HP:    10,000  ||    Defence:  60  ||   Steal: /                          |
|  MP:      1000  ||      Magic:  45  ||   Morph: /                          |
|                 ||   MDefence: 100  ||                                     |
|  EXP:     5000  ||  Dexterity:  68  ||                                     |
|   AP:       60  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:   40,000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                            |   LOOKALIKES:          |
|                                                   |                        |
| Wutai Pagoda 5th Floor                            |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!              |
|   Godo's ATTACKS:                   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Cure2>             Target: One Ally/One Op   Reflectable       |
|  [001]       Magical          Element: Restorative                         |
|              Spcl Formula        Att%: 255                                 |
|                                 Power: 35                                  |
|                                MP Cost: 24 MP                              |
|                           Base Damage: 1286 HP                             |
|                                                                            |
|  Attack 2: <Sleepel>           Target: One Opponent      Reflectable       |
|  [00B]       Magical 0 Dam       Att%: 100               Status Inflict:   |
|                                MP Cost: 8 MP              Sleep (71%)      |
|                                                                            |
|  Attack 3: <Mini>              Target: One Opponent      Reflectable       |
|  [009]       Magical 0 Dam       Att%: 100               Status Toggle:    |
|                                MP Cost: 10 MP             Small (71%)      |
```

Attack 4: Beast Sword [25C] Physical	Target: All Opponents Element: None Att%: 95 Power: 16 Base Damage: 337 HP	Split Damage	
Attack 5: Trine [056] Magical	Target: All Opponents Element: Lightning Att%: 100 Power: 34 MP Cost: 20 MP Base Damage: 1096 HP	**Enemy Skill** No Split Damage	
Attack 6: Bio2 [028] Magical	Target: All Opponents Element: Poison Att%: 100 Power: 21 MP Cost: 36 MP Base Damage: 677 HP	Split Damage Reflectable Status Inflict: Poison (47%)	
Attack 7: Demi3 [02C] Magical % Based	Target: All Opponents Element: Gravity Att%: 75 Power: 24 MP Cost: 48 MP Base Damage: 75% Current HP	No Split Damage	
Attack 8: Drain [14D] Magical	Target: One Opponent Element: None Att%: 255 Power: 6 MP Cost: 1 MP Base Damage: 193 HP	Drains HP	
Attack 9: <to Beast> [25A] Physical 0 Dam [25F]	Target: Self Att%: Auto Hit	Transformation To Stage 2	
Attack 10: <to Cheater> [25B] Physical 0 Dam [25E]	Target: Self Att%: Auto Hit	Transformation To Stage 3	
Attack 11: <to Human> [25D] Physical 0 Dam [260]	Target: Self Att%: Auto Hit	Transformation To Stage 1	

Godo's BATTLE PLAN: (Repeats)

SETUP: Start in Stage 1 (Human)

*If Godo's MP < Attack MP Cost, transform to Stage 2 (Beast), use Beast Sword on All Targets

OPENING ATTACK: 1/8 Chance start from 1st Attack
1/8 Chance start from 2nd Attack
1/8 Chance start from 3rd Attack
1/8 Chance start from 4th Attack

```
|                 1/8 Chance start from 5th Attack                          |
|                 1/8 Chance start from 6th Attack                          |
|                 1/8 Chance start from 7th Attack                          |
|                 1/8 Chance start from 8th Attack                          |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Transform to Stage 2 (Beast), use Beast Sword on All Targets  |
|                                                                           |
|    After 1st Attack: 1/4 Chance jump to 2nd Attack for next turn          |
|                      1/4 Chance jump to 3rd Attack for next turn          |
|                      1/4 Chance jump to 5th Attack for next turn          |
|                      1/4 Chance jump to 6th Attack for next turn          |
|                                                                           |
|                                                                           |
|  2ND ATTACK: Transform to Stage 2 (Beast), use Beast Sword on All Targets  |
|                                                                           |
|    After 2nd Attack: 1/4 Chance jump to 1st Attack for next turn          |
|                      1/4 Chance jump to 4th Attack for next turn          |
|                      1/4 Chance jump to 5th Attack for next turn          |
|                      1/4 Chance jump to 7th Attack for next turn          |
|                                                                           |
|                                                                           |
|  3RD ATTACK:                                                              |
|                                                                           |
|   Yuffie does not have Reflect AND Yuffie does not have Sleep:            |
|                                                                           |
|     Transform to Stage 0 (Human), use <Sleepel> on Rnd Target*            |
|                                                                           |
|   Yuffie has Reflect OR Yuffie has Sleep:                                 |
|                                                                           |
|    Transform to Stage 2 (Beast), use Beast Sword on All Targets           |
|                                                                           |
|      After 3rd Attack: 1/3 Chance jump to 1st Attack for next turn        |
|                        2/3 Chance jump to 2nd Attack for next turn        |
|                                                                           |
|                                                                           |
|  4TH ATTACK:                                                              |
|                                                                           |
|   Yuffie does not have Reflect AND Yuffie does not have Small:            |
|                                                                           |
|    Transform to Stage 0 (Human), use <Mini> on Rnd Target*                |
|                                                                           |
|   Yuffie has Reflect OR Yuffie has Small:                                 |
|                                                                           |
|    Transform to Stage 2 (Beast), use Beast Sword on All Targets           |
|                                                                           |
|      After 4th Attack: 2/3 Chance jump to 1st Attack for next turn        |
|                        1/3 Chance jump to 2nd Attack for next turn        |
|                                                                           |
|                                                                           |
|  5TH ATTACK: Transform to Stage 3 (Cheater), use Drain on Target with     |
|               Highest Current HP*                                         |
|                                                                           |
|    After 5th Attack: 1/4 Chance jump to 1st Attack for next turn          |
|                      1/4 Chance jump to 2nd Attack for next turn          |
|                      1/4 Chance jump to 6th Attack for next turn          |
|                      1/4 Chance jump to 7th Attack for next turn          |
|                                                                           |
|                                                                           |
|  6TH ATTACK:                                                              |
```

Yuffie does not have Reflect:

Transform to Stage 3 (Cheater), use Bio2 on All Targets

Yuffie has Reflect:

Transform to Stage 2 (Beast), use Beast Sword on All Targets

After 6th Attack:

Godo's HP > 80%: 4/5 Chance jump to 2nd Attack for next turn
1/5 Chance jump to 8th Attack for next turn

Godo's HP <= 80%: 3/4 Chance jump to 2nd Attack for next turn
1/4 Chance jump to 8th Attack for next turn

Godo's HP <= 60%: 2/3 Chance jump to 2nd Attack for next turn
1/3 Chance jump to 8th Attack for next turn

Godo's HP <= 40%: 1/2 Chance jump to 2nd Attack for next turn
1/2 Chance jump to 8th Attack for next turn

7TH ATTACK: Transform to 2nd Stage (Beast), use Trine on All Targets*

After 7th Attack:

Godo's HP > 80%: 4/5 Chance jump to 1st Attack for next turn
1/5 Chance jump to 8th Attack for next turn

Godo's HP <= 80%: 3/4 Chance jump to 1st Attack for next turn
1/4 Chance jump to 8th Attack for next turn

Godo's HP <= 60%: 2/3 Chance jump to 1st Attack for next turn
1/3 Chance jump to 8th Attack for next turn

Godo's HP <= 40%: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 8th Attack for next turn

8TH ATTACK: Transform to Stage 3 (Cheater), use Demi3 on All Target*

After 8th Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

COUNTER: [All Physical and Magical Attacks]

Godo has Reflect OR Godo's HP > 40% OR Godo's MP < 24:

Do nothing

Godo does not have Reflect AND Godo's HP <= 40% AND Godo's MP > 24:

Transform to Stage 1 (Human)
Yuffie's HP > 20%: Use Cure2 on Self
Yuffie's HP <= 20%: 1/2 Chance use Cure2 on Yuffie
1/2 Chance use Cure2 on Self

Notes On Godo:	POWER req for Overflow:
Godo is the fifth and final bosses for Yuffie's Pagoda Quest. While the main part of her quest becomes locked off after you parachute into Midgar on Disc 2, these five optional bosses can be fought at any point in the game, even on Disc 3.	Base Damage Overflow: 156 Rnd Var Overflow 3x: 104 Rnd Var Overflow 4x: 78 Rnd Var Overflow 6x: 52
The 'Game Over' Flag has been disabled for all five battles, and for Godo only, the Battle victory 'Fanfare' theme will not play, nor will Yuffie perform her victory pose.	
A special Pre-Emptive Strike flag is also used, whereby the enemy will take Double Damage from the first attack (provided the attack is Physical), however, the enemy will be front-facing, and, the ATB gauge will start at a random value for both Yuffie and Godo. You will not be able to change Yuffie's Row for these Battles.	
Godo's Strength, Defence, Magic and MDefence are all weaker than the four previous Mini-Bosses, however, the fact that he is five levels greater than Staniv gives him the edge over his predecessors.	
Be warned - the 'Omni' boss Godo is *hard*, especially if you are facing him straight after you have obtained the Tiny Bronco. Just be very mindful of the fact that Godo is one of three enemies that use the Enemy Skill Trine, so if you missed it from the Materia Keeper then you can learn it now. You will also be able to learn it from the Stilva in Gaea's Cliffs later on.	
While you will be able to learn Trine for three of the four Enemy Skills in the game, you will not be able to learn it for the fourth if you defeat Godo before obtaining the fourth Enemy Skill Materia. Maxing out four Enemy Skills has no practical use; it is only necessary for those with a completionist's nature.	
Defence is paramount for the Godo Battle; Put Elemental+Gravity on your armour to defend from Demi3; equip the Peace Ring to defend from Confusion; equip Added Effect+Transform on your Armour to defend from Small. Alternatively, equip the Bolt Ring if you have obtained it to defend from Trine, seeing as it will hit for 900+ HP.	
Godo is one of a few Bosses in the game that does *not* Nullify the Gravity Element, so you should exploit this. Use the Enemy Skill Laser if you have it, failing that use Demi2 and T/S Bombs to deal 50% of its current HP. Graviballs and Demi works well, also.	
Open with Big Guard, and make sure that you have Barrier and MBarrier up at all times. You should attempt to inflict Godo with Poison as soon as the battle begins, then try to inflict him with Slow (Spider Webs). If you have learned Magic Hammer, you could spam the E Skill to drain Godo's MP, meaning he'll only be able to use Beast Sword.	
While his 'All Opponent' targeting attacks are subject to Split Damage, the damage output will *not* be subject to a 33% penalty, seeing as only one target exists.	
The biggest problem with Godo is the fact that he will start using Cure2 on himself as a Counter Attack once his HP drops below 40%. Once this happens, you will want to spam Beta to hit him for about 1400 HP worth of Damage, which is more than he is able to heal for. You should have also inflicted him with Poison by this point. He will sometimes cure Yuffie if her HP is less than 20%.	
If you had obtained a Mirror from the Mirage in the Shinra Mansion, then you could inflict Godo with Reflect to stop him from using Cure2 altogether.	
Once you defeat Godo you will obtain Yuffie's Lv Limit Break Manual, the All Creation. If you wish to learn how to dupe yourself a copy of All Creation, explore the "Top Farming Locations" section further below.	

```
| Godo is immune to Seizure, which isn't necessary seeing as there is no way |
|  for the Player to inflict an enemy with Seizure. Godo is one of 86        |
|  enemies that are immune to Seizure. It is also immune to Peerless, along  |
|  with 104 other enemies.                                                   |
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             ||               {Woodlands Area}              ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                           ||
||   Screens:                                            Training Rating: ||
||                                                                           ||
||  Woodlands Area Beach                                 *                  ||
||  Woodlands Area Grass                                 *                  ||
||  Woodlands Area Jungle                                ***    BEST        ||
||  Woodlands Area Dirt                                  *                  ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                                                          |
  |                                                                        |
  |      Tonadu                                                            |
  |      Under Lizard                                                      |
  |      Dual Horn                                                         |
  |      Slaps                                                             |
  |      Kelzmelzer                                                        |
  |      Mystery Ninja                                                     |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                          oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                          ||  ELEMENTS AND STATUSES  ||
                          oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO USE:                              ]
 [                                                                           ]
 [         Wind - Tonadu            - Double                                 ]
 [         Wind - Slaps             - Double                                 ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                              ]
 [                                                                           ]
 [        Earth - Tonadu            - Nullify                                ]
 [        Earth - Slaps             - Nullify                                ]
 [        Water - Tonadu            - Nullify                                ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                          ]
 [                                                                           ]
 [ NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning ]
 [         (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).          ]
 [                                                                           ]
 [       Poison - Kelzmelzer        - Liquid poison (0 Damage)               ]
 [        Water - Tonadu            - Great Gale                             ]
 [                                                                           ]
```

```
[          Hit - Under Lizard      - Bodyblow                              ]
[          Hit - Kelzmelzer        - Claw                                  ]
[        Punch - Tonadu            - Claw                                  ]
[        Punch - Slaps             - Bug Needle                            ]
[        Punch - Slaps             - Berserk Needle                        ]
[        Punch - Slaps             - Paralyzer Needle                      ]
[        Punch - Dual Horn         - Angle Punch                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                         ]
[                                                                         ]
[ NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler). ]
[                                                                         ]
[       Poison - Slaps             - Bug Needle        (87%  Inflict)     ]
[       Poison - Kelzmelzer        - Liquid poison     (100% Inflict)     ]
[         Frog - Under Lizard      - Petrified Frog    (83%  Inflict)     ]
[    Slow-numb - Under Lizard      - Petrified Frog    (83%  Inflict)     ]
[    Paralyzed - Slaps             - Paralyzer Needle  (47%  Inflict)     ]
[     Darkness - Tonadu            - Great Gale        (39%  Inflict)     ]
[      Sadness - Slaps             - Bug Needle        (87%  Inflict)     ]
[      Berserk - Slaps             - Berserk Needle    (47%  Inflict)     ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                              ]
[                                                                         ]
[   Death, Sleep, Poison, Silence, Slow, Petrify, D. Sentence             ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
POTION	Kelzmelzer [8]		
HI-POTION	Slaps [8]		
ANTIDOTE		Kelzmelzer [32]	Kelzmelzer
HYPER			Slaps
REMEDY	Under Lizard [8]	Under Lizard [32]	Under Lizard
BIRD WING	Tonadu [63]	Tonadu [63]	
PEPIO NUT			

```
      | Dual Horn          [8] | Dual Horn          [8] |                    |
      '-------------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~oo


 SCREEN GROUPING 1: *                                  Area Enc Rate:

  Woodlands Area Beach                                 96   Very Low

   Average:   EXP: 600        AP: 45        GIL: 600         Enemy QTY: 1

  The same Encounter can be found in Icicle Area Beach.
.-------------------------------------------------------------------------.
|   [100%]  Nrml Bat #1  EXP - 600     1st Row: 1x Tonadu                 |
|        Pre-Emp OFF     AP  - 45                                         |
|                        GIL - 600                                  #187 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2: *                                  Area Enc Rate:

  Woodlands Area Grass                                 32   Medium

   Average:   EXP: 675.9      AP: 58.0      GIL: 620.6       Enemy QTY: 1.29

.-------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 440     1st Row: 1x Under Lizard           |
|                        AP  - 45                                         |
|                        GIL - 420                                  #180 |
|                                                                         |
|  [29.0%]  Nrml Bat #2  EXP - 550     1st Row: 1x Dual Horn              |
|                        AP  - 45                                         |
|                        GIL - 500                                  #181 |
|                                                                         |
|  [29.0%]  Nrml Bat #3  EXP - 1100    1st Row: 2x Dual Horn              |
|                        AP  - 90                                         |
|                        GIL - 1000                                 #182 |
|                                                                         |
|  [11.7%]  Back Attack  EXP - 550     1st Row: 1x Dual Horn              |
|            Run = 2     AP  - 45                                         |
|                        GIL - 500                                  #183 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***    BEST                        Area Enc Rate:

  Woodlands Area Jungle                                12   Very High

   Average:   EXP: 1283.7     AP: 105.1     GIL: 1504.1      Enemy QTY: 3.41

.-------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 1100    1st Row: 2x Slaps                  |
|                        AP  - 90      2nd Row: 1x Slaps                  |
|                        GIL - 1350                                 #188 |
|                                                                         |
|  [29.0%]  Nrml Bat #2  EXP - 1850    1st Row: 2x Slaps                  |
```

```
|                       AP  - 150     2nd Row: 2x Slaps                    |
|                       GIL - 2250    3rd Row: 1x Slaps               #189 |
|                                                                          |
|  [29.0%]  Nrml Bat #3  EXP - 820     1st Row: 2x Kelzmelzer               |
|                       AP  - 70                                           |
|                       GIL - 800                                     #190 |
|                                                                          |
|  [11.7%]  Pinc Attack  EXP - 1480    1st Grp: 2x Slaps                    |
|                       AP  - 120     2nd Grp: 2x Slaps                    |
|                       GIL - 1800                                    #191 |
|                                                                          |
|                                                                          |
|    [50%]  Myst Ninja   EXP - /       1st Row: 1x Mystery Ninja            |
|       Pre-Emp OFF     AP  - /                                            |
|                       GIL - /                                            |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 4: *                                 Area Enc Rate:

  Woodlands Area Dirt                                 32   Medium

   Average:   EXP: 636.9      AP: 59.8      GIL: 616.9       Enemy QTY: 1.33

.--------------------------------------------------------------------------.
|  [34.4%]  Nrml Bat #1  EXP - 440     1st Row: 1x Under Lizard             |
|                       AP  - 45                                           |
|                       GIL - 420                                     #184 |
|                                                                          |
|  [32.8%]  Nrml Bat #2  EXP - 880     1st Row: 2x Under Lizard             |
|                       AP  - 90                                           |
|                       GIL - 840                                     #185 |
|                                                                          |
|  [32.8%]  Nrml Bat #3  EXP - 600     1st Row: 1x Tonadu                   |
|       Pre-Emp OFF     AP  - 45                                           |
|                       GIL - 600                                     #186 |
'--------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - You can also find the Mystery Ninja here; scroll down to the Mystery
        Ninja section of "Extra Enemies" for those listings.

  .----------.
 /  {Tonadu}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/4s8HC9AvoDp9zXfx7                  | ID:  BC |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     50  ||   Strength:  54  ||    Drop: Bird Wing  [63]   100%    |
|  HP:      1600  ||    Defence:  52  ||   Steal: Bird Wing  [63] 79.69%    |
|  MP:         0  ||      Magic:  55  ||   Morph: /                         |
|                 ||   MDefence: 150  ||                                     |
|  EXP:      600  ||  Dexterity:  66  ||                                     |
|   AP:       45  ||       Luck:   0  ||                                     |
|  GIL:      600  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
```

Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [Nullify]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Woodlands Area Beach	100%	Zuu
Woodlands Area Dirt	33%	
Icicle Area Beach	100%	
North Corel Area Desert	31%	

Tonadu's ATTACKS:

Manip Attack 1: Claw
Manip Attack 2: Great Gale
Manip Attack 3: Big Sound

Attack 1: <Claw> Physical [249]
Target: One Opponent
Element: Punch
Att%: 100
Power: 32
Base Damage: 308 HP
Berserk Attack

Attack 2: Great Gale Physical [24A]
Target: All Opponents
Element: Wind
Att%: 100
Power: 30
Base Damage: 288 HP
Split Damage*
Status Inflict: Darkness (39%)

Attack 3: Big Sound Physical [367]
Target: All Opponents
Element: Wind
Att%: 95
Power: 20
Base Damage: 192 HP
Never Used
Split Damage
Can't Cover

Tonadu's BATTLE PLAN: (Repeats)

1ST ATTACK: Use <Claw> on Rnd Target

Follow-Up:

Tonadu's HP > 75%: 1/8 Chance use <Claw> Rnd Target
7/8 Chance do nothing

Tonadu's HP <= 75%: 1/4 Chance use <Claw> Rnd Target
3/4 Chance do nothing

Tonadu's HP <= 50%: 1/3 Chance use <Claw> Rnd Target
2/3 Chance do nothing

Tonadu's HP <= 25%: 1/2 Chance use <Claw> Rnd Target
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack

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|  3RD ATTACK: Same as 1st Attack                                          |
|                                                                          |
|    After 3rd Attack:                                                     |
|                                                                          |
|     Tonadu's HP  > 75%: 1/8 Chance jump to 4th Attack for next turn      |
|                         7/8 Chance jump to 1st Attack for next turn      |
|                                                                          |
|     Tonadu's HP <= 75%: 1/4 Chance jump to 4th Attack for next turn      |
|                         3/4 Chance jump to 1st Attack for next turn      |
|                                                                          |
|     Tonadu's HP <= 50%: 1/3 Chance jump to 4th Attack for next turn      |
|                         2/3 Chance jump to 1st Attack for next turn      |
|                                                                          |
|     Tonadu's HP <= 25%: 1/2 Chance jump to 4th Attack for next turn      |
|                         1/2 Chance jump to 1st Attack for next turn      |
|                                                                          |
|                                                                          |
|  4TH ATTACK: Use Great Gale on All Targets                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Tonadu:                       |   POWER req for Overflow:     |
|                                          |                               |
| Tonadu is found in Battle Square:        |  Base Damage Overflow: 154    |
|  Set - 3  (After Highwind)     Battle - 2|  Rnd Var Overflow  3x: 103    |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Attack Great Gale is subject to Split                                |
|  Damage for the damage calculations; however, the Status inflicted via   |
|  Great Gale is *not* subject to Split Damage.                            |
| The Tonadu is easily defeated, and drops valuable Bird Wings which use the |
|  Wind Element for 1040 Base Damage; very handy for the Battle Square. You |
|  do not need to steal them as they have a 100% drop rate.                |
| Avoid using Deathblow against the Tonadu.                                |
| Equip Elemental+Choco/Mog on your weapon to exploit the Tonadu's weakness |
|  to Wind (as with all other 'elevated' enemies). Avoid Earth.            |
| The Tonadu cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.          |
\                                                                          /
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  .----------------.
 /  {Under Lizard}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/5zZATS74VgdWHfjU8                  | ID:  B9 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     29  ||   Strength:  70  ||    Drop: Remedy  [8]  14.06%      |
|  HP:      1400  ||    Defence:  50  ||   Steal: Remedy  [32] 40.63%      |
|  MP:       140  ||      Magic:  50  ||   Morph: Remedy                   |
|                 ||   MDefence: 130  ||                                   |
|  EXP:      440  ||  Dexterity:  66  ||                                   |
|   AP:       45  ||       Luck:   0  || Back Damage: Normal (2x Damage)   |
|  GIL:      420  ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Woodlands Area Grass	30%	Gagighandi
Woodlands Area Dirt	67%	
Temple of The Ancients "Stairs And Vines" Maze	30%	
Cactus Island Grass	33%	
Goblin Island Grass	33%	

Under Lizard's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Petrified Frog

Attack 1: <Bodyblow> [172] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 259 HP
Berserk Attack

Attack 2: Petrified Frog [26E] Magical 0 Dam
Target: One Opponent
Att%: 95
MP Cost: 45 MP
Status Inflict: Frog (83%), Slow-numb

Under Lizard's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use <Bodyblow> on Rnd Target without Petrify
2ND ATTACK: Use <Bodyblow> on Rnd Target without Petrify
3RD ATTACK: Use <Bodyblow> on Rnd Target without Petrify

After 3rd Attack: 1/2 Chance jump to 4th Attack for next turn
1/4 Chance jump to 1st Attack for next turn
1/4 Chance jump to 2nd Attack for next turn

4TH ATTACK: Use Petrified Frog on Rnd Target without Petrify AND without Slow-numb; If all Targets have Slow-numb, use <Bodyblow> on Rnd Target without Petrify

Notes On Under Lizard:

Under Lizard is found in Battle Square: Set - 3 (After Highwind) Battle - 2

Similar to the Gagighandi, the Under Lizard can inflict you with Slow-numb, which means a Game Over once all three characters become Petrified. They can also inflict you with Frog, making it difficult to cure yourself of the Status.

The good news is that Remedies make an easy steal; a Lv 35 Cloud would have a 46.88% chance of stealing from the Under Lizard. Alternatively, you can make use of Softs. Equip the Jem Ring to protect from Petrify. White Wind will also help, as will Esuna (Lv 2 Heal Materia).

The Under Lizard only has enough MP for three casts of Petrified Frog, after which the "skill power is used up" text string will be displayed

POWER req for Overflow:

Base Damage Overflow: 153
Rnd Var Overflow 3x: 102
Rnd Var Overflow 4x: 77
Rnd Var Overflow 6x: 51

```
|  each time it tries to use that attack.                                    |
| If the chance to inflict you with a Status passes when Petrified Frog is   |
|  used, both Statuses will be inflicted at once.                            |
| Two casts of Trine or one cast of Beta should be enough to kill the Under  |
|  Lizard.                                                                   |
| The Under Lizard allows for a Pre-Emptive Strike for the encounters in the |
|  Woodlands area, however, you cannot Pre-Emp them in the Temple of The     |
|  Ancients.                                                                 |
\                                                                            /
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 /  {Dual Horn}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/uj7ChjawKZANyngw9                    | ID:  BB |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     30  ||   Strength:  68  ||    Drop: Pepio Nut  [8] 14.06%      |
|  HP:      2500  ||    Defence:  70  ||   Steal: Pepio Nut  [8] 10.94%      |
|  MP:         0  ||      Magic:  25  ||   Morph: /                         |
|                 ||   MDefence: 166  ||                                     |
|  EXP:      550  ||  Dexterity:  62  ||                                     |
|   AP:       45  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      500  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Woodlands Area Grass                             70% |                     |
| Cactus Island Grass                              67% |                     |
| Goblin Island Grass                              67% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Angle Punch         |
|   Dual Horn's ATTACKS:              |  Manip Attack 2: Horn Lift           |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Angle Punch>        Target: One Opponent      Berserk Attack   |
|  [26F]       Physical          Element: Punch                              |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                            Base Damage: 257 HP                             |
|                                                                            |
|  Attack 2:  Horn Lift           Target: One Opponent                       |
|  [270]       Physical          Element: None                               |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                            Base Damage: 257 HP                             |
|                                                                            |
|  Attack 3:  [No Name]           Target: Random            Never Used       |
|  [271]       No Formula        Element: None                               |
|                                   Att%: 255                                |
```

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|                                Power: 255                                |
|                             MP Cost: 65,535 MP                           |
|                           Base Damage: 0 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Dual Horn's BATTLE PLAN: (Repeats)                                     |
|                                                                          |
|  Dual Horn's HP  > 50%: 1/4 Chance use Horn Lift on Rnd Target           |
|                         3/4 Chance use <Angle Punch> on Rnd Target       |
|                                                                          |
|  Dual Horn's HP <= 50%: 1/2 Chance use Horn Lift on Rnd Target           |
|                         1/4 Chance use <Angle Punch> on Rnd Target       |
|                         1/4 Chance use [No Name] on Rnd Enemy or Ally    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Dual Horn:                       |   POWER req for Overflow:  |
|                                             |                            |
| Dual Horn is found in Battle Square:        |  Base Damage Overflow: 160 |
|  Set - 3  (After Highwind)     Battle - 1   |  Rnd Var Overflow  3x: 107 |
|                                             |  Rnd Var Overflow  4x:  80 |
| The Dual Horn has fairly high HP. It will   |  Rnd Var Overflow  6x:  54 |
|  take two casts of Bets followed by a       o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Physical Attack to kill them, luckily their                             |
|  Attacks do not deal much damage.                                        |
| A flaw exists with the Dual Horn's AI Script. The Attack [No Name] is a  |
|  dummied out action which costs more MP than it has. If it tries to use  |
|  the Attack, the "skill power is used up" text string will be displayed  |
|  with each attempt.                                                      |
| If you were to hack the Dual Horn's MP to give it enough to use the      |
|  ability, then the animation would be the same as the Horn Lift, although|
|  it could also be used on another Enemy.                                 |
| Pepio Nuts are the worst type of Nut for breeding, so don't bother trying|
|  to acquire any.                                                         |
\                                                                          /
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  .---------.
 /  {Slaps}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7rjkzXvaFBvE5tTS6                  | ID:  7C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     29  ||   Strength:  46  ||    Drop: Hi-Potion  [8] 14.06%    |
|  HP:       900  ||    Defence:  42  ||   Steal: /                        |
|  MP:        50  ||      Magic:  34  ||   Morph: Hyper                    |
|                 ||   MDefence:  66  ||                                   |
|  EXP:      370  ||  Dexterity:  56  ||                                   |
|   AP:       30  ||       Luck:   0  || Back Damage: Normal (2x Damage)   |
|  GIL:      450  ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]     |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]      |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
```

Slaps' ATTACKS:	No Manipulate Attacks!

Attack 1: Bug Needle	Target: One Opponent	Status Inflict:	
[205] Magical	Element: Punch	Poison (87%)	
	Att%: 120	Sadness	
	Power: 1		
	Base Damage: 23 HP		
Attack 2: Berserk Needle	Target: One Opponent	Status Inflict:	
[206] Magical	Element: Punch	Berserk (47%)	
	Att%: 120		
	Power: 1		
	Base Damage: 23 HP		
Attack 3: Paralyzer Needle	Target: One Opponent	Status Inflict:	
[207] Magical	Element: Punch	Paralyzed (19%)	
	Att%: 120		
	Power: 1		
	Base Damage: 23 HP		

Slaps' BATTLE PLAN: (Repeats)

3/4 Chance: Use Berserk Needle on Rnd Target
1/8 Chance: Use Bug Needle on Rnd Target
1/8 Chance: Use Paralyzer Needle on Target with Lowest Current HP; If Paralyzer Needle been used once, use Berserk Needle on Rnd Target

Notes On Slaps:	POWER req for Overflow:
Slaps is found in Battle Square: Set - 3 (After Highwind) Battle - 2	Base Damage Overflow: 150 Rnd Var Overflow 3x: 100 Rnd Var Overflow 4x: 75 Rnd Var Overflow 6x: 50

The Slaps are a nuisance at most; one blast of Trine should be enough to wipe them out in one.

Whenever a Berserk attempt is made on the Player, it will always have a 100% success rate. This means that you may easily find yourself with all three characters inflicted with Berserk, which is not the worst thing in the world of Gaia to be inflicted with. They can also inflict you with Paralyzed, although they can only do so once per Battle.

The Slaps' low HP means that they will not last very long, and their low damage output will be very unlikely to kill you. Equip the Peace Ring to defend from Berserk and Sadness. If you encounter them in the Battle Square, then make sure you have your Ribbon equipped; if you have received the 'Accessory Broken' handicap, then consider quitting the Battle if they manage to inflict you with Berserk.

The Slaps has no use for its MP, so feel free to use Magic Hammer on them to replenish your MP.

Equip Elemental+Choco/Mog on your weapon to exploit the Slaps' weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.

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/ {Kelzmelzer} \

| https://photos.app.goo.gl/aMfnMw9Jee2EzNBo9 | ID: BA |

Level: 30	Strength: 50	Drop: Potion [8] 14.06%
HP: 800	Defence: 56	Steal: Antidote [32] 40.63%
MP: 0	Magic: 35	Morph: Antidote
	MDefence: 90	
EXP: 410	Dexterity: 53	
AP: 35	Luck: 1	Back Damage: Normal (2x Damage)
GIL: 400	Evade: 14	

Fire	[-]	Death [VUL]	Petrify [VUL]
Ice	[-]	Sleep [VUL]	D. Sentence [VUL]
Lightning	[-]	Poison [VUL]	Paralyzed [VUL]
Earth	[-]	Confusion [VUL]	Darkness [VUL]
Poison	[-]	Silence [VUL]	
Gravity	[-]	Slow [VUL]	Sadness [VUL]
Water	[-]	Stop [VUL]	Fury [VUL]
Wind	[-]	Frog [VUL]	Haste [VUL]
Holy	[-]	Small [VUL]	Manipulate [VUL]
Restorative	[-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:

APPEARANCE RATE:	LOOKALIKES:
Woodlands Area Jungle 29%	Frozen Nail
Temple of The Ancients "Stairs And Vines" Maze 58%	

Kelzmelzer's ATTACKS:

Manip Attack 1: Claw
Manip Attack 2: Liquid poison

Attack 1: <Claw> [124] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 16
Base Damage: 142 HP
Berserk Attack

Attack 2: Liquid poison [17F] Physical 0 Dam
Target: One Opponent
Element: Poison
Att%: 100
Status Inflict: Poison (100%)

Kelzmelzer's BATTLE PLAN: (Repeats)

*A 'Group Enemy' is an Enemy that is NOT another Kelzmelzer, and also shares the same 'Group ID' Flag as the Kelzmelzer running the AI Script; Kelzmelzer 'A' = Group A, 'B' = Group B, 'C' = Group C etc.

At least one 'Group Enemy' alive*:

1/4 Chance: Use Liquid poison on Rnd Target
3/4 Chance: Use <Claw> on Rnd Target

All 'Group Enemies' dead*:

3/4 Chance: Use Liquid poison on Rnd Target
1/4 Chance: Use <Claw> on Rnd Target

Notes On Kelzmelzer:

POWER req for Overflow:

```
| Kelzmelzer is found in Battle Square:        |  Base Damage Overflow: 155  |
|  Set - 3  (After Highwind)     Battle - 2    |  Rnd Var Overflow  3x: 104  |
|                                              |  Rnd Var Overflow  4x:  78  |
| With low HP and low damage output, the       |  Rnd Var Overflow  6x:  52  |
|  Kelzmelzer is not a threat. Use Trine to    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  kill them in one. Avoid Deathblow.                                         |
| The Kelzmelzer will use Liquid poison more often if it is the last enemy    |
|  alive in its 'Group'. If you were fighting the 1x Kelzmelzer and 2x Toxic  |
|  Frog Encounter, then the Kelzmelzer A and Toxic Frog A would share the     |
|  same Flag; Toxic Frog [B] would not share its Flag with another enemy.     |
| An error occurs in the 2x Kelzmelzer, 2x Toxic Frog encounter on the 1st    |
|  'Maze' screen in the Temple of The Ancients (Formation ID #634). The       |
|  Kelzmelzer [A] should have covered the Toxic Frog [A], and the same goes   |
|  for both [B] enemies. The cover Flag has been set incorrectly, and the     |
|  Toxic Frog are not covered.                                                |
| The Kelzmelzer is considered to be a 'Powerful' enemy, and as such the      |
|  "Pre-Emp" Flag should have been disabled for encounters that contain the   |
|  Kelzmelzer. An oversight means that you have a chance to initiate a Pre-   |
|  Emptive Strike against the Kelzmelzer in the Jungle terrain within the     |
|  Woodlands Area (Formation ID #190). It can also be Side-Attacked.          |
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             ||          {Temple Of The Ancients}          ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

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||                                                                           ||
||   Screens:                                             Training Rating: ||
||                                                                           ||
||  Temple of The Ancients "Stairs And Vines" Maze         *                 ||
||  Temple of The Ancients Room I                         N/A               ||
||  Temple of The Ancients Room III                       N/A               ||
||  Temple of The Ancients Bottom of Clock (Nail Bat)     N/A               ||
||  Temple of The Ancients Mural Room                     ****   BEST       ||
||  Temple of The Ancients Room XII (Demons Gate)         N/A               ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                   Enemy Skills:                          |
  |                                                                        |
  |      Under Lizard                                                      |
  |      Kelzmelzer                                                        |
  |      Toxic Frog                 Frog Song                              |
  |      Doorbull                                                          |
  |      Ancient Dragon                                                    |
  |  L4  Jemnezmy                                                          |
  |      8 eye                                                             |
  |      Red Dragon    (Boss)                                              |
  |      Demons Gate  (Boss)                                               |
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|| ELEMENTS AND STATUSES ||

ELEMENTS TO USE:

Ice	Toxic Frog	Double	
Poison	Jemnezmy	Death	
Poison	8 eye	Death	
Gravity	Ancient Dragon	Double	
Wind	Ancient Dragon	Double	

ELEMENTS TO AVOID:

Fire	Doorbull	Absorb	
Fire	Red Dragon	Absorb	(Boss)
Poison	Toxic Frog	Absorb	
Ice	Jemnezmy	Nullify	
Earth	Ancient Dragon	Nullify	
Poison	Demons Gate	Nullify	(Boss)
Gravity	Doorbull	Nullify	
Gravity	Red Dragon	Nullify	(Boss)
Gravity	Demons Gate	Nullify	(Boss)
Water	Ancient Dragon	Nullify	
Earth	Demons Gate	Halve	(Boss)

ELEMENTS USED BY ENEMIES:

Fire	Doorbull	Fire Shell
Fire	Red Dragon	Red Dragon Breath
Ice	Jemnezmy	Cold Breath
Ice	Ancient Dragon	Southern Cross
Ice	Demons Gate	Cave-in
Poison	Kelzmelzer	Liquid Poison (0 Damage)
Hit	Under Lizard	Bodyblow
Hit	Kelzmelzer	Claw
Hit	Toxic Frog	Frog Jab
Hit	Doorbull	Claw
Hit	Red Dragon	Dragon Fang
Hit	Red Dragon	Tail Attack
Hit	Demons Gate	Falling Rocks
Punch	Ancient Dragon	Horn
Shout	Doorbull	Light Shell
Hidden	Demons Gate	Petrif-Eye (0 Damage)

STATUSES TO DEFEND FROM:

Sleep	Toxic Frog	Frog Song	(100% Toggle)
Poison	Kelzmelzer	Liquid Poison	(100% Inflict)
Confusion	Jemnezmy	Fascination	(100% Inflict)
Slow	8 eye	Eyesight	(100% Inflict)
Frog	Under Lizard	Petrified Frog	(83% Inflict)
Frog	Toxic Frog	Frog Jab	(83% Inflict)
Frog	Toxic Frog	Frog Song	(100% Toggle)
Slow-numb	Under Lizard	Petrified Frog	(83% Inflict)
Slow-numb	Demons Gate	Petrif-Eye	(100% Inflict)
Darkness	8 eye	Eyesight	(100% Inflict)

STATUSES TO USE:

Death, Poison, Slow, Petrify, D. Sentence

ENEMY LOOT

Item	DROP	STEAL	MORPH
POTION	Kelzmelzer [8]		
HI-POTION	Doorbull [8]	Doorbull [32]	
TURBO ETHER	Ancient Dragon [8]		
ANTIDOTE		Kelzmelzer [32]	Kelzmelzer
REMEDY	Under Lizard [8]	Under Lizard [32]	Under Lizard Toxic Frog
IMPALER	Toxic Frog [8]	Toxic Frog [32]	
MAGIC SOURCE			8 eye
GIGAS ARMLET	Demons Gate [63]		
DRAGON ARMLET	Red Dragon [63]		

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Temple of The Ancients "Stairs And Vines" Maze 128 Low

Average: EXP: 970.2 AP: 79.2 GIL: 830.0 Enemy QTY: 2.23

<C> Nrml Bat #3 - The Kelzmelzer [A] *does not* cover the Toxic Frog [A]
The Kelzmelzer [B] *does not* cover the Toxic Frog [B]
Cover Flag set incorrectly!
<C> Nrml Bat #4 - The Under Lizard covers the Toxic Frog [A] and [B]
<C> Back Att #2 - The Kelzmelzer covers the Toxic Frog [A] and [B]

[17.6%] Nrml Bat #1	EXP - 820	1st Row: 2x Kelzmelzer	
Pre-Emp OFF	AP - 70		
	GIL - 800		#632
[16.4%] Nrml Bat #2	EXP - 440	1st Row: 1x Under Lizard	
Pre-Emp OFF	AP - 45		
	GIL - 420		#633
[15.2%] Nrml Bat #3	EXP - 1660	1st Row: 2x Kelzmelzer <C>	
Pre-Emp OFF	AP - 130	2nd Row: 2x Toxic Frog	
	GIL - 1320		#634
[14.1%] Nrml Bat #4	EXP - 1280	1st Row: 1x Under Lizard <C>	
Pre-Emp OFF	AP - 105	2nd Row: 2x Toxic Frog	
	GIL - 940		#635
[11.7%] Nrml Bat #5	EXP - 760	1st Row: 1x Doorbull	
PreEmp OFF	AP - 50		
	GIL - 680		#636
[6.25%] Back Att #1	EXP - 820	1st Row: 1x Kelzmelzer	
Run = 2	AP - 70	2nd Row: 1x Kelzmelzer	
	GIL - 800		#637
[6.25%] Back Att #2	EXP - 1250	1st Row: 1x Kelzmelzer <C>	
Run = 2	AP - 95	2nd Row: 2x Toxic Frog	
	GIL - 920		#638
[12.5%] Side Attack	EXP - 820	1st Row: 2x Kelzmelzer	
	AP - 70		
	GIL - 800		#639

SCREEN GROUPING 2: Area Enc Rate:

Temple of The Ancients Room I OFF

Forced Attack	EXP - 1350	1st Row: 2x Toxic Frog	
Can't Escape	AP - 110	2nd Row: 1x Jemnezmy	
	GIL - 920		#645

SCREEN GROUPING 3: Area Enc Rate:

Temple of The Ancients Room III OFF

```
|         Forced Attack  EXP - 2000    1st Row: 2x 8 eye                    |
|       Can't Escape     AP  - 200                                          |
|                        GIL - 1440                                  #649   |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                 Area Enc Rate:

  Temple of The Ancients Bottom of Clock (Nail Bat)    OFF

.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 1600    1st Grp: 1x Ancient Dragon          |
|       Can't Escape     AP  - 160     2nd Grp: 1x Ancient Dragon          |
|        Pinc Attack     GIL - 1600                                  #648   |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 5: ****   BEST                     Area Enc Rate:

  Temple of The Ancients Mural Room                 40   Very High

   Average:   EXP: 1534.2     AP: 139.1     GIL: 1490.2      Enemy QTY: 1.95

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 1600    1st Row: 1x Ancient Dragon          |
|         Pre-Emp OFF    AP  - 160     2nd Row: 1x Ancient Dragon          |
|                        GIL - 1600                                  #640   |
|                                                                           |
|  [30.1%]  Nrml Bat #2  EXP - 760     1st Row: 1x Doorbull                |
|         Pre-Emp OFF    AP  - 50                                           |
|                        GIL - 680                                   #641   |
|                                                                           |
|  [24.6%]  Nrml Bat #3  EXP - 2400    1st Row: 1x Ancient Dragon          |
|         Pre-Emp OFF    AP  - 240     2nd Row: 2x Ancient Dragon          |
|                        GIL - 2400                                  #642   |
|                                                                           |
|  [12.5%]  Pinc Attack  EXP - 1520    1st Grp: 1x Doorbull                |
|                        AP  - 100     2nd Grp: 1x Doorbull                |
|                        GIL - 1360                                  #643   |
|                                                                           |
|         Forced Attack  EXP - 3500    1st Row: 1x Red Dragon              |
|       Can't Escape     AP  - 200                                          |
|        Pre-Emp OFF     GIL - 1000                                  #652   |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 6:                                 Area Enc Rate:

  Temple of The Ancients Room XII (Demons Gate)        OFF

.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 3800    1st Row: 1x Demons Gate             |
|       Can't Escape     AP  - 220                                          |
|                        GIL - 4000                                  #644   |
'-------------------------------------------------------------------------'
```

ENEMIES

NOTE - The Under Lizard and Kelzmelzer can also be fought here; however, I will not be duplicating their entries. You can find those enemies within the "Woodlands Area" listings just above.

.--------------.
/ {Toxic Frog} \

| https://photos.app.goo.gl/FKRh6X3DZRYqhKDz6 | ID: BD |

Level: 26	Strength: 56	Drop: Impaler [8] 14.06%
HP: 500	Defence: 30	Steal: Impaler [32] 40.63%
MP: 100	Magic: 35	Morph: Remedy
	MDefence: 120	
EXP: 420	Dexterity: 74	
AP: 30	Luck: 0	
GIL: 260	Evade: 1	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [Double]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [Absorb]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Temple of The Ancients "Stairs And Vines" Maze	36%	Touch Me
Temple of The Ancients Room I	N/A	

Toxic Frog's ATTACKS:

Manip Attack 1: Frog Jab
Manip Attack 2: Frog Song
Manip Attack 3: Poisona

Attack 1: Frog Jab	Target: One Opponent	Berserk Attack
[1FF] Physical	Element: Hit	Status Toggle:
	Att%: 85	Frog (100%)
	Power: 2	
	MP Cost: 2 MP	
	Base Damage: 18 HP	

Attack 2: Frog Song	Target: One Opponent	**Enemy Skill**
[048] Magical 0 Dam	Att%: 100	Reflectable
	MP Cost: 5 MP	Status Toggle:
		Sleep (100%)
		Frog

Attack 3: Poisona	Target: One Ally	Never Used
[004] Magical 0 Dam	Att%: 255	Reflectable
	MP Cost: 3 MP	Status Remove:
		Poison (100%)

Toxic Frog's BATTLE PLAN:

PHASE 1:

```
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                          |
|                  1/2 Chance start from 2nd Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use Frog Jab on Rnd Target                                    |
|  2ND ATTACK: Use Frog Jab on Rnd Target                                    |
|                                                                            |
|    After 2nd Attack move onto Phase 2                                      |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   OPENING ATTACK: 1/4 Chance start from 1st Attack                         |
|                   1/4 Chance start from 2nd Attack                         |
|                   1/4 Chance start from 3rd Attack                         |
|                   1/4 Chance start from 4th Attack                         |
|                                                                            |
|                                                                            |
|   1ST ATTACK: Skip a turn                                                  |
|   2ND ATTACK: Skip a turn                                                  |
|   3RD ATTACK: Skip a turn                                                  |
|   4TH ATTACK: Use Frog Song on Rnd Target without Frog; If all Targets     |
|               have Frog, use Frog Jab on Rnd Target without Confusion; If  |
|               all Targets have Confusion, select Rnd Target                |
|                                                                            |
|     After 4th Attack:                                                      |
|                                                                            |
|      Frog Jab was used last: Jump to 4th Attack for next turn              |
|     Frog Song was used Last: 1/3 chance jump to 2nd Attack for next turn   |
|                              1/3 chance jump to 3rd Attack for next turn   |
|                              1/3 chance jump to 4th Attack for next turn   |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   2/3 Chance: Do nothing                                                   |
|   1/3 Chance:                                                              |
|    Last Attack on Toxic Frog was Physical: Use Frog Jab on Last Attacker   |
|    Last Attack on Toxic Frog was Magical: Use Frog Song on Last Attacker   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Toxic Frog:                    |   POWER req for Overflow:    |
|                                           |                              |
| Toxic Frog is found in Battle Square:     |  Base Damage Overflow: 147   |
|  Set - 3  (After Highwind)     Battle - 3 |  Rnd Var Overflow  3x:  98   |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| With low HP and low Def, the Toxic Frog pose                               |
|  very little threat. You may be strong enough to kill them in one with     |
|  your Physical Attack, failing that Trine or All+Ice2 will take care of    |
|  them.                                                                     |
| You could learn Frog Song if you missed it from the Touch Me, although     |
|  it is not a very helpful Skill to learn. You can always get it from the   |
|  Touch Me at a later date.                                                 |
| Impalers will inflict an Enemy with Frog, and can be bought from Gongaga.  |
|  If you did wish to steal them, then a Lv 36 Cloud would have a 51.56%     |
|  chance of stealing from the Toxic Frog.                                   |
| The Confusion check performed by the Toxic Frog is for the Battle with the |
|  Jemnezmy in Room I.                                                       |
| An error occurs in the 2x Kelzmelzer, 2x Toxic Frog encounter on the 1st   |
|  'Maze' screen in the Temple of The Ancients (Formation ID #634). The      |
|  Kelzmelzer [A] should have covered the Toxic Frog [A], and the same goes  |
```

```
|  for both [B] enemies. The cover Flag has been set incorrectly, and the    |
|  Toxic Frog are not covered.                                               |
| The Toxic Frog cannot be Back-Attacked or Side-Attacked, meaning that one  |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Toxic Frog is encountered in an area that cannot be revisited; once    |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy (although you can still encounter it in the Battle Square).     |
\                                                                            /
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  .------------.
 /  {Doorbull}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  https://photos.app.goo.gl/JvrVK1HSPctmdduv6                     | ID:  BF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  70  ||    Drop: Hi-Potion  [8]  14.06%     |
|  HP:      2800  ||    Defence:  66  ||   Steal: Hi-Potion  [32] 40.63%     |
|  MP:       160  ||      Magic:  50  ||   Morph: /                          |
|                 ||   MDefence: 160  ||                                     |
|  EXP:      760  ||  Dexterity:  80  ||                                     |
|   AP:       50  ||       Luck:   0  ||                                     |
|  GIL:      680  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Temple of The Ancients "Stairs And Vines" Maze   12% |                     |
| Temple of The Ancients Mural Room                43% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!           |
|   Doorbull's ATTACKS:                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Claw>              Target: One Opponent                         |
|  [1BE]       Physical          Element: Hit                                 |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 298 HP                              |
|                                                                             |
|  Attack 2:  Fang               Target: One Opponent                         |
|  [272]       Physical          Element: None                                |
|                                   Att%: 65                                  |
|                                  Power: 16                                  |
|                            Base Damage: 298 HP                              |
|                                                                             |
|  Attack 3:  Fire Shell         Target: One Opponent      Can't Cover        |
|  [273]       Physical          Element: Fire                                |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                                MP Cost: 30 MP                               |
|                            Base Damage: 298 HP                              |
```

Attack 4: Light Shell	Target: One Opponent — Can't Cover
[36A] Physical	Element: Shout
	Att%: 95
	Power: 16
	Base Damage: 298 HP

Doorbull's BATTLE PLAN: (Repeats)

Doorbull has Poison OR Doorbull has Confusion:

1/2 Chance: Use Fang on Rnd Target
1/2 Chance: Use Fire Shell on Rnd Target

Doorbull does not have Poison AND Doorbull does not have Confusion:

1ST ATTACK: Use <Claw> on Rnd Target
2ND ATTACK: Use Fang on Rnd Target
3RD ATTACK: Use Fire Shell on Rnd Target
4TH ATTACK: Use Light Shell on Rnd Target

Notes On Doorbull:

Doorbull is found in Battle Square:
Set - 3 (After Highwind) Battle - 3

POWER req for Overflow:

Base Damage Overflow: 159
Rnd Var Overflow 3x: 106

The Doorbull is a fairly strong randomly encountered Enemy. His high HP means that he can take a few hits before being defeated. Avoid Beta; one cast of Aqualung followed by Trine should bring its HP to critical. Avoid Vincent's Lv 1 Limit Break Galian Beast, as his Beast Flare Attack will restore the Doorbull's HP to full.

Your Dexterity should be high enough now to make Deathblow effective; you should have approximately a 54% chance to connect with Deathblow against the Doorbull.

You can exploit the Doorbull's vulnerability to most Statuses, just avoid Confusion given that it will always attack itself, thereby curing itself of the Status.

The Doorbull is one of six enemies that are affected by the 'Berserk Glitch', which means that they have no assigned Attack to use when they are inflicted with Berserk. As such the "skill power is used up" text string will be displayed every turn, seeing as the Attack they are trying to use costs 65,535 MP!

The Doorbull is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Doorbull is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

The Doorbull cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Doorbull is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy (although you can still encounter it in the Battle Square).

{Ancient Dragon}

https://photos.app.goo.gl/qxKYx2efQoJKQWUm7 | ID: C0

Level: 34	Strength: 70	Drop: Turbo Ether [8] 14.06%
HP: 2400	Defence: 90	Steal: /
MP: 450	Magic: 55	Morph: /
	MDefence: 280	
EXP: 800	Dexterity: 70	
AP: 80	Luck: 10	
GIL: 800	Evade: 1	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [Double]	Slow [VUL]	Sadness [VUL]
Water [Nullify]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Temple of The Ancients Bottom of Clock	N/A	Ark Dragon
Temple of The Ancients Mural Room	57%	

Ancient Dragon's ATTACKS:

Manip Attack 1: Horn
Manip Attack 2: Southern Cross

Attack 1: <Horn> [1E5] Physical
Target: One Opponent
Element: Punch
Att%: 100
Power: 18
Base Damage: 328 HP
Berserk Attack

Attack 2: Southern Cross [26D] Physical
Target: One Opponent
Element: Ice
Att%: 95
Power: 32
Base Damage: 584 HP
Can't Cover

Ancient Dragon's BATTLE PLAN: (Repeats)

1ST ATTACK: Use <Horn> on Rnd Target
Follow-Up: 1/3 Chance use <Horn> on Rnd Target
2/3 Chance do nothing

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

After 3rd Attack: 1/2 Chance jump to 4th Attack for next turn
1/4 Chance jump to 1st Attack for next turn
1/4 Chance jump to 2nd Attack for next turn

4TH ATTACK: Use Southern Cross on Rnd Target

After 4th Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

Notes On Ancient Dragon:

POWER req for Overflow:

```
| Ancient Dragon is found in Battle Square:    |  Base Damage Overflow: 167  |
|  Set - 3  (After Highwind)     Battle - 3    |  Rnd Var Overflow  3x: 112  |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Ancient Dragon has decent EXP/AP/Gil                                   |
|  values, and can be great to level up against in the Mural Room if you are |
|  struggling against Demons Gate. Their attacks do moderate damage at best, |
|  and they shouldn't be a problem so long as you keep an eye on your HP.    |
| The Ancient Dragon is one of a few enemies that take Double Damage from    |
|  Gravity based attacks. Use the Enemy Skill Laser, Demi2 or a T/S Bomb to  |
|  kill them in one hit. If you don't have any Gravity based abilities       |
|  available, stick to Physical attacks; their high MDef means that Beta     |
|  will only hit for twice as much as your normal attacks.                   |
| The Ancient Dragon has no use for its MP, so feel free to replenish you MP |
|  supply using Magic Hammer (or just use the Temple Guardians).             |
| The Ancient Dragon is immune to Seizure, which isn't necessary seeing as   |
|  there is no way for the Player to inflict an enemy with Seizure. The      |
|  Ancient Dragon is one of 86 enemies that are immune to Seizure. It is     |
|  also immune to Peerless, along with 104 other enemies.                    |
| The Ancient Dragon cannot be Back-Attacked or Side-Attacked, meaning that  |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
| Equip Elemental+Choco/Mog on your weapon to exploit the Ancient Dragon's   |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| The Ancient Dragon is encountered in an area that cannot be revisited;     |
|  once you progress past a certain point in the game, you can no longer     |
|  fight the enemy (although you can still encounter it in the Battle        |
|  Square).                                                                  |
\                                                                            /
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  .------------.
 /  {Jemnezmy}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/acSQkhyb1cuuisMh6                    | ID:  BE |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      24  ||   Strength:  55  ||    Drop: /                         |
|  HP:        800  ||    Defence:  58  ||   Steal: /                         |
|  MP:         80  ||      Magic:  34  ||   Morph: /                         |
|                  ||   MDefence:  80  ||                                    |
|  EXP:       510  ||  Dexterity:  60  ||                                    |
|   AP:        50  ||       Luck:  25  ||                                    |
|  GIL:       400  ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Nullify]      |      Sleep  [-]     |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Death]        |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                               |   LOOKALIKES:       |
|                                                      |                     |
| Temple of The Ancients Room I                        |  Snow               |
|                                                      |  Pollensalta        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!             |
|   Jemnezmy's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
```

Attack 1: Toad	Target: One Opponent	Reflectable
[00A] Magical 0 Dam	Att%: 100	Status Toggle:
	MP Cost: 14 MP	Frog (71%)
Attack 2: Poisona	Target: One Opponent	Reflectable
[004] Magical 0 Dam	Att%: 255	Status Remove:
	MP Cost: 3 MP	Poison (100%)
Attack 3: Fascination	Target: One Opponent	Status Inflict:
[37A] Magical 0 Dam	Att%: 90	Confusion (100%)
	MP Cost: 5 MP	
Attack 4: Cold Breath	Target: One Opponent	
[37B] Magical	Element: Ice	
	Att%: 90	
	Power: 6	
	MP Cost: 12 MP	
	Base Damage: 130 HP	

Jemnezmy's BATTLE PLAN: (Repeats)

1ST ATTACK:

No Targets with Frog: Use 2nd Attack

At least one Target with Frog:

Select Rnd Target with Frog AND without Confusion; If all Targets have Confusion, select Rnd Target with Frog

Use Cold Breath on selected Target

2ND ATTACK:

1/2 Chance: Skip a turn

1/2 Chance: Select Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

Target is Cloud, Barret, Red XIII, Vincent, Cait Sith OR Cid:
Use Fascination on selected Target

Target is Tifa, Aeris OR Yuffie:
Use Cold Breath on selected Target

COUNTER: [All Physical and Magical Attacks]

Last Attacker does not have Frog OR Poison: Do nothing

Last Attacker has Frog AND Jemnezmy's MP > 13: Use Toad on Last Attacker

Last Attacker has Frog AND Jemnezmy's MP <= 13, OR Last Attacker does not have Frog:

Use Poisona on Last Attacker; If Jemnezmy's MP < 3, do nothing

Notes On Jemnezmy:	POWER req for Overflow:

Jemnezmy is found in Battle Square: Set - 3 (After Highwind) Battle - 3	Base Damage Overflow: 156 Rnd Var Overflow 3x: 104

While Jemnezmy is technically not considered to be a Mini-Boss, you cannot randomly encounter her, making her a unique Enemy (along with the 8 eye). You can, however face her in the Battle Square.

While the Jemnezmy cannot inflict you with much damage, she can inflict the male party members with Confusion; make sure to have either the Peace Ring, Ribbon or Added Effect+Mystify one of of your male characters.

The Jemnezmy performs a check during her Counter Script to see if any player is inflicted with Poison, which is illogical seeing as neither the Jemnezmy nor the Toxic Frog can inflict you with Poison. The only way this check could pass is if the Player were to inflict themselves with the Status.

The MP check only occurs for the Counter Script; if Jemnezmy were to run out of MP, then the "skill power is used up" text string would be displayed each time she tried to use one her regular attacks.

The Jemnezmy and 8 eye are the only two enemies in the game that take instant Death from the Poison Element. Cast Bio to end the Battle quickly. Failing that, use L4 Suicide and follow up with a normal Attack.

If the Attack 'Toad' is being used on a Player that is already inflicted with Frog, the Status toggle success rate will be 100%.

The Jemnezmy cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{8 eye}

https://photos.app.goo.gl/EtZ3QVZ3AoMEyMei8 | ID: C2

Level: 30	Strength: 40	Drop: /	
HP: 500	Defence: 200	Steal: /	
MP: 220	Magic: 60	Morph: Magic Source	
	MDefence: 400		
EXP: 1000	Dexterity: 25		
AP: 100	Luck: 0		
GIL: 720	Evade: 0		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[Death]	Silence	[-]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:

Temple of The Ancients Room III

LOOKALIKES:

No Manipulate Attacks!

8 eye's ATTACKS:

Attack 1: <Eyesight>	Target: One Opponent	Attacks MP
[275] Magical % Based	Element: None Att%: 255 Power: 24 Base Damage: 75% Current MP	
Attack 2: <Eyesight> [276] Magical % Based	Target: One Opponent Element: None Att%: 255 Power: 24 Base Damage: 75% Current HP	
Attack 3: <Eyesight> [277] Magical	Target: One Opponent Element: None Att%: 255 Power: 48 Base Damage: 1620 HP	
Attack 4: <Eyesight> [278] Magical 0 Dam	Target: One Opponent Att%: 255	Status Inflict: Darkness (100%) Slow

8 eye's BATTLE PLAN: (Repeats)

STAGE 1:

No Targets with Darkness OR no Targets have Slow:

Use <Eyesight> 1620 HP Base Damage variant on Target with Highest Current HP

STAGE 2:

At least one Target has Darkness AND at least one Target has Slow:

1ST ATTACK: Use <Eyesight> 75% Current HP variant on Rnd Target with Darkness OR Slow

2ND ATTACK: Use <Eyesight> 1620 HP Base Damage variant on Target with Highest HP

COUNTER: [All Physical and Magical Attacks]

Attack was Physical:

Use <Eyesight> Status inflicting variant on Last Phys Attacker, jump to 2nd Attack for next turn if in Stage 2

Attack was Magical:

Use <Eyesight> 75% Current MP variant on last Mag Attacker, jump to 2nd Attack for next turn if in Stage 2

Notes On 8 eye:	POWER req for Overflow:
8 eye is found in Battle Square: Set - 3 (After Highwind) Battle - 3	Base Damage Overflow: 226 Rnd Var Overflow 3x: 151

| o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| While 8 eye is technically not considered to be a Mini-Boss, you cannot randomly encounter it, making it a unique Enemy (along with Jemnezmy). You can, however face it in the Battle Square.
| The 8 eye and Jemnezmy are the only two enemies in the game that take instant Death from the Poison Element. Cast Bio to end the Battle quickly.
| You would be wise to try to make use of your new Morph Materia to obtain two Magic Sources, although getting them won't be easy. Remove the Counter Attack Materia, and make sure to collect the Ribbon before battling the 8 eye; put the Ribbon on the Player with the Morph Materia, and put Added Effect+Time on their Weapon.
| Keep Big Guard up at all times. If the Player with the Ribbon is the only Player to attack them physically, then the 8 eye can never inflict your Players with Darkness/Slow, meaning they will always use their powerful [277] Attack (1620 HP Base Damage), and will never move into Stage 2.
| You should open with Trine, then follow up with Matra Magic. The 8 eye will retaliate by depleting the MP of its attacker; do not try to use Magic Hammer, as that will also trigger the Counter script to use the MP depleting Attack. Follow up using Morph, which will hit for around 40 HP.
| The 8 eye has the same Defence value as Carry Armour, Jamar Armor and Bizarro-Sephiroth, meaning at will take very low damage from your Physical Attacks, especially if you are using Morph. Just chip away at until they die; if you manage to inflict one of them with Stop, you can then use Magic Hammer if you wish to replenish your MP.
| If you wish do dupe yourself a finite amount of Magic Sources later on in the game, then you can do so in the Battle Square. Explore the "Top Farming Locations" section further below for more info on Source Duping against multiple targets. Note that you will need Counter+Morph on Yuffie, and you will also need to cast Stop on one of the 8 eyes.
| You can also use the 'Repeat Boss Glitch to encounter the 8 eye twice while in the Temple of The Ancients; again, visit the "Top Farming Locations" for more info.
| The 8 eye cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.
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.--------------.
/ {Red Dragon} \ !! BOSS BATTLE !!
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/fGWhvXJELGdRRdEC7 | ID: C1 |
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Level: 39		Strength: 95		Drop: Dragon Armlet [63] 100%
HP: 6800		Defence: 80		Steal: /
MP: 300		Magic: 85		Morph: /
		MDefence: 260		
EXP: 3500		Dexterity: 90		
AP: 200		Luck: 5		
GIL: 1000		Evade: 5		
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<
Fire [Absorb]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]

```
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:       |
|                                                       |                     |
| Temple of The Ancients Mural Room                     |  Dragon             |
|                                                       |  Blue Dragon        |
|                                                       |  Dark Dragon        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!            |
|   Red Dragon's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Dragon Fang>        Target: One Opponent                       |
|  [243]       Physical          Element: Hit                                |
|                                   Att%: 100                                |
|                                  Power: 40                                 |
|                            Base Damage: 1387 HP                            |
|                                                                            |
|  Attack 2: <Tail Attack>        Target: One Opponent                       |
|  [142]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 20                                 |
|                            Base Damage: 693 HP                             |
|                                                                            |
|  Attack 3:  Red Dragon Breath   Target: One Opponent                       |
|  [274]       Magical           Element: Fire                               |
|                                   Att%: 95                                 |
|                                  Power: 20                                 |
|                            Base Damage: 930 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Red Dragon's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  OPENING ATTACK: 1/4 Chance use <Dragon Fang> on Rnd Target                |
|                  3/4 Chance use Red Dragon Breath on Rnd Target            |
|                                                                            |
|  THEREAFTER: 1/2 Chance use <Dragon Fang> on Rnd Target                    |
|              1/4 Chance use <Tail Attack> on Rnd Target                    |
|              1/4 Chance use Red Dragon Breath on Rnd Target                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Red Dragon:                       |   POWER req for Overflow:   |
|                                              |                             |
| The Red Dragon is a moderately tough Boss,   |  Base Damage Overflow: 164  |
|  but is no where near as difficult as the    |  Rnd Var Overflow  3x: 109  |
|  upcoming Demons Gate Battle.                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Its <Dragon Fang> Attack is its strongest                                  |
|  Attack, and can kill you in one hit if your HP is low. Maintain Big Guard |
|  at all times, and equip the Champion Belt and Protect Vest to increase    |
|  your Defence. If you are under-levelled, then put all of your Players in  |
|  the Back Row and inflict them with Sadness (Tranquilizers). You could     |
|  also equip the Fire Ring if you wished to defend against its Red Dragon   |
|  Breath Attack.                                                            |
| Inflict the Red Dragon with Poison to begin with, then try to inflict it   |
|  with Slow by either using Spider Webs or by using Added Effect+Time on    |
|  someone's Weapon.                                                         |
| The Red Dragon's high MDefence stat means that Trine will only hit for     |
|  around 200 HP more than your Physical Attacks, which should deal roughly  |
|  400+ HP. Avoid using Beta; Aqualung will hit for around 850+.             |
| You should have approximately a 55% chance to succeed with a Deathblow     |
|  attempt. The Red Dragon has no use for its MP, so feel free to Magic      |
|  Hammer it up to three times. Do not use  Vincent's Lv 1 Limit Break       |
```

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|  Galian Beast, as his Beast Flare Attack will restore the Red Dragon's HP. |
| The Red Dragon is immune to Seizure, which isn't necessary seeing as there |
|  is no way for the Player to inflict an enemy with Seizure. The Red Dragon |
|  is one of 86 enemies that are immune to Seizure. It is also immune to     |
|  Peerless, along with 104 other enemies.                                   |
\                                                                            /
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  .---------------.
 /  {Demons Gate}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/S8am9LjXLsc8Tkv78                    | ID:  C3 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     45  ||   Strength: 150  ||    Drop: Gigas Armlet  [63] 100%    |
|  HP:    10,000  ||    Defence: 100  ||   Steal: /                          |
|  MP:       400  ||      Magic:  96  ||   Morph: /                          |
|                 ||   MDefence: 450  ||                                      |
|  EXP:     3800  ||  Dexterity: 120  ||                                      |
|   AP:      220  ||       Luck:   0  ||                                      |
|  GIL:     4000  ||      Evade:   0  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [Halve]        |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [Nullify]      |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                              |   LOOKALIKES:        |
|                                                     |                      |
| Temple of The Ancients Room XII                     |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Demons Gates' ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Falling Rocks>      Target: One Opponent      Can't Cover      |
|  [279]       Physical          Element: Hit                               |
|                                   Att%: 100                                |
|                                  Power: 20                                 |
|                             Base Damage: 1762 HP                           |
|                                                                            |
|  Attack 2:  Cave-in             Target: 1/A Opponents     Split Damage     |
|  [27A]       Physical          Element: Ice                               |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                             Base Damage: 1410 HP                           |
|                                                                            |
|  Attack 3:  Petrif-Eye          Target: One Opponent      Status Inflict:  |
|  [27B]       Magical 0 Dam     Element: Hidden             Slow-numb (100%)|
|                                   Att%: 255                                |
|                                 MP Cost: 12 MP                             |
|                                                                            |
|  Attack 4:  Demon Rush          Target: All Opponents     Split Damage     |
|  [27C]       Physical          Element: None                              |
|                                   Att%: 255                                |
|                                  Power: 24                                 |
```

	Base Damage: 2115 HP
Attack 5: <Advance>	Target: Self — Transformation
[216] Physical 0 Dam	Att%: Auto Hit — To Front Row
Attack 6: <Retreat>	Target: Self — Transformation
[217] Physical 0 Dam	Att%: Auto Hit — To Back Row

Demons Gates' BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/5 Chance start from 1st Attack
1/5 Chance start from 2nd Attack
1/5 Chance start from 3rd Attack
1/5 Chance start from 4th Attack
1/5 Chance start from 5th Attack

1ST ATTACK: Use <Falling Rocks> on Rnd Target without Slow-numb AND without Petrify; If all Targets have Slow-numb, skip a turn

Follow-Up:

Demons Gates' HP > 75%: 1/8 Chance repeat 1st Attack
7/8 Chance do nothing

Demons Gates' HP <= 75%: 1/4 Chance repeat 1st Attack
3/4 Chance do nothing

Demons Gates' HP <= 50%: 1/3 Chance repeat 1st Attack
2/3 Chance do nothing

Demons Gates' HP <= 25%: 1/2 Chance repeat 1st Attack
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Use Cave-in on All Targets without Slow-numb AND without Petrify; If all Targets have Slow-numb, skip a turn

4TH ATTACK:

All Targets with Slow-numb OR Petrify: Skip a turn

At least one Target without Slow-numb AND at least one Target without Petrify:

*Use Attack on Rnd Target without Slow-numb AND without Petrify

Demons Gates' HP > 75%: 1/8 Chance: Use Petrif-Eye on Rnd Target*
7/8 Chance: Use <Falling Rocks> on Rnd Target*

Demons Gates' HP <= 75%: 1/4 Chance: Use Petrif-Eye on Rnd Target*
3/4 Chance: Use <Falling Rocks> on Rnd Target*

Demons Gates' HP <= 50%: 1/3 Chance: Use Petrif-Eye on Rnd Target*
2/3 Chance: Use <Falling Rocks> on Rnd Target*

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|     Demons Gates' HP <= 25%: 1/2 Chance: Use Petrif-Eye on Rnd Target*     |
|                              1/2 Chance: Use <Falling Rocks> on Rnd Target*|
|                                                                            |
|                                                                            |
|  5TH ATTACK: Use <Advance> on Self, move Self to Front Row                 |
|                                                                            |
|    After 5th Attack: 1/3 Chance jump to 6th Attack for next turn           |
|                      2/3 Chance jump to 7th Attack for next turn           |
|                                                                            |
|                                                                            |
|  6TH ATTACK: Skip a turn                                                   |
|                                                                            |
|                                                                            |
|  7TH ATTACK: Use Demons Rush on All Targets without Petrify                |
|   Follow-Up: Use <Retreat> on Self, move Self to Back Row                  |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Demons Gates' HP  > 75%: Do nothing                                      |
|   Demons Gates' HP <= 75%: Jump to 5th Attack for next turn                |
|   Demons Gates' HP <= 50%: Jump to 5th Attack for next turn                |
|   Demons Gates' HP <= 25%: Jump to 5th Attack for next turn                |
|                                                                            |
|    Demons Gate will only jump to the 5th Attack for its next turn if it    |
|     has used its 7th Attack since its last Counter.                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Demons Gate:                     |   POWER req for Overflow:    |
|                                             |                              |
| Demons Gate can be a real tough Boss if you | Base Damage Overflow: 172    |
|  are under-levelled. Its MDefence stat is   | Rnd Var Overflow  3x: 115    |
|  joint 3rd/4th place for the highest MDef   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  in the game, sharing its position with the                                |
|  Mandragora. The Mural Room is a fantastic place to level up your          |
|  characters should you feel the need to.                                   |
| Setting up for the battle is crucial for defeating Demons Gate. Firstly,   |
|  allocate one player as the Physical Attacker. Give that player the Long   |
|  Range Materia, Deathblow, Luck Plus, Counter Attack, Deathblow, Added     |
|  Effect+Time, and the Champion Belt (or Power Wrist if you do not have a   |
|  CHampion Belt). A successful Deathblow will hit for over 1000 HP, and     |
|  you'll have roughly a 52% chance to connect with Deathblow. This is how   |
|  you will defeat Demons Gate, seeing as Beta will only hit for less than   |
|  250 HP.                                                                   |
| Give the other two Players Enemy Skills (White Wind), and make sure they   |
|  have equipped the Ribbon and Jem Ring, then put everyone in the Back Row. |
|  You could also inflict everyone with Sadness (via the use of              |
|  Tranquilizers) to reduce the damage taken by 30%. If you had the Materia  |
|  slots so spare, you could also make use of Materias such as Cover which   |
|  will boost your Vitality. Also consider Elemental+Shive on your Armour to |
|  defend against the Cave-in Attack, and slow the ATB speed all the way     |
|  down.                                                                     |
| Make sure to equip your new Bahamut Materia, and put Sense on one of your  |
|  characters also. Bahamut is one of a few abilities that ignore the        |
|  Target's Def/MDef, and as such it will hit Demons Gate for 2400+ HP. Do   |
|  not bother equipping any other Summons. If you have unlocked Aeris' Lv 4  |
|  Limit Break Great Gospel, then try to fill her Limit gauge by             |
|  manipulating an Ancient Dragon in the Mural Room prior to the Battle.     |
| The Attack Petrif-Eye is one of seven Status inflicting Attacks that use   |
|  the 'Hidden' Element, and as such can be defended from by equipping the   |
|  Elemental on your Armour with any other non-element Materia (excluding    |
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|  other Support Materia and Restorative Materia). The Elemental Materia has |
|  to be Lv 2 minimum for the effect to work, the effect being that the      |
|  chance of each Status being inflicted is dropped to 0. The Player is      |
|  still considered to be vulnerable to the Status used, and the word "Miss" |
|  will perpetually appear above their head. A Lv 1 Elemental would instead  |
|  halve the chance of the Element being inflicted.                          |
|                                                                            |
| Once the Battle begins, use Big Guard and be sure to recast it once your   |
|  Barriers have depleted. Upon with Bahamut, then use your Physical         |
|  Attacker to spam Deathblow on Demons Gate, hoping to also inflict it with |
|  Slow. Feel free to use Magic Hammer to replenish your MP if it falls low. |
| Make sure to sense Demons Gate also; once its HP drops below its           |
|  thresholds, it will prompt the use of Demons Gate soon after, which can   |
|  be lethal if you are not prepared for it.                                 |
| Even though Demons Gate appears to change rows mid-battle, its 'row value' |
|  is always 1, which means you'll always deal normal damage (as opposed to  |
|  Back Row damage for 50% of your normal damage).                           |
| Keep using your normal Physical Attacks until it is dead. Do not try to    |
|  Poison Demons Gate; it is the only enemy in the game the Nullifies the    |
|  Poison Element but is vulnerable to the Poison Status. The only way to    |
|  inflict it with Poison is via the use of Added Effect, however, the       |
|  damage dealt would be 0 each time Poison takes effect.                    |
\                                                                            /
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              ||                {Icicle Area}               ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The Icicle Area Snow terrain is not accessible until after Corral
        Valley. You can find the Icicle Area Snow encounter listings further
        down. A small patch of grass can be found within the Snow terrain.

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                             Training Rating: ||
||                                                                          ||
||  Icicle Area Beach                                     *                 ||
||  Icicle Area Grass                                     **     BEST       ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                        |
  |                                                                       |
  |      Tonadu                                                           |
  |      Vlakorados                                                       |
  |  L4  Trickplay                   L4 Suicide                           |
  |      [No Name] 6                                                      |
  \                                                                       /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                              oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                              ||  ELEMENTS AND STATUSES  ||
                              oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                            ]
```

```
[                                                                          ]
[         Wind - Tonadu            - Double                              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                             ]
[                                                                          ]
[        Earth - Trickplay         - Absorb                               ]
[                                                                          ]
[        Earth - Tonadu            - Nullify                              ]
[        Water - Tonadu            - Nullify                              ]
[                                                                          ]
[      Gravity - Vlakorados        - Halve                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                        ]
[                                                                          ]
[         Fire - Trickplay         - Magma                                 ]
[    Lightning - Vlakorados        - Bolt Ball                             ]
[        Earth - Trickplay         - Sinking                               ]
[        Water - Trickplay         - Sewer                                 ]
[         Wind - Tonadu            - Great Gale                            ]
[  Restorative - Trickplay         - Hot Springs                           ]
[                                                                          ]
[          Hit - Vlakorados        - Tail Attack                           ]
[        Punch - Tonadu            - Claw                                  ]
[        Punch - Vlakorados        - Violent Advance                       ]
[        Shoot - Trickplay         - Rock Toss                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                         ]
[                                                                          ]
[        Small - Trickplay         - L4 Suicide  (100% Inflict)            ]
[     Darkness - Tonadu            - Great Gale  (39%  Inflict)            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Sleep, Poison, Silence, Slow, D. Sentence                              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION	Trickplay [8]		
ELIXIR			Vlakorados
BIRD WING	Tonadu [63]	Tonadu [63]	
CAROB NUT	Vlakorados [32]	Vlakorados [32]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Icicle Area Beach 96 Very Low

Average: EXP: 600 AP: 45 GIL: 600 Enemy QTY: 1

The same Encounter can be found in Woodlands Area Beach.

[100%] Nrml Bat #1	EXP - 600	1st Row: 1x Tonadu	
Pre-Emp OFF	AP - 45		
	GIL - 600		#187

SCREEN GROUPING 2: ** BEST Area Enc Rate:

Icicle Area Grass 32 Medium

Average: EXP: 658.0 AP: 49.0 GIL: 955.5 Enemy QTY: 1.35

The Trickplay's Gold Mountain Attack can significantly boost the average gil earned, which is why it gains an extra point.

[30.4%] Nrml Bat #1	EXP - 510	1st Row: 1x Vlakorados	
Pre-Emp OFF	AP - 40		
	GIL - 460		#192
[29.0%] Nrml Bat #2	EXP - 480	1st Row: 1x Trickplay	
Pre-Emp OFF	AP - 35		
	GIL - 800		#193
[29.0%] Nrml Bat #3	EXP - 960	1st Row: 2x Trickplay	
Pre-Emp OFF	AP - 70		
	GIL - 1600		#194
[5.86%] Back Att #1	EXP - 960	1st Row: 2x Trickplay	
Run = 2	AP - 70		
	GIL - 1600		#195
[5.86%] Back Att #2	EXP - 510	1st Row: 1x Vlakorados	
Run = 2	AP - 40		
	GIL - 460		#196

ENEMIES

NOTE - The Tonadu can also be fought here; however, I will not be duplicating that entry. You can find the Tonadu within the "Woodlands Area" listings further above.

```
 /  {Vlakorados}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/1czVsgR3fRSDgFZ8A                  | ID:  C5 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     33  ||   Strength:  60  ||    Drop: Carob Nut  [32] 51.56%     |
|  HP:    33,333  ||    Defence:  60  ||   Steal: Carob Nut  [32] 40.63%     |
|  MP:       333  ||      Magic:  57  ||   Morph: Elixir                     |
|                 ||   MDefence:  48  ||                                     |
|  EXP:      510  ||  Dexterity:  73  ||                                     |
|   AP:       40  ||       Luck:  15  ||                                     |
|  GIL:      460  ||      Evade:  10  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Halve]        |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Icicle Area Grass                                 36% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!               |
|   Vlakorados' ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Tail Attack>        Target: One Opponent                       |
|  [142]       Physical          Element: Hit                               |
|                                   Att%: 90                                 |
|                                  Power: 20                                 |
|                             Base Damage: 227 HP                            |
|                                                                            |
|  Attack 2:  Violent Advance     Target: One Opponent                       |
|  [27D]       Physical          Element: Punch                             |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                             Base Damage: 182 HP                            |
|                                                                            |
|  Attack 3:  Bolt Ball           Target: One Opponent                       |
|  [27E]       Magical           Element: Lightning                         |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                                MP Cost: 22 MP                              |
|                             Base Damage: 540 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Vlakorados' BATTLE PLAN: (Repeats)                                       |
|                                                                            |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                          |
|                  1/3 Chance start from 2nd Attack                          |
|                  1/3 Chance start from 3rd Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use Bolt Ball on Rnd Target                                   |
|                                                                            |
|    After 1st Attack:                                                       |
|                                                                            |
```

```
|     Vlakorados' HP  > 75%: 2/5 Chance jump to 1st Attack for next turn     |
|                            2/5 Chance jump to 2nd Attack for next turn     |
|                            1/5 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 75%: 3/8 Chance jump to 1st Attack for next turn     |
|                            3/8 Chance jump to 2nd Attack for next turn     |
|                            1/4 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 50%: 1/3 Chance jump to 1st Attack for next turn     |
|                            1/3 Chance jump to 2nd Attack for next turn     |
|                            1/3 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 25%: 1/4 Chance jump to 1st Attack for next turn     |
|                            1/4 Chance jump to 2nd Attack for next turn     |
|                            1/2 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Use <Tail Attack> on Rnd Target                               |
|                                                                            |
|    After 2nd Attack:                                                       |
|                                                                            |
|     Vlakorados' HP  > 75%: 2/5 Chance jump to 1st Attack for next turn     |
|                            2/5 Chance jump to 2nd Attack for next turn     |
|                            1/5 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 75%: 3/8 Chance jump to 1st Attack for next turn     |
|                            3/8 Chance jump to 2nd Attack for next turn     |
|                            1/4 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 50%: 1/3 Chance jump to 1st Attack for next turn     |
|                            1/3 Chance jump to 2nd Attack for next turn     |
|                            1/3 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|     Vlakorados' HP <= 25%: 1/4 Chance jump to 1st Attack for next turn     |
|                            1/4 Chance jump to 2nd Attack for next turn     |
|                            1/2 Chance jump to 3rd Attack for next turn     |
|                                                                            |
|                                                                            |
|  3RD ATTACK: Use Violent Advance on Rnd Target                             |
|                                                                            |
|    After 3rd Attack: 1/2 Chance jump to 1st Attack for next turn           |
|                      1/2 Chance jump to 2nd Attack for next turn           |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Vlakorados' HP  > 75%: Do nothing                                        |
|                                                                            |
|   Vlakorados' HP <= 75%: Jump to 3rd Attack for next turn the first time   |
|                          Vlakorados' HP drops below 75%                    |
|                                                                            |
|   Vlakorados' HP <= 50%: Jump to 3rd Attack for next turn the first time   |
|                          Vlakorados' HP drops below 50%                    |
|                                                                            |
|   Vlakorados' HP <= 25%: Jump to 3rd Attack for next turn the first time   |
|                          Vlakorados' HP drops below 25%                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Vlakorados:                     |   POWER req for Overflow:     |
|                                            |                               |
| Vlakorados is found in Battle Square:      |  Base Damage Overflow: 156    |
```

| Set - 3 (After Highwind) Battle - 4 | Rnd Var Overflow 3x: 104 |

While the Vlakorados can be a challenging opponent, its attacks deal moderate damage at best. The most formidable aspect of this enemy is its high HP. Use Haste or Big Guard to speed up the Battle, and make use of your strongest magic to defeat it. You cannot use Sense on an enemy with HP greater than 30,000, which means the Vlakorados.

Cast Poison to begin with, then use Laser or T/S Bombs to drain its HP considerably. While the Vlakorados only takes halve damage from Gravity based attacks, you will still deal over 8000 on the first hit and over 6000 on the second hit. These abilities prove extra useful in the Battle Square, when the enemy has 66,666 HP!

Avoid using Deathblow, as you'll have less than a 50% chance of connecting given the Vlakorados' high Evade stat. Beta will hit for 1500+, and Trine will hit for 1000+. Using Added Effect+Time on someone's Weapon proves useful, also. If you run low on MP, feel free to use Magic Hammer.

You will definitely want to try to obtain at least three Carob Nuts from the Vlakorados, as they are required for the Chocobo Breeding process. a Lv 38 Cloud would have a 45.31% chance of stealing from it. The Carob Nut can also be obtained from the Battle Square at a cost of 500GP.

If you were skillful, you could try to Morph yourself an Elixir from the Vlakorados, although, you would have a much easier task morphing the Harpy. If you do wish to stock up on Elixirs early on in the game, then be sure to do so before you lose the Buggy, as the Harpy's appearance rate is greater on the Gold Saucer Area Desert terrain.

The Vlakorados cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Trickplay}

https://photos.app.goo.gl/VXAF5ZisU1P3wCQ98 | ID: C6

Level: 24	Strength: 100	Drop: Hi-Potion [8] 14.06%	
HP: 1500	Defence: 40	Steal: /	
MP: 100	Magic: 45	Morph: /	
	MDefence: 96		
EXP: 480	Dexterity: 53		
AP: 35	Luck: 20		
GIL: 800*	Evade: 0	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[-]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[Absorb]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Icicle Area Grass	64%	Mu
Corral Valley Giant Shell From Forgotten Cap.	55%	

```
|                                      |  Manip Attack 1: Rock Toss          |
|   Trickplay's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Rock Toss>          Target: One Opponent      Berserk Attack   |
|  [1AF]       Physical          Element: Shoot             Can't Cover      |
|                                   Att%: 120                                |
|                                  Power: 16                                 |
|                              Base Damage: 325 HP                           |
|                                                                            |
|  Attack 2:  Magma               Target: One Opponent      Can't Cover      |
|  [27F]       Physical          Element: Fire                               |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                              Base Damage: 325 HP                           |
|                                                                            |
|  Attack 3:  Sewer               Target: One Opponent                        |
|  [1B0]       Magical           Element: Water                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                              Base Damage: 414 HP                           |
|                                                                            |
|  Attack 4:  Sinking             Target: One Opponent      Can't Cover      |
|  [280]       Physical          Element: Earth                              |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                              Base Damage: 325 HP                           |
|                                                                            |
|  Attack 5:  Hot Springs         Target: One Opponent                        |
|  [1B3]       Magical           Element: Restorative                        |
|              Spcl Formula         Att%: 255                                |
|                                  Power: 7                                  |
|                              Base Damage: 568 HP                           |
|                                                                            |
|  Attack 6:  Gold Mountain       Target: One Opponent      Can't Cover      |
|  [281]       Physical          Element: None              Increases gil    |
|                                   Att%: 95                 Value by 800     |
|                                  Power: 16                                 |
|                              Base Damage: 325 HP                           |
|                                                                            |
|  Attack 7:  L4 Suicide          Target: All Opponents     **Enemy Skill**  |
|  [049]       Magical           Element: None              Reflectable      |
|              % Based              Att%: Lv 4 = Auto Hit   Ignore M/Barrier |
|                                  Power: 31                Status Inflict:  |
|                                 MP Cost: 10 MP             Small (100%)    |
|                              Base Damage: 96.875% Current HP               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Trickplay's BATTLE PLAN: (Repeats)                                       |
|                                                                            |
|  4/23 Chance: Use <Rock Toss> on Rnd Target                                |
|  4/23 Chance: Use Sewer on Rnd Target                                      |
|  4/23 Chance: Use Sinking on Rnd Target                                    |
|  4/23 Chance: Use Magma on Rnd Target                                      |
|  4/23 Chance: Use Gold Mountain on Rnd Target, increase gil amount by 800  |
|  2/23 Chance: Use L4 Suicide on All Targets                                |
|  1/23 Chance: Use Hot Springs on Rnd Target                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Trickplay:                    |   POWER req for Overflow:       |
|                                          |                                 |
| Trickplay is found in Battle Square:     |  Base Damage Overflow: 150      |
|  Set - 3  (After Highwind)     Battle - 4|  Rnd Var Overflow  3x: 100      |
```

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|                                                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| If you missed L4 Suicide from the Mu, then                                      |
|  you can learn it from the Trickplay. they have a marginally higher chance     |
|  of casting it.                                                                 |
| You can use L4 Suicide to weaken the Trickplay, otherwise, Beta will do        |
|  roughly the same amount of damage. A single Physical blow will kill them      |
|  thereafter.                                                                    |
| If you wish to amass an amount of gil *without* becoming ridiculously over     |
|  powered against the Sea Worm on the shores of Mideel (worth 5000 gil a        |
|  Battle), then the Trickplay make a great alternative. Increase the Battle     |
|  Speed up all the way, equip Haste and remove Counter Attack. Get into a       |
|  Battle with the 2x Trickplay, and cast Haste on them. With every turn         |
|  they will have a 17.39% chance of casting Gold Mountain, which will           |
|  increase the end-of-battle gil value by 800, with no cap! With that said,     |
|  if the Trickplay were to use the Attack 2,684,353 times, your end-of-         |
|  battle gil value would reach the maximum value possible (2,147,483,647).      |
| The Trickplay consists of two Enemy's; the base that it rests upon is one      |
|  of several enemies named [No Name], and cannot be targeted. Explore the       |
|  "Extra Enemies" section for details on Trickplay's Base.                      |
| The Trickplay cannot be Back-Attacked or Side-Attacked, meaning that one       |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                |
\                                                                               /
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              ||    {Corral Valley} / {Forgotten Capitol}    ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                           Training Rating:    ||
||                                                                          ||
||  Corral Valley 1st Screen With Log Bridge            *****  BEST         ||
||  Corral Valley Spiny Path towards Forgotten Capitol   *                   ||
||  Forgotten Capitol Alter (Jenova-LIFE)               N/A                 ||
||  Corral Valley Giant Shell From Forgotten Capitol    ***                 ||
||  Corral Valley 2-D "Cave Climbing" Screen            ****                ||
||  Corral Valley Upper Cavern To World Map             ****                ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                        |
  |                                                                       |
  |      Boundfat                    Death Sentence                       |
  |  L4  Malldancer                                                       |
  |      Hungry                                                           |
  |      Jenova-LIFE  (Boss)         Aqualung                             |
  |  L4  Trickplay                   L4 Suicide                           |
  |      [No Name] 6                                                      |
  |      Grimguard                                                        |
  |      Acrophies                                                        |
  \                                                                       /
   0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
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ELEMENTS TO USE:

Earth - Jenova-LIFE	- Double	(Boss)

ELEMENTS TO AVOID:

Ice - Boundfat	- Absorb	
Earth - Trickplay	- Absorb	
Water - Jenova-LIFE	- Absorb	(Boss)
Water - Acrophies	- Absorb	
Earth - Malldancer	- Nullify	
Gravity - Jenova-LIFE	- Nullify	(Boss)
Gravity - Acrophies	- Nullify	
Water - Malldancer	- Nullify	

ELEMENTS USED BY ENEMIES:

Fire - Trickplay	- Magma	
Ice - Boundfat	- Ice2	
Ice - Grimguard	- Ice2	
Lightning - Grimguard	- Bolt2	
Earth - Trickplay	- Sinking	
Water - Jenova-LIFE	- Blue Light	
Water - Jenova-LIFE	- Aqualung	
Water - Jenova-LIFE	- Blue Flame	
Water - Trickplay	- Sewer	
Water - Acrophies	- Huge Tidal Wave	
Restorative - Trickplay	- Hot Springs	
Hit - Boundfat	- Bodyblow	
Hit - Malldancer	- Claw	
Hit - Hungry	- Bodyblow	
Hit - Grimguard	- Grim Rod	
Shoot - Trickplay	- Rock Toss	
Shout - Jenova-LIFE	- Blue Light	

STATUSES TO DEFEND FROM:

Slow - Malldancer	- Slow	(100% Inflict)	
Small - Hungry	- Mini	(71% Inflict)	
Small - Trickplay	- L4 Suicide	(100% Inflict)	
D. Sentence - Boundfat	- Death Sentence	(100% Inflict)	
Darkness - Boundfat	- Dark Needle	(100% Inflict)	
Darkness - Malldancer	- Dance	(100% Inflict)	

STATUSES TO USE:

Death, Sleep, Poison, Silence, Slow, D. Sentence

ENEMY LOOT

DROP	STEAL	MORPH

HI-POTION			
	Malldancer [8]		
	Trickplay [8]		
X-POTION			
			Malldancer
ETHER			
	Hungry [8]		
PHOENIX DOWN			
		Malldancer [8]	
SHRIVEL			
	Grimguard [8]	Grimguard [32]	
DAZERS			
	Boundfat [8]	Boundfat [32]	Boundfat
WIZARD BRACELET			
	Jenova-LIFE [63]		
WATER RING			
		Acrophies [8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ***** BEST — Area Enc Rate:

Corral Valley 1st Screen With Log Bridge — 72 Medium

Average: EXP: 2043.1 AP: 220.3 GIL: 2570.3 Enemy QTY: 4.28

[37.5%]	Nrml Bat #1	EXP - 1920 AP - 208 GIL - 2450	1st Row: 1x Boundfat 2nd Row: 3x Malldancer	#656
[34.4%]	Nrml Bat #2	EXP - 2000 AP - 224 GIL - 2800	1st Row: 2x Malldancer 2nd Row: 2x Malldancer	#657
[28.1%]	Nrml Bat #3	EXP - 2260 AP - 232 GIL - 2450	1st Row: 2x Malldancer 2nd Row: 3x Boundfat	#658

SCREEN GROUPING 2: * Area Enc Rate:

Corral Valley Spiny Path towards Forgotten Capitol 72 Medium

Average: EXP: 700 AP: 60 GIL: 600 Enemy QTY: 1

[100%] Nrml Bat #1	EXP - 700	1st Row: 1x Hungry	
Pre-Emp OFF	AP - 60		
	GIL - 600		#659

SCREEN GROUPING 3: Area Enc Rate:

Forgotten Capitol Alter (Jenova-LIFE) OFF

"Aeris" Theme plays throughout battle. "Battle Victory Music" and "Victory Pose" Flags disabled.

Forced Attack	EXP - 4000	1st Row: 1x Jenova-LIFE	
Can't Escape	AP - 350		
	GIL - 1500		#671

SCREEN GROUPING 4: *** Area Enc Rate:

Corral Valley Giant Shell From Forgotten Capitol 72 Medium

Average: EXP: 1204.2 AP: 106.2 GIL: 1320.7 Enemy QTY: 2.75

[32.8%] Nrml Bat #1	EXP - 1260	1st Row: 2x Boundfat	
	AP - 120	2nd Row: 1x Boundfat	
	GIL - 1050		#660
[30.1%] Nrml Bat #2	EXP - 1320	1st Row: 1x Trickplay	
Pre-Emp OFF	AP - 115	2nd Row: 2x Boundfat	
	GIL - 1500		#661
[24.6%] Nrml Bat #3	EXP - 960	1st Row: 2x Trickplay	
Pre-Emp OFF	AP - 70		
	GIL - 1600		#662
[12.5%] Back Attack	EXP - 1260	1st Row: 3x Boundfat	
Run = 2	AP - 120		
	GIL - 1050		#663

SCREEN GROUPING 5: **** Area Enc Rate:

Corral Valley 2-D "Cave Climbing" Screen 72 Medium
Corral Valley Upper Cavern To World Map 72 Medium

Average: EXP: 1506.1 AP: 133.9 GIL: 1405.9 Enemy QTY: 2.68

```
 <C> The Boundfat [B] covers the Hungry
.-------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 1800    1st Row: 3x Grimguard              |
|        Pre-Emp OFF     AP  - 135                                        |
|                        GIL - 1680                                #664   |
|                                                                         |
|  [19.1%]  Nrml Bat #2  EXP - 800     1st Row: 1x Acrophies              |
|        Pre-Emp OFF     AP  - 90                                         |
|                        GIL - 1200                                #668   |
|                                                                         |
|  [17.8%]  Nrml Bat #3  EXP - 1400    1st Row: 2x Hungry                 |
|        Pre-Emp OFF     AP  - 120                                        |
|                        GIL - 1200                                #669   |
|                                                                         |
|  [16.4%]  Nrml Bat #4  EXP - 1960    1st Row: 3x Boundfat <C>           |
|        Pre-Emp OFF     AP  - 180     2nd Row: 1x Hungry                 |
|                        GIL - 1650                                #665   |
|                                                                         |
|  [13.7%]  Nrml Bat #5  EXP - 1680    1st Row: 1x Boundfat               |
|                        AP  - 160     2nd Row: 2x Boundfat               |
|                        GIL - 1400    3rd Row: 1x Boundfat         #666  |
|                                                                         |
|  [6.25%]  Back Attack  EXP - 1540    1st Row: 2x Boundfat, 1x Hungry    |
|            Run = 2     AP  - 140                                        |
|                        GIL - 1300                                #667   |
|                                                                         |
|  [6.25%]  Pinc Attack  EXP - 1400    1st Grp: 1x Hungry                 |
|                        AP  - 120     2nd Grp: 1x Hungry                 |
|                        GIL - 1200                                #670   |
'-------------------------------------------------------------------------'

                              oo~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~oo

 NOTE - The Trickplay can also be fought here; however, I will not be
        duplicating that entry. You can find the Trickplay within the
        "Icicle Area" listings further above.

  .------------.
 /  {Boundfat}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/nXGY4sDUvpKjzZ1X7                  | ID:  C8 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     27  ||   Strength:  55  ||    Drop: Dazers  [8]  14.06%      |
|  HP:       500  ||    Defence:  60  ||   Steal: Dazers  [32] 40.63%      |
|  MP:        80  ||      Magic:  50  ||   Morph: Dazers                   |
|                 ||   MDefence: 100  ||                                   |
|  EXP:      420  ||  Dexterity:  60  ||                                   |
|   AP:       40  ||       Luck:   0  || Back Damage: Normal (2x Damage)   |
|  GIL:      350  ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Absorb]      |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
```

Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corral Valley 1st Screen With Log Bridge	66%	Hedgehog Pie
Corral Valley Spiny Path towards Forgotten Cap.	75%	
Corral Valley 2-D "Cave Climbing" Screen	36%	
Corral Valley Upper Cavern To World Map	36%	

Boundfat's ATTACKS:

Manip Attack 1: Ice2
Manip Attack 2: Dark Needle
Manip Attack 3: Death Sentence

Attack 1: <Bodyblow>	Target: One Opponent		
[126] Physical	Element: Hit		
	Att%: 95		
	Power: 16		
	Base Damage: 147 HP		
Attack 2: Ice2	Target: One Opponent	Berserk Attack	
[01F] Magical	Element: Ice	Reflectable	
	Att%: 100		
	Power: 20		
	MP Cost: 22 MP		
	Base Damage: 577 HP		
Attack 3: Dark Needle	Target: One Opponent	Status Inflict:	
[287] Physical	Element: None	Darkness (100%)	
	Att%: 95		
	Power: 16		
	Base Damage: 147 HP		
Attack 4: Death Sentence	Target: One Opponent	**Enemy Skill**	
[05C] Magical 0 Dam	Att%: 100	Status Inflict:	
	MP Cost: 10	D. Sentence (100%)	

Boundfat's BATTLE PLAN: (Repeats)

Boundfat has not taken damage OR last Attack on Boundfat was Physical:

1ST ATTACK: Use <Bodyblow> on Target with Lowest Current HP
2ND ATTACK: Use <Bodyblow> on Target with Lowest Current HP
3RD ATTACK: Use <Bodyblow> on Target with Lowest Current HP
4TH ATTACK: Use <Bodyblow> on Target with Lowest Current HP
5TH ATTACK: Use <Bodyblow> on Target with Lowest Current HP
6TH ATTACK: Use Dark Needle on Target with Lowest Def

Boundfat has taken damage AND last Attack on Boundfat was Magical:

Use Ice2 on Target with Lowest MDef; If Boundfat's MP < 22, use Dark Needle on Target with Lowest Def

If the Boundfat takes Magical Damage and then takes Physical Damage, it will always start from the 3rd Attack. After using Dark Needle it will jump back to its 1st Attack, unless Magical Damage is taken.

DEATH: If Last Command used was Magic, Summon, W-Magic OR W-Summon:

```
|          Use Death Sentence on Last Attacker                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Boundfat:                          |   POWER req for Overflow:    |
|                                               |                              |
| Boundfat is found in Battle Square:           |  Base Damage Overflow: 156   |
|  Set - 3  (After Highwind)     Battle - 4     |  Rnd Var Overflow  3x: 104   |
|                                               |  Rnd Var Overflow  4x:  78   |
| The Boundfat is not a strong enemy. It will   |  Rnd Var Overflow  6x:  52   |
|  use its slightly stronger Ice2 Attack if     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  attacked with Magical Spells, but it should                                |
|  not be considered a threat. After three casts of Ice2 it will not be able |
|  to use it any more; one use of Magic Hammer would prevent it from using   |
|  the Attack altogether. The most annoying thing it can do to you is        |
|  inflict you with Darkness.                                                 |
| You should try to steal some Dazers, as they help against Ruby Weapon. A   |
|  Lv 38 Cloud would have a 51.56% chance of stealing from the Boundfat.     |
|  The Battery Cap appear in larger groups, and are lower levelled which     |
|  makes farming in the Nibel Area Forests the preferable option.            |
| If you missed the Enemy Skill Death Sentence in the Cave of The Gi, then   |
|  the only other enemy you can learn it from is the Boundfat. It will only  |
|  use the ability as a Death Counter to a Magical ability from the "Magic"  |
|  Command (*not* from an Enemy Skill) or a Summon; its low HP means that    |
|  one blast of Bolt2 or Fire2 should kill it in one. You will have to learn |
|  it from the Boundfat if you wish to complete your third Enemy Skill       |
|  Materia.                                                                   |
| The Boundfat's appearance alongside the Malldancer on the Corral Valley    |
|  "Log Bridge" Screen (with the Water Ring chest) makes for the *best*      |
|  screen on Disc 1 to train on.                                              |
| The test Enemy êúô4(ëöù) originally took the same model as the Boundfat in |
|  the JORG release, however, in the later releases the model was changed to |
|  that of the Pyramid. Visit the "Extra Enemies" section for more info on   |
|  êúô4(ëöù).                                                                 |
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 /  {Malldancer}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/iNEQ3V7DcMaYMzYUA                  | ID:  C9 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  61  ||    Drop: Hi-Potion     [8] 14.06%   |
|  HP:       600  ||    Defence:  58  ||   Steal: Phoenix Down  [8] 10.94%   |
|  MP:       100  ||      Magic:  50  ||   Morph: X-Potion                   |
|                 ||   MDefence:  96  ||                                     |
|  EXP:      500  ||  Dexterity:  60  ||                                     |
|   AP:       56  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      700  ||      Evade:  10  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]     |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]     |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
```

```
|                                                        |                      |
| Corral Valley 1st Screen With Log Bridge        100% |  Chuse Tank          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Claw               |
|   Malldancer's ATTACKS:                |  Manip Attack 2: Dance              |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Claw>              Target: One Opponent      Berserk Attack      |
|  [124]       Physical          Element: Hit                                  |
|                                   Att%: 110                                  |
|                                  Power: 16                                   |
|                            Base Damage: 183 HP                               |
|                                                                              |
|  Attack 2:  Dance              Target: All Opponents     Split Damage*       |
|  [294]       Physical          Element: None             Status Inflict:     |
|                                   Att%: 95                 Darkness (100%)   |
|                                  Power: 16                 Slow              |
|                            Base Damage: 183 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Malldancer's BATTLE PLAN: (Repeats)                                        |
|                                                                              |
|  OPENING ATTACK: Use Dance on All Targets without Darkness; If all Targets |
|                  have Darkness, use standard Attack                          |
|                                                                              |
|  THEREAFTER: Use <Claw> on Rnd Target with Darkness; If no Targets have     |
|               Darkness, select Rnd Target                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Malldancer:                        |   POWER req for Overflow:    |
|                                               |                              |
| Malldancer is found in Battle Square:         |  Base Damage Overflow: 156   |
|  Set - 3  (After Highwind)     Battle - 4     |  Rnd Var Overflow  3x: 104   |
|                                               |  Rnd Var Overflow  4x:  78   |
| The Malldancer are an easy enemy to defeat;   |  Rnd Var Overflow  6x:  52   |
|  one blast of Trine is enough to kill them.   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Their end-of battle rewards are extremely                                   |
|  high, considering the large groups in which they appear. The 1st Screen    |
|  in Corral Valley with the Log Bridge and Water Ring is the *best* screen   |
|  to train in on Disc 1, which you won't be able to access until you have    |
|  completed the Temple of The Ancients events.                                |
| The Malldancer has no use for its MP, so feel free to make use of Magic     |
|  Hammer to replenish your own. Avoid using Deathblow, given its high Evade |
|  stat.                                                                       |
| The Attack Dance is subject to Split Damage for the damage calculations;    |
|  however, the Statuses inflicted via Dance are *not* subject to Split       |
|  Damage.                                                                     |
| The Malldancer is one of a number 'elevated' enemies that Nullifies the     |
|  Earth Element, but will no take double damage from Wind.                    |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .----------.
 /  {Hungry}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/SkcoH5MuDN7Up5K5A                    | ID:  CB |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     33  ||   Strength:  60  ||    Drop: Ether  [8] 14.06%          |
|  HP:      2000  ||    Defence:  64  ||   Steal: /                          |
|  MP:       100  ||      Magic:  45  ||   Morph: /                          |
|                 ||   MDefence: 130  ||                                      |
|  EXP:      700  ||  Dexterity:  62  ||                                      |
```

```
|   AP:       60  ||       Luck:  30  ||                                  |
|  GIL:      600  ||      Evade:   5  ||                                  |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Corral Valley Spiny Path towards Forgotten Cap. 100% |                     |
| Corral Valley 2-D "Cave Climbing" Screen         47% |                     |
| Corral Valley Upper Cavern To World Map          47% |                     |
| Great Glacier Frostbite Cave (E From SE Area)    43% |                     |
| Great Glacier Frostbite Cave "Runway"            43% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Bodyblow          |
|   Hungry's ATTACKS:                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Bodyblow>           Target: One Opponent      Berserk Attack     |
|  [172]       Physical          Element: Hit                                  |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                             Base Damage: 182 HP                              |
|                                                                              |
|  Attack 2:  Mini                Target: One Opponent      Reflectable        |
|  [009]       Magical 0 Dam        Att%: 100               Status Toggle:     |
|                                 MP Cost: 10 MP              Small (71%)      |
|                                                                              |
|  Attack 3:  Eat                 Target: One Opponent      Ejects From Bat    |
|  [29A]       Physical 0 Dam       Att%: Auto Hit          Flag as Dead       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Hungry's BATTLE PLAN: (Repeats)                                            |
|                                                                              |
|  1ST ATTACK: Use <Bodyblow> on Rnd Target without Small; If all targets      |
|               have Small, select Rnd Target                                  |
|                                                                              |
|    After 1st Attack: 1/2 Chance jump to 2nd Attack for next turn             |
|                      1/2 Chance jump to 3rd Attack for next turn             |
|                                                                              |
|                                                                              |
|  2ND ATTACK:                                                                 |
|                                                                              |
|   At least one Target without Small:                                         |
|                                                                              |
|    Use Mini on Rnd Target without Small; If Hungry's MP < 10, use            |
|     <Bodyblow> on Rnd Target without Small                                   |
|                                                                              |
|   All Targets with Small:                                                    |
|                                                                              |
|    Only one Target without Death: Use <Bodyblow> on Target                   |
|                                                                              |
|    Two or more Targets without Death:                                        |
|                                                                              |
```

```
|     Hungry's HP  > 75%: 1/4 Chance use Eat on Rnd Target with Small        |
|                         3/4 Chance <Bodyblow> on Rnd Target                |
|                                                                            |
|     Hungry's HP <= 75%: 1/3 Chance use Eat on Rnd Target with Small        |
|                         2/3 Chance <Bodyblow> on Rnd Target                |
|                                                                            |
|     Hungry's HP <= 50%: 1/2 Chance use Eat on Rnd Target with Small        |
|                         1/2 Chance <Bodyblow> on Rnd Target                |
|                                                                            |
|     Hungry's HP <= 25%: Use Eat on Rnd Target with Small                   |
|                                                                            |
|       After 2nd Attack: 2/3 Chance jump to 1st Attack for next turn        |
|                         1/3 Chance jump to 3rd Attack for next turn        |
|                                                                            |
|                                                                            |
|  3RD ATTACK:                                                               |
|                                                                            |
|   No Targets with Small: Use Mini on Rnd Target; If Hungry's MP < 10, use  |
|                           <Bodyblow> on Rnd Target                         |
|                                                                            |
|   At least one Target with Small:                                          |
|                                                                            |
|    Only one Target without Death: Use <Bodyblow> on Target                 |
|                                                                            |
|    Two or more Targets without Death:                                      |
|                                                                            |
|       *If all Targets have Small, select Rnd Target                        |
|                                                                            |
|     Hungry's HP  > 75%: 1/4 Chance use Eat on Rnd Target with Small        |
|                         3/4 Chance <Bodyblow> on Rnd Target without Small* |
|                                                                            |
|     Hungry's HP <= 75%: 1/3 Chance use Eat on Rnd Target with Small        |
|                         2/3 Chance <Bodyblow> on Rnd Target without Small* |
|                                                                            |
|     Hungry's HP <= 50%: 1/2 Chance use Eat on Rnd Target with Small        |
|                         1/2 Chance <Bodyblow> on Rnd Target without Small* |
|                                                                            |
|     Hungry's HP <= 25%: Use Eat on Rnd Target with Small                   |
|                                                                            |
|       After 3rd Attack: 2/3 Chance jump to 1st Attack for next turn        |
|                         1/3 Chance jump to 2nd Attack for next turn        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hungry:                         |   POWER req for Overflow:     |
|                                            |                               |
| The Hungry are not difficult to defeat. Open |  Base Damage Overflow: 158  |
|  with Trine and then follow up with Physical |  Rnd Var Overflow  3x: 105  |
|  Attack to finish it.                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The most annoying thing that the Hungry can                                |
|  do to you is eject a Player from the Battle. Unlike the Midgar Zolom's    |
|  Attack Blown Away, 'Eat' will flag the Player as dead. This usually won't |
|  cause you a problem, seeing as it can never use Eat if there is only one  |
|  Player left alive.                                                        |
| Be extra cautious against the 3x Boundfat, 1x Hungry Encounter in the      |
|  final caverns of Corral Valley; the Boundfat can inflict Death Sentence   |
|  as a death counter attack, which can leave you vulnerable to an unlucky   |
|  Game Over if the Hungry "eats" two of your Players.                       |
| Use Magic Hammer to deplete the Hungry's MP, rendering it harmless. You    |
|  can also use a Ribbon, White Cape and/or Small Status defence on you      |
|  Armour to defend from Mini; it will never eat an opponent unless it is    |
|  first inflicted with Small.                                               |
```

| The Hungry will never use Mini on a target already inflicted with Small;
| however, if it were to use Mini on a target with Small, the chance of
| toggling the Status would be 100%.
| The Hungry's 3x encounter in the Great Glacier "Frostbite Cavern" makes
| great Battle spoils.
| The Hungry cannot be Back-Attacked or Side-Attacked, meaning that one
| cannot perform Random Variation Overflow with 4x or 6x Damage.

.---------------.
/ {Jenova-LIFE} \ !! BOSS BATTLE !!

https://photos.app.goo.gl/gndJPYEC87XQVTjj8 | ID: C4

| Level: 50 | Strength: 128 | Drop: Wizard Bracelet [63] 100%
| HP: 10,000 | Defence: 110 | Steal: /
| MP: 300 | Magic: 40 | Morph: /
	MDefence: 290
EXP: 4000	Dexterity: 140
AP: 350	Luck: 40
GIL: 1500	Evade: 10

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [-]	Paralyzed [VUL]
Earth [Double]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [Absorb]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Forgotten Capitol Alter

LOOKALIKES:

Jenova-BIRTH
Jenova-DEATH

| No Manipulate Attacks!

Jenova-LIFE's ATTACKS:

Attack 1: Blue Light	Target: One Opponent
[398] Magical	Element: Water/Shout
	Att%: 100
	Power: 14
	MP Cost: 8 MP
	Base Damage: 472 HP
Attack 2: Aqualung	Target: All Opponents **Enemy Skill**
[055] Magical	Element: Water Reflectable
	Att%: 100 No Split Damage
	Power: 52
	MP Cost: 34 MP
	Base Damage: 1755 HP
Attack 3: Blue Flame	Target: One Opponent
[399] Magical	Element: Water
	Att%: 100
	Power: 16

```
|                              MP Cost: 12 MP                                |
|                          Base Damage: 540 HP                               |
|                                                                            |
|  Attack 4:  Reflect             Target: Self              Status Inflict:  |
|  [011]       Magical 0 Dam        Att%: Auto Hit           Reflect (100%)  |
|                              MP Cost: 30 MP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Jenova-LIFE's BATTLE PLAN: (Repeats)                                     |
|                                                                            |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                          |
|                  1/4 Chance start from 2nd Attack                          |
|                  1/4 Chance start from 3rd Attack                          |
|                  1/4 Chance start from 4th Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use Blue Light on Rnd Target                                  |
|                                                                            |
|   Follow-Up:                                                               |
|                                                                            |
|    Jenova-LIFE's HP  > 75%: 1/5 Chance use Blue Light on Rnd Target        |
|                             4/5 Chance do nothing                          |
|                                                                            |
|    Jenova-LIFE's HP <= 75%: 1/4 Chance use Blue Light on Rnd Target        |
|                             3/4 Chance do nothing                          |
|                                                                            |
|    Jenova-LIFE's HP <= 50%: 1/3 Chance use Blue Light on Rnd Target        |
|                             2/3 Chance do nothing                          |
|                                                                            |
|    Jenova-LIFE's HP <= 25%: 1/2 Chance use Blue Light on Rnd Target        |
|                             1/2 Chance do nothing                          |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Same as 1st Attack                                            |
|                                                                            |
|  3RD ATTACK: Use Blue Flame on Rnd Target                                  |
|                                                                            |
|    After 3rd Attack:                                                       |
|                                                                            |
|     Jenova-LIFE's HP  > 75%: 1/5 Chance jump to 4th Attack for next turn   |
|                              4/5 Chance jump to 1st Attack for next turn   |
|                                                                            |
|     Jenova-LIFE's HP <= 75%: 1/4 Chance jump to 4th Attack for next turn   |
|                              3/4 Chance jump to 1st Attack for next turn   |
|                                                                            |
|     Jenova-LIFE's HP <= 50%: 1/3 Chance jump to 4th Attack for next turn   |
|                              2/3 Chance jump to 1st Attack for next turn   |
|                                                                            |
|     Jenova-LIFE's HP <= 25%: 1/2 Chance jump to 4th Attack for next turn   |
|                              1/2 Chance jump to 1st Attack for next turn   |
|                                                                            |
|                                                                            |
|  4TH ATTACK: Use Aqualung on All Targets                                   |
|                                                                            |
|                                                                            |
|  COUNTER: [Magical Attacks Only]                                           |
|                                                                            |
|   Jenova-LIFE has Reflect: Do nothing                                      |
|                                                                            |
|   Jenova-LIFE does not have Reflect: Use Reflect on Self; If Jenova-LIFE's |
|                                      MP < 30, do nothing                   |
```

Notes On Jenova-LIFE:	POWER req for Overflow:
All of Jenova-LIFE's attacks are Water-based, so equip the Water Ring you found in Corral Valley and you should be fine. If you have defeated Godo in Wutai, then you should also equip Elemental+Leviathan on someone's armour. Give the third character Sadness and the Talisman to survive Aqualung.	Base Damage Overflow: 176 Rnd Var Overflow 3x: 117
Now is your chance to learn Aqualung on your third Enemy Skill Materia. Make sure that you put the Enemy Skill on the player/s with Water defence in place. Cast Sense on Jenova-LIFE, and stop attacking once her HP has dropped below 2500 if she hasn't cast Aqualung by that point.	
Jenova-LIFE has high Dexterity, so use Slow if you have unlocked the ability (Lv 2 Time Materia); just make sure to inflict Slow on her before she has set up Reflect. Otherwise, equip Added Effect+Time on your nominated Physical attacker (the player with Counter Attack). Be sure to also put Elemental+Titan on that character's Weapon.	
Do not use Deathblow against Jenova-LIFE, as your chances of connecting would be less than 50%. Make sure to equip Bahamut which will hit for 2250+ HP (ignores Defence), and Kjata which will hit for 1500+ HP. You also want to make of your new Comet Materia, which will hit for 1200+ HP.	
In terms of Magic, Quake2 is useful as she takes Double Damage from earth-based attacks, and will hit for 700+HP. Just be mindful of the fact that Jenova-LIFE will reflect Quake2 once Reflect has been setup. You can optionally remove Reflect via the use of DeBarrier (Lv 1 Destruct Materia). Beta is *not* reflectable, and will hit for 800+. Trine is also not reflectable, and will hit for 500+.	
Once the battle begins, open with the usual casting of Big Guard, then use your Summons. With the appropriate Water defences setup, Jenova-LIFE is a very easy battle. Use Regen of you have it unlocked on the player/s without Water defence, and keep pummelling her with whichever means you see fit. Avoid Aqualung and Leviathan.	
You could optionally use Magic Hammer three times to render Jenova-LIFE harmless. She will set up Reflect each time you use Magic Hammer, so you will have to use DeBarrier after each use of Magic Hammer. All of her attacks cost MP, and without any MP to draw from the "skill power is used up" text string will be displayed each time she tries to use any of her attacks. Just bear in mind that you will not learn Aqualung this way, and you will instead have to learn it from the Harpy.	
The Aeris Theme is played throughout the Jenova-LIFE Battle. Once the battle ends the party will not perform their victory pose, and the Battle Victory Fanfare will not play.	
Jenova-LIFE is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Jenova-LIFE is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.	

.-------------.
/ {Grimguard} \

https://photos.app.goo.gl/yxRjvKLE8KjLNF9q9 | ID: CA

Level:	31	Strength:	60	Drop: Shrivel [8]	14.06%
HP:	880	Defence:	50*	Steal: Shrivel [32]	40.63%
MP:	120	Magic:	25	Morph: /	
		MDefence:	180*		

```
|  EXP:      600  ||  Dexterity:  58  ||                                    |
|   AP:       45  ||       Luck:   0  ||                                    |
|  GIL:      560  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Corral Valley 2-D "Cave Climbing" Screen         21% |                     |
| Corral Valley Upper Cavern To World Map          21% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Grimguard's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Ice2                Target: One Opponent      Reflectable     |
|  [01F]       Magical           Element: Ice                               |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                                 MP Cost: 22 MP                            |
|                               Base Damage: 420 HP                         |
|                                                                           |
|  Attack 2:  Bolt2               Target: One Opponent      Reflectable     |
|  [022]       Magical           Element: Lightning                         |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                                 MP Cost: 22 MP                            |
|                               Base Damage: 420 HP                         |
|                                                                           |
|  Attack 3:  Grim Rod            Target: One Opponent                      |
|  [299]       Physical          Element: Hit                               |
|                                   Att%: 95                                |
|                                  Power: 16                                |
|                               Base Damage: 176 HP                         |
|                                                                           |
|  Attack 4:  Spin Shield         Target: Self              Transformation  |
|  [295]       Physical 0 Dam       Att%: Auto Hit          To Stage 1/2    |
|  [297]                                                                    |
|                                                                           |
|  Attack 5: <Magic Defense>      Target: Self              Magical Hurt    |
|  [296]       Physical 0 Dam       Att%: Auto Hit           Animation      |
|                                                                           |
|  Attack 6: <Defense>            Target: Self              Physical Hurt   |
|  [298]       Physical 0 Dam       Att%: Auto Hit           Animation      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Grimguard's BATTLE PLAN: (Repeats)                                      |
|                                                                           |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack, set MDefence to 510    |
|                  1/4 Chance start from 2nd Attack, set Defence to 254     |
|                  1/4 Chance start from 3rd Attack, set Defence to 254     |
|                                                                           |
|                                                                           |
```

| STAGE 1: (Magical)

1ST ATTACK: 1/2 Chance use Ice2 on Rnd Target
1/2 Chance use Bolt2 on Rnd Target

2ND ATTACK: Use <Spin Shield> on Self
Set Defence to 254 and MDefence back to 180

STAGE 3: (Physical)

3RD ATTACK: Use Grim Rod on Rnd Target

4TH ATTACK: Use <Spin Shield> on Self
Set MDefence to 510 and Defence back to 50

| Notes On Grimguard: | POWER req for Overflow:
| | 1st Stage:
| 1st Stage: Def = 50 MDef = 510 | Base Damage Overflow: 153
| 2nd Stage: Def = 254 MDef = 180 | Rnd Var Overflow 3x: 102
| | 2nd Stage:
| The Grimguard are a rare Enemy, and it is | Base Damage Overflow: 274
| possible that you will go a playthrough | Rnd Var Overflow 3x: 183
| without ever encountering this foe.

| Trine will be enough to drop their HP to critical, unless they are in their Magical form, in which case Trine will only deal 5 HP worth of damage. Work out which Stage they are in based on the Attacks they use, and act accordingly. Your Physical Attacks will deal roughly 400+ HP while they are in their Magical form, and 230+ while they are in their Physical Form.

| The Grimguard only have enough MP for five uses of their Magical attacks, after which the "skill power is used up" text string will be displayed whenever they tried to use their Magic. One cast of Magic Hammer will stop them in their tracks.

| Two variants of <Spin Shield> exist, one for each Stage it is transforming into.

| While the Grimguard is in its Magical Form, it has the highest MDefence in the game; even higher than Ruby Weapon's!

| You could try to steal Shrivels from them if you wish (casts Small on one opponent). A Lv 39 Cloud would have a 48.44% chance of stealing from the Grimguard. They can be easily bought from Gongaga for 500 gil.

| The Grimguard cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

{Acrophies}

https://photos.app.goo.gl/GWQt2eJATArwi69R8 | ID: CC

| Level: 35 | Strength: 60 | Drop: /
| HP: 2400 | Defence: 70 | Steal: Water Ring [8] 10.94%
| MP: 220 | Magic: 55 | Morph: /
| MDefence: 160
| EXP: 800 | Dexterity: 54
| AP: 90 | Luck: 1 | Back Damage: Multiplied (8x Damage)
| GIL: 1200 | Evade: 8

| Fire [-] | Death [VUL] | Petrify [VUL]

Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [Absorb]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Corral Valley 2-D "Cave Climbing" Screen	19%	
Corral Valley Upper Cavern To World Map	19%	

Acrophies' ATTACKS:

Manip Attack 1: Big Red Clipper

Attack 1: <Big Red Clipper> [291] — Physical
Target: One Opponent
Element: None
Att%: 95
Power: 16
Base Damage: 190 HP
Berserk Attack

Attack 2: Isogin Smog [292] — Magical
Target: One Opponent
Element: None
Att%: 95
Power: 16
MP Cost: 10 MP
Base Damage: 540 HP
Status Inflict: Darkness (99%)

Attack 3: Huge Tidal Wave [293] — Physical
Target: Whole Field
Element: Water
Att%: 95
Power: 20
MP Cost: 20 MP
Base Damage: 237 HP
Split Damage

Acrophies' BATTLE PLAN:

PHASE 1: (Repeats)

Acrophies' HP > 75%:

1/4 Chance: Use <Big Red Clipper> on Rnd Target without Darkness; If all Targets have Darkness, use Isogin Smog on Rnd Target
3/4 Chance: Use <Big Red Clipper> on Rnd Target

PHASE 2: (Repeats)

Acrophies' HP <= 75%:

1/4 Chance: Use <Big Red Clipper> on Rnd Target without Darkness; If all Targets have Darkness, use Isogin Smog on Rnd Target
1/8 Chance: Use Huge Tidal Wave on Whole Field
5/8 Chance: Use <Big Red Clipper> on Rnd Target

PHASE 3: (Repeats)

```
|                                                                            |
|   Acrophies' HP <= 50%:                                                    |
|                                                                            |
|    1/4 Chance: Use <Big Red Clipper> on Rnd Target without Darkness; If    |
|                 all Targets have Darkness, use Isogin Smog on Rnd Target   |
|    1/4 Chance: Use Huge Tidal Wave on Whole Field                          |
|    1/2 Chance: Use <Big Red Clipper> on Rnd Target                         |
|                                                                            |
|                                                                            |
|  PHASE 4: (Repeats)                                                        |
|                                                                            |
|   Acrophies' HP <= 25%:                                                    |
|                                                                            |
|    1/4 Chance: Use <Big Red Clipper> on Rnd Target without Darkness; If    |
|                 all Targets have Darkness, use Isogin Smog on Rnd Target   |
|    3/8 Chance: Use Huge Tidal Wave on Whole Field                          |
|    3/8 Chance: Use <Big Red Clipper> on Rnd Target                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Acrophies:                         |   POWER req for Overflow:  |
|                                               |                            |
| Acrophies is found in Battle Square:          |  Base Damage Overflow: 160 |
|  Set - 3  (After Highwind)     Battle - 4     |  Rnd Var Overflow  3x: 107 |
|                                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| A flaw exists with the Acrophies' AI Script.                               |
|  The Darkness check that is performed searches for any Player *without*    |
|  Darkness, in which case it will use <Big Red Clipper>. It can never use   |
|  Isogin Smog, seeing as the Player cannot be inflicted with Darkness       |
|  without self-inflicting the Status via the use of Inks.                   |
| The Acrophies is a rare Enemy, and the Player may go through a playthrough |
|  without ever encountering the Enemy. It is one of three enemies that      |
|  takes greater than normal back damage, the other two being Air Buster and |
|  Aps.                                                                      |
| The only use for increased Back Damage multiplier is for the Attack Huge   |
|  Tidal Wave, which will deal 8x normal healing Damage to Acrophies,        |
|  healing it for 1024 - 1093 HP.                                            |
| Trine should hit for 800+HP, and Beta should hit for 1300+. Avoid Aqualung |
|  and Deathblow.                                                            |
| Should you encounter the Acrophies, you should definitely try to steal the |
|  Water Ring from it which can be sold for 5000 gil. This will greatly help |
|  for the next round of Weapons in Icicle Inn. A Lv 39 Cloud would have a   |
|  12.5% chance of stealing from the Acrophies.                              |
| The Acrophies cannot be Back-Attacked or Side-Attacked, meaning that one   |
|  cannot perform Random Variation Overflow with 4x or 6x Damage. Given the  |
|  high Damage multiplier of the Acrophies, if one were to be able to Back-  |
|  Attack it you could theoretically overflow against it with a Power value  |
|  as low as 14!                                                             |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||               {Icicle Area Snow}             ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The Icicle Area Snow terrain is segregated from the Beach and Grass
        area, and as such it gets its own mini section here. You will find a
        small patch of grassland in which the "Icicle Area Grass" encounters
        can be fought.
```

- Now that you have the third Enemy Skill Materia, it is highly recommended that you retrace your step to learn all the skill that you can. You should *at least* get the following:

- Beta - Midgar Zolom - Grasslands Marsh
- White Wind - Zemzelett - Junon Grass
- Big Guard - Beachplug - Gongaga Beach
- Magic Hammer - Razor Weed - Wutai Grass, left of shoreline
- Aqualung - Harpy - Gold Saucer Area Desert

- Don't worry about Aqualung if you learned it from Jenova-LIFE. If you didn't, then make sure to get it from the Harpy before losing the Buggy (it's easier than trying to get it alongside the Chocobo).

Screens:	Training Rating:
Icicle Area Snow	*

Enemies:	Enemy Skills:
L4 Jumping	
Bandersnatch	
Vlakorados	
L4 Trickplay	L4 Suicide
[No Name] 6	
Chocobo Lv 33	

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Fire - Bandersnatch - Double

ELEMENTS TO AVOID:

Ice - Bandersnatch - Halve

ELEMENTS USED BY ENEMIES:

Restorative - Bandersnatch - Howling

Cut - Jumping - Club Sword
Hit - Bandersnatch - Bodyblow
Punch - Chocobo - Chocobo, goes nuts

STATUSES TO DEFEND FROM:

Confusion - Bandersnatch - Bite (47% Inflict)

STATUSES TO USE:

```
[                                                                          ]
[   Death, Sleep, Poison, Silence, Slow, Stop, Petrify, D. Sentence,       ]
[   Paralyzed                                                              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
HI-POTION			
	Jumping [8]		
	Bandersnatch [8]		
ANTARCTIC WIND			
			Jumping
ICE CRYSTAL			
			Bandersnatch

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Icicle Area Snow 32 Medium

Average: EXP: 871.8 AP: 67.7 GIL: 810.1 Enemy QTY: 1.82

[18.0%]	Nrml Bat #1	EXP - 510 AP - 40 GIL - 600	1st Row: 1x Bandersnatch	#197
[18.0%]	Nrml Bat #2	EXP - 1020 AP - 80 GIL - 1200	1st Row: 1x Bandersnatch 2nd Row: 1x Bandersnatch	#198
[18.0%]	Nrml Bat #3	EXP - 1530 AP - 120 GIL - 1800	1st Row: 1x Bandersnatch 2nd Row: 2x Bandersnatch	#199
[18.0%]	Nrml Bat #4	EXP - 400 AP - 30 GIL - 50	1st Row: 1x Jumping	#200
[16.6%]	Nrml Bat #5	EXP - 800 AP - 60 GIL - 100	1st Row: 2x Jumping	#201

```
|  [5.86%]  Back Attack  EXP - 1020    1st Row: 2x Bandersnatch              |
|            Run = 2     AP  - 80                                            |
|                        GIL - 1200                                   #204   |
|                                                                            |
|  [5.52%]  Pinc Attack  EXP - 1020    1st Grp: 1x Bandersnatch              |
|                        AP  - 80      2nd Grp: 1x Bandersnatch              |
|                        GIL - 1200                                   #205   |
|                                                                            |
|                                                                            |
|  [2.73%]  Choc Enc #1  EXP - 400     1st Row: 1x Chocobo Lv 33, 1x Jumping |
|          1 - Wonderful AP  - 30                                            |
|                        GIL - 50                                     #202   |
|                                                                            |
|  [2.34%]  Choc Enc #2  EXP - 800     1st Row: 1x Chocobo Lv 33             |
|          1 - Wonderful AP  - 60      2nd Row: 2x Jumping                   |
|                        GIL - 100                                    #203   |
|                                                                            |
|  [10.6%]  Choc Enc #3  EXP - 910     1st Row: 1x Chocobo Lv 33             |
|          8 - Terrible  AP  - 70      2nd Row: 1x Bandersnatch, 1x Jumping  |
|                        GIL - 650                                    #206   |
|                                                                            |
|  [10.2%]  Choc Enc #4  EXP - 1020    1st Row: 1x Chocobo Lv 33,            |
|          8 - Terrible  AP  - 80                            2x Bandersnatch |
|                        GIL - 1200                                   #207   |
'----------------------------------------------------------------------------'
```

oo~~~~~~~~~~~oo
|| ENEMIES ||
oo~~~~~~~~~~~oo

NOTE - The Trickplay and Vlakorados can also be fought here; however, I will not be duplicating their entries. You can find those enemies within the "Icicle Area Grass" listings just above.

- You can also fight the Chocobo Lv 30 here. You can find that enemy listing in the "Extra Enemies" section further below.

```
  .-----------.
 /  {Jumping}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/VRKnLdFaU3PP2msn9                | ID:  D1 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     24  ||   Strength:  30  ||    Drop: Hi-Potion  [8] 14.06%    |
|  HP:       999  ||    Defence:  40  ||   Steal: /                        |
|  MP:         0  ||      Magic:  15  ||   Morph: Antarctic Wind           |
|                 ||   MDefence:  50  ||                                   |
|  EXP:      400  ||  Dexterity:  74  ||                                   |
|   AP:       30  ||       Luck:  10  || Back Damage: Normal (2x Damage)   |
|  GIL:       50  ||      Evade:  15  || Susceptible to L4 Suicide        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
```

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Icicle Area Snow	35%	
Icicle Area Snow Storm (Great Glacier)	43%	

Jumping's ATTACKS:

Manip Attack 1: Dive Kick
Manip Attack 2: Club Sword

Attack 1: Dive Kick [2A7] — Physical
Target: One Opponent
Element: None
Att%: 95
Power: 20
Base Damage: 65 HP
Berserk Attack

Attack 2: Club Sword [2A8] — Physical
Target: One Opponent
Element: Cut
Att%: 95
Power: 200
Base Damage: 650 HP

Jumping's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present Print Message [A Chocobo!]

1/2 Chance: Use Club Sword on Rnd Target
1/2 Chance: Use Dive Kick on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Jumping:

Jumping is found in Battle Square:
Set - 3 (After Highwind) Battle - 4
Set - 3 (After Highwind) Battle - 5

POWER req for Overflow:

Base Damage Overflow: 150
Rnd Var Overflow 3x: 100
Rnd Var Overflow 4x: 75
Rnd Var Overflow 6x: 50

A flaw exists with the Jumping's AI Script. It should have had a 1/4 chance of using Club Sword and a 3/4 chance of using Dive Kick if one Player is dead. If two or zero players are dead, then it should have had a 1/2 chance of using either attack. As it stands, it will always have a 50/50 chance of using either attack.

The Jumping has low Defence and MDefence for your current place in the game. Two or three Physical attacks should be enough to kill them, or one blast of Trine will do the job. Avoid Deathblow, as your chance of connecting will be less than 43%.

Feel free to use L4 Suicide on the Jumping to then Morph them into an Antarctic Wind; a battle Item that has 3/4 the strength of a Right Arm (casts Ice2 on all The only other way to obtain an Arctic Wind is from the Chocobo Races (all Classes).

The Jumping was initially going to change its Evade stat mid-battle, however, this idea was phased out of the final edit for reasons unknown.

The only way to breed a Gold Chocobo is by mating a Wonderful Chocobo with a Black Chocobo using a Zeio Nut, and the Wonderful Chocobo will only appear alongside either one or two Jumping. You should aim to level your Chocobo Lure Materia up to at least Lv 2 by the time you come to catch a

| Wonderful Chocobo, which you can combine with the second Chocobo Lure to |
| increase your chances of encountering the Jumping + Chocobo encounter. |

.----------------.
/ {Bandersnatch} \

https://photos.app.goo.gl/HAvKRyxYT9H6EN2ZA | ID: D3

Level:	30	Strength:	68	Drop: Hi-Potion [8] 14.06%	
HP:	860	Defence:	46	Steal: /	
MP:	100	Magic:	25	Morph: Ice Crystal	
		MDefence:	76		
EXP:	510	Dexterity:	55		
AP:	40	Luck:	0	Back Damage: Normal (2x Damage)	
GIL:	600	Evade:	1		

Fire	[Double]	Death	[VUL]	Petrify	[VUL]
Ice	[Halve]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Icicle Area Snow	65%	Kalm Fang
Great Glacier Forest (L-L Snowboard Path)	19%	Nibel Wolf
Great Glacier Entrance (L-R Snowboard Path)	19%	
Great Glacier SE Area (R-R Snowboard Path)	19%	
Great Glacier Snow Path Left to Right	19%	
Great Glacier Ice Path Left to Right	19%	
Great Glacier Forest Path Left to Right	29%	
Great Glacier Rocky Path Left to Right	29%	
Great Glacier Lower Left To Upper Right Path	29%	
Great Glacier Lower Right To Upper Left Path	29%	
Great Glacier Frostbite Cave (E From SE Area)	25%	
Great Glacier Frostbite Cave "Runway"	25%	
Great Glacier Western Bridge (NW From Forest)	58%	
Great Glacier Frozen Lakeside (NE From Forest)	58%	
Great Glacier Frozen Lake Igloo Exterior	58%	
Great Glacier Frozen Lake Igloo Interior	58%	
Great Glacier Lone Tree (R-L Snowboard Path)	58%	
Great Glacier Eastern Mountainside Area	58%	
Great Glacier Snow Storm Central Cavern	58%	
Great Glacier Log Bridge (West of Lone Tree)	21%	
Great Glacier Western Area (South of Moai Face)	21%	
Great Glacier Western Area Cavern Interior	21%	
Great Glacier NW "Moai Face" Screen	21%	
Great Glacier North East Mountains	21%	
Great Glacier North East Cavern Interior	21%	

Bandersnatch's ATTACKS:	Manip Attack 1: Bodyblow
	Manip Attack 2: Bite

Attack 1: <Bodyblow>	Target: One Opponent	Berserk Attack
[172] Physical	Element: Hit	
	Att%: 100	
	Power: 16	
	Base Damage: 257 HP	
Attack 2: Bite	Target: One Opponent	Status Inflict:
[2AB] Physical	Element: None	Confusion (47%)
	Att%: 95	
	Power: 20	
	Base Damage: 321 HP	
Attack 3: <Howling>	Target: One Ally	Miss If Alive
[225] Magical % Based	Element: Restorative	Status Remove:
	Att%: 255	Death (100%)
	Power: 32	
	Base Damage: 100% Max HP	
Attack 4: <Howling>	Target: Self	Howling
[2AC] Physical 0 Dam	Att%: Auto Hit	Animation

Bandersnatch's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present Print Message [A Chocobo!]

1ST ATTACK: Use <Bodyblow> on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Same as 1st Attack

4TH ATTACK:

All Targets with Confusion: Use <Bodyblow> on Rnd Target

At least one Target without Confusion:

1/2 Chance: Use Bite on Rnd Target without Confusion

1/2 Chance: Use <Bodyblow> on Rnd Target without Confusion

5TH ATTACK:

All other Nibel Wolfs Alive:

Use <Bodyblow> on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

At least one other Nibel Wolf Dead:

1/2 Chance: Use <Howling> (Attack) on Rnd Bandersnatch Ally with Death

1/2 Chance: Use <Howling> (Animation) on Self

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Bandersnatch:	POWER req for Overflow:

With the ability to inflict you with Confusion, the Bandersnatch is tougher than its counterpart in Nibel Area (the Nibel Wolf). Be sure to equip the Ribbon and/or Peace Ring on the Player with access to the Enemy Skill White Wind.	Base Damage Overflow: 152 Rnd Var Overflow 3x: 101 Rnd Var Overflow 4x: 76 Rnd Var Overflow 6x: 51
Unlike the Nibel Wolf, the Bandersnatch can use Howling to revive its teammates an unlimited amount of times. Unfortunately, the end-of-battle gil and EXP values will not increase with each successful revival.	
Fire2 may not be enough to kill the Bandersnatch in one; Trine will, and it costs less MP.	
Ice Crystals are incredibly useful in the Battle Square as they have a Base Damage value of 2080 (casts Ice3 on all opponents). You should cast Laser four times then follow up with Morph for roughly 70 HP worth of damage, or, use Fire2+All if you are weak enough.	
The Bandersnatch is the most recurring enemy in the game in terms of qty of screens it appears on; it can be found on a whopping 25 screens!	

{Great Glacier}

NOTE - It was impossible to list these screens in order of chronological appearance; instead I have arranged them by their 'Screen Grouping'.

- The screen with the Hot Springs does not contain encounters.

- The Icicle Area Snow Storm is technically considered as being part of the World Map, and considers the battles in the same way as all other World Map encounters.

Screens:	Training Rating:
Great Glacier Forest (L-L Snowboard Path)	***
Great Glacier Entrance (L-R Snowboard Path)	***
Great Glacier SE Area (R-R Snowboard Path)	***
Great Glacier Snow Path Left to Right	***
Great Glacier Ice Path Left to Right	***
Great Glacier Forest Path Left to Right	**
Great Glacier Rocky Path Left to Right	**
Great Glacier Lower Left To Upper Right Path	**
Great Glacier Lower Right To Upper Left Path	**
Great Glacier Frostbite Cave (E From SE Area)	*** BEST
Great Glacier Frostbite Cave "Runway"	*** BEST
Great Glacier Western Bridge (NW From Forest)	**
Great Glacier Frozen Lakeside (NE From Forest)	**
Great Glacier Frozen Lake Igloo Exterior	**
Great Glacier Frozen Lake Igloo Interior	**
Great Glacier Lone Tree (R-L Snowboard Path)	**

```
||  Great Glacier Eastern Mountainside Area                **              ||
||  Great Glacier Snow Storm Central Cavern                **              ||
||                                                                         ||
||  Great Glacier Log Bridge (West of Lone Tree)           ***             ||
||  Great Glacier Western Area (South of Moai Face)        ***             ||
||  Great Glacier Western Area Cavern Interior             ***             ||
||  Great Glacier NW "Moai Face" Screen                    ***             ||
||  Great Glacier North East Mountains                     ***             ||
||  Great Glacier North East Cavern Interior               ***             ||
||                                                                         ||
||  Icicle Area Snow Storm                                 **              ||
\|                                                                         |/
 \                                                                         /
  |      Enemies:                                                        |
  |                                                                      |
  |  L4  Shred                                                           |
  |  L4  Frozen Nail                                                     |
  |      Bandersnatch                                                    |
  |      Hungry                                                          |
  |      Lessaloploth                                                    |
  |  L4  Ice Golem                                                       |
  |  L4  Snow                                                            |
  |      Magnade                                                         |
  |      [No Name] 7                                                     |
  |      [No Name] 8                                                     |
  |  L4  Jumping                                                         |
   \                                                                     /
    0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
```

```
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
```

```
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                             ]
 [                                                                           ]
 [          Fire - Bandersnatch      - Double                               ]
 [          Fire - Shred             - Double                               ]
 [          Fire - Snow              - Double                               ]
 [          Fire - Magnade           - Double                               ]
 [       Gravity - Magnade           - Double                               ]
 [          Wind - Shred             - Double                               ]
 [          Wind - Lessaloploth      - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                             ]
 [                                                                           ]
 [           Ice - Ice Golem         - Absorb                               ]
 [           Ice - Snow              - Absorb                               ]
 [                                                                           ]
 [           Ice - Shred             - Nullify                              ]
 [           Ice - Lessaloploth      - Nullify                              ]
 [         Earth - Shred             - Nullify                              ]
 [         Earth - Lessaloploth      - Nullify                              ]
 [       Gravity - Lessaloploth      - Nullify                              ]
 [         Water - Shred             - Nullify                              ]
 [         Water - Lessaloploth      - Nullify                              ]
 [                                                                           ]
 [           Ice - Bandersnatch      - Halve                                ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
```

```
[                        ELEMENTS USED BY ENEMIES:                          ]
[                                                                           ]
[          Ice - Lessaloploth      - Avalanche                              ]
[          Ice - Ice Golem         - Cold Snap                              ]
[          Ice - Snow              - Ice2                                   ]
[          Ice - Snow              - Cold Breath                            ]
[    Lightning - Ice Golem         - Wide Grazer                            ]
[         Wind - Frozen Nail       - Flying Sickle                          ]
[  Restorative - Shred             - Cure3                                  ]
[  Restorative - Bandersnatch      - Howling                                ]
[                                                                           ]
[          Cut - Frozen Nail       - Continu-claw                           ]
[          Cut - Lessaloploth      - Wing Cut                               ]
[          Hit - Shred             - Tail                                   ]
[          Hit - Bandersnatch      - Bodyblow                               ]
[          Hit - Hungry            - Bodyblow                               ]
[          Hit - Ice Golem         - Golem Punch                            ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[       Poison - Lessaloploth      - Scorpion's Tale  (47%  Inflict)        ]
[    Confusion - Bandersnatch      - Bite             (47%  Inflict)        ]
[    Confusion - Snow              - Fascination      (100% Inflict)        ]
[        Small - Hungry            - Mini             (71%  Inflict)        ]
[      Berserk - Shred             - Crazy Claw       (99%  Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                                ]
[                                                                           ]
[ NOTE - Every enemy is immune to at least one of every Status! The         ]
[         following Statuses are the least defended-from Statuses:          ]
[                                                                           ]
[   Poison, Slow                                                            ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                          oo~~~~~~~~~~~~~~oo
                          ||  ENEMY LOOT  ||
                          oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 HI-POTION  |                  |                        |                   |
------------'                  |                        |                   |
      | Bandersnatch       [8] | Ice Golem         [32] |                   |
      | Ice Golem          [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 X-POTION  |                   |                        |                   |
-----------'                   |                        |                   |
      | Magnade            [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 ETHER  |                      |                        |                   |
--------'                      |                        |                   |
      | Shred              [2] |                        |                   |
      | Hungry             [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 PHOENIX DOWN  |               |                        |                   |
---------------'               |                        |                   |
      | Lessaloploth       [8] | Lessaloploth      [32] |                   |
      |                        | Magnade           [32] |                   |
```

```
      '-----------------------+-----------------------+-------------------|
 ICE CRYSTAL  |               |                       |                   |
--------------'               |                       |                   |
      | Snow              [8] |                       | Bandersnatch      |
      '-----------------------+-----------------------+-------------------|
 CIRCLET  |                   |                       |                   |
----------'                   |                       |                   |
      |                       | Snow              [8] |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

Great Glacier Forest (L-L Snowboard Path)	128 Low
Great Glacier Entrance (L-R Snowboard Path)	128 Low
Great Glacier SE Area (R-R Snowboard Path)	128 Low
Great Glacier Snow Path Left to Right	128 Low
Great Glacier Ice Path Left to Right	128 Low

Average: EXP: 1322.8 AP: 114.8 GIL: 2166.4 Enemy QTY: 2.59

[23.4%]	Nrml Bat #1	EXP - 1500 AP - 120 GIL - 2850	1st Row: 3x Shred	#672
[21.9%]	Nrml Bat #2	EXP - 1040 AP - 100 GIL - 1600	1st Row: 1x Frozen Nail 2nd Row: 1x Frozen Nail	#673
[20.3%]	Nrml Bat #3	EXP - 1520 AP - 130 GIL - 2700	1st Row: 2x Shred 2nd Row: 1x Frozen Nail	#674
[18.8%]	Nrml Bat #4	EXP - 1020 AP - 80 GIL - 1200	1st Row: 2x Bandersnatch	#675
[15.6%]	Nrml Bat #5	EXP - 1560 AP - 150 GIL - 2400	1st Row: 1x Frozen Nail 2nd Row: 2x Frozen Nail	#676

SCREEN GROUPING 2: ** Area Enc Rate:

Great Glacier Forest Path Left to Right	128 Low
Great Glacier Rocky Path Left to Right	128 Low
Great Glacier Lower Left To Upper Right Path	128 Low
Great Glacier Lower Right To Upper Left Path	128 Low

Average: EXP: 1299.9 AP: 110.3 GIL: 2081.7 Enemy QTY: 2.55

[23.2%]	Nrml Bat #1	EXP - 1500	1st Row: 3x Shred

```
|                        AP  - 120                                          |
|                        GIL - 2850                                    #672 |
|                                                                           |
|  [21.9%]  Nrml Bat #2  EXP - 1040    1st Row: 1x Frozen Nail              |
|                        AP  - 100     2nd Row: 1x Frozen Nail              |
|                        GIL - 1600                                    #673 |
|                                                                           |
|  [20.5%]  Nrml Bat #3  EXP - 1520    1st Row: 2x Shred                    |
|                        AP  - 130     2nd Row: 1x Frozen Nail              |
|                        GIL - 2700                                    #674 |
|                                                                           |
|  [16.4%]  Nrml Bat #4  EXP - 1020    1st Row: 2x Bandersnatch             |
|                        AP  - 80                                           |
|                        GIL - 1200                                    #675 |
|                                                                           |
|  [5.47%]  Nrml Bat #5  EXP - 1560    1st Row: 1x Frozen Nail              |
|                        AP  - 150     2nd Row: 2x Frozen Nail              |
|                        GIL - 2400                                    #676 |
|                                                                           |
|  [6.25%]  Back Attack  EXP - 1020    1st Row: 2x Bandersnatch             |
|            Run = 2     AP  - 80                                           |
|                        GIL - 1200                                    #677 |
|                                                                           |
|  [6.25%]  Pinc Attack  EXP - 1530    1st Grp: 1x Bandersnatch             |
|                        AP  - 120     2nd Grp: 2x Bandersnatch             |
|                        GIL - 1800                                    #678 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***    BEST                        Area Enc Rate:

  Great Glacier Frostbite Cave (E From SE Area)        128  Low
  Great Glacier Frostbite Cave "Runway"                128  Low

   Average:   EXP: 1698.0     AP: 137.3     GIL: 1685.2      Enemy QTY: 2.59

.---------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 920     1st Row: 1x Lessaloploth             |
|        Pre-Emp OFF     AP  - 65                                           |
|            Run = 2     GIL - 1000                                    #680 |
|                                                                           |
|  [30.1%]  Nrml Bat #2  EXP - 2100    1st Row: 3x Hungry                   |
|        Pre-Emp OFF     AP  - 180                                          |
|                        GIL - 1800                                    #681 |
|                                                                           |
|  [24.6%]  Nrml Bat #3  EXP - 2040    1st Row: 2x Bandersnatch             |
|                        AP  - 160     2nd Row: 2x Bandersnatch             |
|                        GIL - 2400                                    #682 |
|                                                                           |
|  [12.5%]  Pinc Attack  EXP - 2100    1st Grp: 1x Hungry                   |
|                        AP  - 180     2nd Grp: 2x Hungry                   |
|                        GIL - 1800                                    #683 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 4: **                                Area Enc Rate:

  Great Glacier Western Bridge (NW From Forest)        128  Low
  Great Glacier Frozen Lakeside (NE From Forest)       128  Low
  Great Glacier Frozen Lake Igloo Exterior             128  Low
```

```
  Great Glacier Frozen Lake Igloo Interior             128  Low
  Great Glacier Lone Tree (R-L Snowboard Path)         128  Low
  Great Glacier Eastern Mountainside Area              128  Low
  Great Glacier Snow Storm Central Cavern              128  Low

   Average:   EXP: 1242.5     AP: 94.8      GIL: 1620.3      Enemy QTY: 2.06

.-------------------------------------------------------------------------.
|  [17.6%]  Nrml Bat #1  EXP - 1530    1st Row: 2x Bandersnatch             |
|                        AP  - 120     2nd Row: 1x Bandersnatch             |
|                        GIL - 1800                                  #684 |
|                                                                         |
|  [16.4%]  Nrml Bat #2  EXP - 1000    1st Row: 1x Ice Golem                |
|        Pre-Emp OFF     AP  - 70                                         |
|                        GIL - 1500                                  #685 |
|                                                                         |
|  [15.2%]  Nrml Bat #3  EXP - 1020    1st Row: 2x Bandersnatch             |
|                        AP  - 80                                         |
|                        GIL - 1200                                  #686 |
|                                                                         |
|  [14.1%]  Nrml Bat #4  EXP - 500     1st Row: 1x Snow                     |
|                        AP  - 42                                         |
|                        GIL - 700                                   #687 |
|                                                                         |
|  [11.7%]  Nrml Bat #5  EXP - 2000    1st Row: 2x Ice Golem                |
|        Pre-Emp OFF     AP  - 140                                        |
|                        GIL - 3000                                  #688 |
|                                                                         |
|  [6.25%]  Back Attack  EXP - 1020    1st Row: 2x Bandersnatch             |
|            Run = 2     AP  - 80                                         |
|                        GIL - 1020                                  #689 |
|                                                                         |
|  [12.5%]  Side Attack  EXP - 1520    1st Row: 2x Bandersnatch, 1x Snow    |
|                        AP  - 122                                        |
|                        GIL - 1900                                  #690 |
|                                                                         |
|  [6.25%]  Pinc Attack  EXP - 1530    1st Grp: 2x Bandersnatch             |
|                        AP  - 120     2nd Grp: 1x Bandersnatch             |
|                        GIL - 1800                                  #691 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 5: ***                                Area Enc Rate:

  Great Glacier Log Bridge (West of Lone Tree)         72   Medium
  Great Glacier Western Area (South of Moai Face)      72   Medium
  Great Glacier Western Area Cavern Interior           72   Medium
  Great Glacier NW "Moai Face" Screen                  72   Medium
  Great Glacier North East Mountains                   72   Medium
  Great Glacier North East Cavern Interior             72   Medium

   Average:   EXP: 1423.2     AP: 96.3      GIL: 1687.3      Enemy QTY: 1.99

  Forced Attack on the screen "Great Glacier North East Cavern Interior"
   only - "Game Over" Flag disabled and "Still More Fighting" Theme plays
   throughout battle.
.-------------------------------------------------------------------------.
|  [19.1%]  Nrml Bat #1  EXP - 980     1st Row: 1x Magnade                  |
|        Pre-Emp OFF     AP  - 50                                         |
|            Run = 2     GIL - 1200                                  #696 |
```

[16.4%]	Nrml Bat #2	EXP - 1840	1st Row: 1x Lessaloploth	
	Pre-Emp OFF	AP - 130	2nd Row: 1x Lessaloploth	
		GIL - 2000		#692
[15.0%]	Nrml Bat #3	EXP - 2040	1st Row: 2x Bandersnatch	
		AP - 160	2nd Row: 2x Bandersnatch	
		GIL - 2400		#693
[13.7%]	Nrml Bat #4	EXP - 1420	1st Row: 1x Snow	
	Pre-Emp OFF	AP - 107	2nd Row: 1x Lessaloploth	
	Run = 2	GIL - 1700		#694
[12.3%]	Nrml Bat #5	EXP - 500	1st Row: 1x Snow	
	Run = 2	AP - 42		
		GIL - 700		#695
[10.9%]	Nrml Bat #6	EXP - 1960	1st Row: 2x Magnade	
	Pre-Emp OFF	AP - 100		
	Run = 2	GIL - 2400		#697
[6.25%]	Back Attack	EXP - 980	1st Row: 1x Magnade	
	Run = 3	AP - 50		
		GIL - 1200		#698
[6.25%]	Pinc Attack	EXP - 1530	1st Grp: 2x Bandersnatch	
		AP - 120	2nd Grp: 1x Bandersnatch	
		GIL - 1800		#691
	Forced Attack	EXP - 500	1st Row: 1x Snow	
	Can't Escape	AP - 42		
		GIL - 700		#679

SCREEN GROUPING 6: ** Area Enc Rate:

Icicle Area Snow Storm 96 Very Low

Average: EXP: 1341.9 AP: 96.7 GIL: 1197.6 Enemy QTY: 2.13

This terrain is considered as the World Map in terms of the way in which the game considers the encounter chances.

[29.3%]	Nrml Bat #1	EXP - 920	1st Row: 1x Lessaloploth	
		AP - 65		
		GIL - 1000		#208
[28.0%]	Nrml Bat #2	EXP - 2000	1st Row: 2x Ice Golem	
		AP - 140		
		GIL - 3000		#209
[28.0%]	Nrml Bat #3	EXP - 1200	1st Row: 1x Jumping	
		AP - 90	2nd Row: 2x Jumping	
		GIL - 150		#210
[14.7%]	Side Attack	EXP - 1200	1st Row: 3x Jumping	
		AP - 90		
		GIL - 150		#211

```
                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

 NOTE - The Hungry from "Corral Valley" can also be fought here, along with
        the Bandersnatch and Jumping from "Icicle Area Snow". I will not be
        duplicating their entries; you can find all of those enemies listed
        just above.

  .---------.
 /  {Shred}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/RW2d8Wu3MFH8Umfc6                    | ID:  CE |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  70  ||    Drop: Ether  [2] 4.69%          |
|  HP:       900  ||    Defence:  66  ||   Steal: /                         |
|  MP:       100  ||      Magic:  55  ||   Morph: /                         |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      500  ||  Dexterity:  55  ||                                     |
|   AP:       40  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      950  ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Nullify]      |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Great Glacier Forest (L-L Snowboard Path)          44% |                     |
| Great Glacier Entrance (L-R Snowboard Path)        44% |                     |
| Great Glacier SE Area (R-R Snowboard Path)         44% |                     |
| Great Glacier Snow Path Left to Right              44% |                     |
| Great Glacier Ice Path Left to Right               44% |                     |
| Great Glacier Forest Path Left to Right            44% |                     |
| Great Glacier Rocky Path Left to Right             44% |                     |
| Great Glacier Lower Left To Upper Right Path       44% |                     |
| Great Glacier Lower Right To Upper Left Path       44% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Tail            |
|   Shred's ATTACKS:                       |  Manip Attack 2: Crazy Claw      |
|                                          |  Manip Attack 3: Cure3           |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Tail>                  Target: One Opponent      Berserk Attack   |
|  [218]       Physical              Element: Hit                               |
|                                       Att%: 100                              |
|                                      Power: 16                               |
|                                Base Damage: 280 HP                           |
|                                                                              |
|  Attack 2:  Crazy Claw             Target: One Opponent      Status Inflict:  |
|  [2A1]       Physical              Element: None              Berserk (100%)  |
|                                       Att%: 95                               |
|                                      Power: 1                                |
```

```
|                          Base Damage: 17 HP                                |
|                                                                            |
|  Attack 3:  Cure3              Target: 1/A Opponents     Split Damage      |
|  [002]       Magical          Element: Restorative      Reflectable       |
|              Spcl Formula        Att%: 255                                 |
|                                 Power: 130                                 |
|                                MP Cost: 64 MP                              |
|                          Base Damage: 3382 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Shred's BATTLE PLAN: (Repeats)                                           |
|                                                                            |
|  Cure3 has not been used:                                                  |
|                                                                            |
|   1/3 Chance: Use Crazy Claw on Target with Highest Current HP             |
|   2/3 Chance: Use <Tail> on Target with Highest Current HP                 |
|                                                                            |
|                                                                            |
|  Cure3 has been used:                                                      |
|                                                                            |
|   1/2 Chance: Use Crazy Claw on Target with Highest Current HP             |
|   1/2 Chance: Use <Tail> on Target with Highest Current HP                 |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Shred's HP  > 25%: Do nothing                                            |
|                                                                            |
|   Shred's HP <= 25%: Use Cure3 on all Allies with <= 25% HP; If Shred's    |
|                      MP < 64 OR Cure3 been used once, do nothing           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Shred:                          |   POWER req for Overflow:     |
|                                            |                               |
| Shred is found in Battle Square:           |  Base Damage Overflow: 159    |
|  Set - 3  (After Highwind)     Battle - 5  |  Rnd Var Overflow  3x: 106    |
|                                            |  Rnd Var Overflow  4x:  80    |
| Shred is one of four enemies in the Great  |  Rnd Var Overflow  6x:  53    |
|  Glacier that takes Double Damage from the o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Fire Element, so you should equip Fire with                               |
|  the Elemental Materia on someone's Weapon.                                |
| If you were to cast L4 Suicide on the Shred, they would just retaliate by  |
|  healing themselves using Cure3. You could use Magic Hammer first to       |
|  deplete their MP, then follow up with L4 Suicide. Alternatively, Trine    |
|  should be enough to kill them in one hit, unless you are under-levelled.  |
| While the Shred can inflict your characters with Berserk, their attacks    |
|  are very weak, and should not cause you any problems. Equip the Ribbon    |
|  and/or Peace Ring if you are bothered by the Berserk Status.              |
| Equip Elemental+Choco/Mog on your weapon to exploit the Shred's weakness   |
|  to Wind (as with all other 'elevated' enemies). Avoid Earth.              |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------------.
 /  {Frozen Nail}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/98rNsJrGNyyXGTjr7                  | ID:  D0 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     28  ||   Strength:  67  ||    Drop: /                        |
|  HP:      1300  ||    Defence:  52  ||   Steal: /                        |
|  MP:       100  ||      Magic:  65  ||   Morph: /                        |
|                 ||   MDefence: 128  ||                                   |
```

EXP: 520	Dexterity: 60	
AP: 50	Luck: 5	Back Damage: Normal (2x Damage)
GIL: 800	Evade: 5	Susceptible to L4 Suicide

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Great Glacier Forest (L-L Snowboard Path)	58%	Kelzmelzer
Great Glacier Entrance (L-R Snowboard Path)	58%	
Great Glacier SE Area (R-R Snowboard Path)	58%	
Great Glacier Snow Path Left to Right	58%	
Great Glacier Ice Path Left to Right	58%	
Great Glacier Forest Path Left to Right	49%	
Great Glacier Rocky Path Left to Right	49%	
Great Glacier Lower Left To Upper Right Path	49%	
Great Glacier Lower Right To Upper Left Path	49%	

Frozen Nail's ATTACKS:

Manip Attack 1: Continu-claw
Manip Attack 2: Flying Sickle

Attack 1: Continu-claw [2A6] — Physical — Berserk Attack
Target: One Opponent
Element: Cut
Att%: 184
Power: 16
Base Damage: 183 HP

Attack 2: Flying Sickle [1FC] — Magical
Target: One Opponent
Element: Wind
Att%: 255
Power: 12
MP Cost: 8 MP
Base Damage: 418 HP

Frozen Nail's BATTLE PLAN: (Repeats)

1/4 Chance: Use Flying Sickle on Rnd Target
3/4 Chance: Use Continu-claw on Rnd Target

Notes On Frozen Nail:

Frozen Nail is found in Battle Square: Set - 3 (After Highwind) Battle - 5

Frozen Nail is one of four enemies in the Great Glacier that takes Double Damage from the Fire Element, so you should equip Fire with the Elemental Materia on someone's Weapon.

Trine will not be enough to kill the Frozen Nail in one hit; two castings of Fire2 will, however. You could always just use L4 Suicide and follow

POWER req for Overflow:

Base Damage Overflow:	154
Rnd Var Overflow 3x:	103
Rnd Var Overflow 4x:	77
Rnd Var Overflow 6x:	52

```
|  up with Physical attacks. Avoid using Deathblow.                          |
| The Frozen Nail makes use of the same Flying Sickle attack that the        |
|  SOLDIER:3rd uses, and like the SOLDIER:3rd, the Frozen Nail will display  |
|  the "skill power is used up" text string each time it tries to use the    |
|  attack once its MP has ran out. Feel free to use Magic Hammer to stop it  |
|  from using its stronger attack.                                           |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------------.
 /  {Lessaloploth}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/qAyXDLCy4ZiM6tsP7                  | ID:  CF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     34  ||   Strength:  65  ||    Drop: Phoenix Down  [8]  14.06%  |
|  HP:      2000  ||    Defence:  74  ||   Steal: Phoenix Down  [32] 40.63%  |
|  MP:       400  ||      Magic:  67  ||   Morph: /                         |
|                 ||   MDefence: 190  ||                                     |
|  EXP:      920  ||  Dexterity:  77  ||                                     |
|   AP:       65  ||       Luck:  20  || Back Damage: Normal (2x Damage)     |
|  GIL:     1000  ||      Evade:  12  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Nullify]      |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Great Glacier Frostbite Cave (E From SE Area)    33% |  Rapps              |
| Great Glacier Frostbite Cave "Runway"            33% |                     |
| Great Glacier Log Bridge (West of Lone Tree)     30% |                     |
| Great Glacier Western Area (South of Moai Face)  30% |                     |
| Great Glacier Western Area Cavern Interior       30% |                     |
| Great Glacier NW "Moai Face" Screen              30% |                     |
| Great Glacier North East Mountains               30% |                     |
| Great Glacier North East Cavern Interior         30% |                     |
| Icicle Area Snow Storm                           30% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Wing Cut           |
|   Lessaloploth's ATTACKS             |  Manip Attack 2: Scorpion's Tail    |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Wing Cut>           Target: One Opponent      Berserk Attack   |
|  [2A2]       Physical          Element: Cut                                |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                            Base Damage: 272 HP                             |
|                                                                            |
|  Attack 2:  Scorpion's Tale     Target: One Opponent      Status Inflict:  |
|  [2A3]       Physical          Element: None               Poison (47%)    |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                            Base Damage: 272 HP                             |
```

```
|                                                                                |
|  Attack 3:  Snowstorm          Target: One Opponent      Never Used            |
|  [2A4]       Magical          Element: Ice                                     |
|                                  Att%: 100                                     |
|                                 Power: 100                                     |
|                                MP Cost: 16 MP                                  |
|                              Base Damage: 3787 HP                              |
|                                                                                |
|  Attack 4:  Avalanche          Target: All Opponents     Split Damage          |
|  [2A5]       Physical         Element: Ice                                     |
|                                  Att%: 95                                      |
|                                 Power: 60                                      |
|                              Base Damage: 1020 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Lessaloploth's BATTLE PLAN: (Repeats)                                        |
|                                                                                |
|  OPENING ATTACK: 1/4 Chance use <Wing Cut> on Rnd Target                       |
|                  1/4 Chance use Avalanche on Rnd Target                        |
|                  1/2 Chance use Scorpion's Tale on Rnd Target                  |
|                                                                                |
|                                                                                |
|  THEREAFTER:                                                                   |
|                                                                                |
|   <Wing Cut> was used last: 1/2 Chance use Avalanche on Rnd Target             |
|                             1/2 Chance use Scorpion's Tale on Rnd Target       |
|                                                                                |
|   Avalanche was used last: 1/2 Chance use <Wing Cut> on Rnd Target             |
|                            1/2 Chance use Scorpion's Tale on Rnd Target        |
|                                                                                |
|   Scorpion's Tale was used last: 1/2 Chance use <Wing Cut> on Rnd Target       |
|                                  1/2 Chance use Avalanche on Rnd Target        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Lessaloploth:                    |   POWER req for Overflow:        |
|                                             |                                  |
| Lessaloploth is found in Battle Square:     |  Base Damage Overflow: 161       |
|  Set - 3  (After Highwind)     Battle - 5   |  Rnd Var Overflow  3x: 108       |
|                                             |  Rnd Var Overflow  4x:  81       |
| As far as random encounters go, the         |  Rnd Var Overflow  6x:  54       |
|  Lessaloploth is rather tough. Thankfully it o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  will never use its Attack Snowstorm, which                                    |
|  has the power to kill you in one. Avalanche can still do moderate damage.    |
| Avoid using Deathblow. Two blasts of Beta will be enough to kill the           |
|  Lessaloploth.                                                                 |
| Equip Elemental+Choco/Mog on your weapon to exploit the Lessaloploth's         |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.         |
| The Lessaloploth is considered to be a 'Powerful' enemy, and as such the       |
|  "Pre-Emp" Flag should have been disabled for encounters that contain the      |
|  Lessaloploth. An oversight means that you have a chance to initiate a         |
|  Pre-Emptive Strike against the single Lessaloploth in the 'Snow Storm'        |
|  terrain (Formation ID #208).                                                  |
| Typically, the Lessaloploth will have a Run Counter of 2, so you won't be      |
|  able to flee as easily when faced against them. Again, and oversight          |
|  means that the Run Value is set to its default value of 1 when faced with     |
|  the Lessaloploth on the 'Snow Storm' World Map terrain.                       |
\                                                                                /
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 /  {Ice Golem}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
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| https://photos.app.goo.gl/K4h9DRxf1dyFFGmm9 | ID: CD |

Level: 40	Strength: 100	Drop: Hi-Potion [8] 14.06%
HP: 4000	Defence: 80	Steal: Hi-Potion [32] 40.63%
MP: 300	Magic: 70	Morph: /
	MDefence: 100	
EXP: 1000	Dexterity: 75	
AP: 70	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 1500	Evade: 10	Susceptible to L4 Suicide

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [Absorb]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Great Glacier Western Bridge (NW From Forest)	28%	Golem
Great Glacier Frozen Lakeside (NE From Forest)	28%	Armored Golem
Great Glacier Frozen Lake Igloo Exterior	28%	
Great Glacier Frozen Lake Igloo Interior	28%	
Great Glacier Lone Tree (R-L Snowboard Path)	28%	
Great Glacier Eastern Mountainside Area	28%	
Great Glacier Snow Storm Central Cavern	28%	
Icicle Area Snow Storm	28%	

Ice Golem's ATTACKS: | No Manipulate Attacks!

Attack 1: Golem Punch	Target: One Opponent		
[213] Physical	Element: Hit		
	Att%: 95		
	Power: 16		
	Base Damage: 600 HP		
Attack 2: Cold Snap	Target: One Opponent	Can't Cover	
[29B] Physical	Element: Ice		
	Att%: 95		
	Power: 16		
	Base Damage: 600 HP		
Attack 3: Wide Grazer	Target: All Opponents	No Split Damage	
[33D] Magical	Element: Lightning		
	Att%: 120		
	Power: 15		
	MP Cost: 15 MP		
	Base Damage: 618 HP		
Attack 4: Megaton Punch	Target: One Opponent	Never Used	
[215] Physical	Element: Hit		
	Att%: 110		
	Power: 30		
	Base Damage: 1125 HP		

```
|  Attack 5: <Advance>            Target: Self              Never Used       |
|  [216]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
|  Attack 6: <Retreat>            Target: Self              Never Used       |
|  [217]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
|  Attack 7: <Defense Start>      Target: Self              Never Used       |
|  [29D]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
|  Attack 8: <Defense Down>       Target: Self              Never Used       |
|  [29E]       Physical 0 Dam       Att%: Auto Hit           Animation       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ice Golem's BATTLE PLAN: (Repeats)                                        |
|                                                                             |
|  1ST ATTACK:                                                                |
|                                                                             |
|   Ice Golem's HP >= 50%: Use Cold Snap on Rnd Target                        |
|   Ice Golem's HP <  50%: Use Wide Grazer on All Targets                     |
|                                                                             |
|  2ND ATTACK: Use Golem Punch on Rnd Target                                  |
|                                                                             |
|  3RD ATTACK: 1/2 Chance use Golem Punch on Rnd Target                       |
|              1/2 Chance use Cold Snap on Rnd Target                         |
|                                                                             |
|  4TH ATTACK: use Wide Grazer on All Targets                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ice Golem:                       |   POWER req for Overflow:     |
|                                             |                               |
| Ice Golem is found in Battle Square:        |  Base Damage Overflow: 164    |
|  Set - 3  (After Highwind)     Battle - 4   |  Rnd Var Overflow  3x: 109    |
|                                             |  Rnd Var Overflow  4x:  82    |
| Unlike the Golem and Armored Golem, the Ice |  Rnd Var Overflow  6x:  55    |
|  Golem will not advance or retreat mid-     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  battle, nor will it modify its base stats.                                 |
|  It is also only 1/8 the size of its counterparts.                          |
| Wide Grazer is one of a few Enemy Attacks in the game that targets all      |
|  opponents for non-split damage, which means the damage output will *not*   |
|  be reduced to 66% of its normal output.                                    |
| Use L4 Suicide if you wish to quickly deal with the Ice Golem. Avoid using  |
|  Deathblow; Beta will hit for 1600+, so you would be better off opening     |
|  with Laser or Demi2, which would hit for 2000, then follow up with Beta    |
|  and a physical blow.                                                       |
| The Ice Golem is considered to be a 'Powerful' enemy, and as such the       |
|  "Pre-Emp" Flag should have been disabled for encounters that contain the   |
|  Ice Golem. An oversight means that you have a chance to initiate a Pre-    |
|  Emptive Strike against the single Ice Golem in the 'Snow Storm' terrain    |
|  (Formation ID #209).                                                       |
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 /  {Snow}  \
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|  https://photos.app.goo.gl/7znvTdDubXZsWHdA8                    | ID:  D2 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  50  ||    Drop: Ice Crystal  [8] 14.06%    |
|  HP:      4000  ||    Defence:  66  ||   Steal: Circlet      [8] 10.94%    |
|  MP:       160  ||      Magic:  80  ||   Morph: /                          |
|                 ||   MDefence: 138  ||                                     |
|  EXP:      500  ||  Dexterity:  70  ||                                     |
```

AP: 42	Luck: 10	Back Damage: Normal (2x Damage)
GIL: 700	Evade: 1	Susceptible to L4 Suicide

Fire [Double]	Death [-]	Petrify [-]
Ice [Ice]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Great Glacier Western Bridge (NW From Forest)	14%	Jemnezmy
Great Glacier Frozen Lakeside (NE From Forest)	14%	Pollensalta
Great Glacier Frozen Lake Igloo Exterior	14%	
Great Glacier Frozen Lake Igloo Interior	14%	
Great Glacier Lone Tree (R-L Snowboard Path)	14%	
Great Glacier Eastern Mountainside Area	14%	
Great Glacier Snow Storm Central Cavern	14%	
Great Glacier Log Bridge (West of Lone Tree)	26%	
Great Glacier Western Area (South of Moai Face)	26%	
Great Glacier Western Area Cavern Interior	26%	
Great Glacier NW "Moai Face" Screen	26%	
Great Glacier North East Mountains	26%	
Great Glacier North East Cavern Interior	26%	

Snow's ATTACKS:

Manip Attack 1: Cold Breath

Attack 1: Ice	Target: One Opponent	Never Used	
[01E] Magical	Element: Ice	Reflectable	
	Att%: 100		
	Power: 8		
	MP Cost: 4 MP		
	Base Damage: 336 HP		
Attack 2: Ice2	Target: One Opponent	Reflectable	
[01F] Magical	Element: Ice		
	Att%: 100		
	Power: 20		
	MP Cost: 22 MP		
	Base Damage: 840 HP		
Attack 3: Fascination	Target: One Opponent	Status Inflict:	
[37A] Magical 0 Dam	Att%: 90	Confusion (100%)	
	MP Cost: 5 MP		
Attack 4: Cold Breath	Target: One Opponent		
[37B] Magical	Element: Ice		
	Att%: 90		
	Power: 6		
	MP Cost: 12 MP		
	Base Damage: 252 HP		

Snow's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use Cold Breath on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Same as 1st Attack

4TH ATTACK: Use Fascination on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

After 4th Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

COUNTER: [All Physical and Magical Attacks]

Attack was Magical:

Use Fascination on Last Mag Attacker; If Last Mag Attacker has Confusion, do nothing

Attack was Physical:

Snow's HP > 75%: Do nothing

Snow's HP <= 75%: Use Ice2 on Last Phys Attacker the first time Snow's HP drops below 75%; If Snow's MP < 22, do nothing

Snow's HP <= 50%: Use Ice2 on Last Phys Attacker the first time Snow's HP drops below 50%; If Snow's MP < 22, do nothing

Snow's HP <= 25%: Use Ice2 on Last Phys Attacker the first time Snow's HP drops below 25%; If Snow's MP < 22, do nothing

Notes On Snow:

Snow is found in Battle Square:
Set - 3 (After Highwind) Battle - 5

Snow is one of four enemies in the Great Glacier that takes Double Damage from the Fire Element, so you should equip Fire with the Elemental Materia on someone's Weapon.

Snow is not difficult to defeat, although her Ice2 Attack can deal fairly moderate damage. Equip Ice defence if necessary. You could always use L4 Suicide and finish up with a Physical blow to finish her off quickly.

The forced encounter in the North East Cavern may appear to be a Boss-Battle given the theme that plays out, however, the Snow enemy is the same Snow as the randomly encountered Snow; defeat her the same as you would any normal enemy. You need to have first touched the Hot Springs to be able to fight her, otherwise you cannot engage her. Defeating Snow is the only way to obtain the only Holy-based Materia in the game; the Alexander Summon Materia (has 120 Attack Power).

Snow *can* be back-attacked normally, and the same goes for the Mini-Boss Battle. It is likely that the developer's had intended the Pre-Emp Flag

POWER req for Overflow:

Base Damage Overflow: 159
Rnd Var Overflow 3x: 106
Rnd Var Overflow 4x: 80
Rnd Var Overflow 6x: 53

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|  to have been disabled here, however, similar to a handful of other Boss   |
|  Battles, this one can be Pre-Empted.                                      |
| You cannot get a Game Over during the forced encounter with the Snow.      |
|  Should you lose the Battle, you will pass out in the same was you would   |
|  once your step counter reaches 544, and be transported to Holzoff's       |
|  Cabin with 1 HP remaining for each party member.                          |
| You should try to obtain at least one Circlet from the Snow. This piece    |
|  of equipment is the Magical version of the Champion Belt, and will help   |
|  turn the tide in many battles. A Lv 40 Cloud would have a 12.5% chance of |
|  stealing from the Snow. Circlets only sell for 1 gil in the shops, so     |
|  there is no need to farm them.                                            |
| Ice Crystals can be helpful in the Battle Square (casts Ice3 on all        |
|  opponents with a Base Damage value of 2080); however, you will *not*      |
|  obtain the Drop from Snow if you stole from her.                          |
| While Snow is immune to being manipulated, she does have an assigned       |
|  Manipulate Attack, which will also be assigned as her berserked attack.   |
|  Again, she cannot be inflicted with Berserk.                              |
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 /  {Magnade}  \
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|  https://photos.app.goo.gl/teh3bHznXg5ktSUP8                     | ID:  D4 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength: 134  ||    Drop: X-Potion      [8]  14.06%  |
|  HP:      1000  ||    Defence:  70  ||   Steal: Phoenix Down  [32] 40.63%  |
|  MP:       100  ||      Magic:  60  ||   Morph: /                          |
|                 ||   MDefence:  48  ||                                     |
|  EXP:      980  ||  Dexterity:  50  ||                                     |
|   AP:       50  ||       Luck:  10  ||                                     |
|  GIL:     1200  ||      Evade:   5* ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [-]      |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]      |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [-]      |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]      |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]    |                        |
|      Gravity  [Double]       |       Slow  [-]      |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]      |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]      |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]      |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]      |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:        |
|                                                        |                      |
| Great Glacier Log Bridge (West of Lone Tree)     36% |                      |
| Great Glacier Western Area (South of Moai Face)  36% |                      |
| Great Glacier Western Area Cavern Interior       36% |                      |
| Great Glacier NW "Moai Face" Screen              36% |                      |
| Great Glacier North East Mountains               36% |                      |
| Great Glacier North East Cavern Interior         36% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!            |
|   Magnade's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Shield Throw>       Target: One Opponent      Can't Cover       |
|  [2AD]       Physical          Element: None                                |
|                                   Att%: 95                                  |
|                                  Power: 6                                   |
```

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|                           Base Damage: 324 HP                              |
|                                                                            |
|  Attack 2:  W-Shield Throw      Target: One Opponent      Can't Cover      |
|  [2AE]       Physical          Element: None                               |
|                                   Att%: 95                                 |
|                                  Power: 12                                 |
|                           Base Damage: 648 HP                              |
|                                                                            |
|  Attack 3:  Strong Kick         Target: One Opponent                       |
|  [2AF]       Physical          Element: None                               |
|                                   Att%: 95                                 |
|                                  Power: 10                                 |
|                           Base Damage: 540 HP                              |
|                                                                            |
|  Attack 4: <Shield Defense>     Target: Self                               |
|  [2B0]       Physical 0 Dam       Att%: Auto Hit                           |
|                                                                            |
|  Attack 5: <Vanish>             Target: Self              Shield Death     |
|  [14E]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                            |
|  Attack 6: <Vanish>             Target: Self              Death Animation  |
|  [150]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Magnade's BATTLE PLAN: (Repeats)                                         |
|                                                                            |
|  SETUP: Disable default Death Handling                                     |
|                                                                            |
|         1/5 Chance: 20 Actions needed to break Shields                     |
|         1/5 Chance: 21 Actions needed to break Shields                     |
|         1/5 Chance: 22 Actions needed to break Shields                     |
|         1/5 Chance: 23 Actions needed to break Shields                     |
|         1/5 Chance: 24 Actions needed to break Shields                     |
|                                                                            |
|                                                                            |
|  PAHSE 1: (Shields Alive)                                                  |
|                                                                            |
|   OPENING ATTACK: 1/5 Chance start from 1st Attack                         |
|                   1/5 Chance start from 2nd Attack                         |
|                   1/5 Chance start from 3rd Attack                         |
|                   1/5 Chance start from 4th Attack                         |
|                   1/5 Chance start from 5th Attack                         |
|                                                                            |
|                                                                            |
|   1ST ATTACK: Use <Shield Throw> on Rnd Target                             |
|                                                                            |
|               Target does not have Death: Use Follow-Up                    |
|               Target has Death: 1/2 Chance use Follow-Up                   |
|                                 1/2 Chance do nothing                      |
|                                                                            |
|    Follow-Up:                                                              |
|                                                                            |
|     Magnade's HP  > 75%: 1/5 Chance use <Shield Throw> on Rnd Target       |
|                          4/5 Chance do nothing                             |
|                                                                            |
|     Magnade's HP <= 75%: 1/4 Chance use <Shield Throw> on Rnd Target       |
|                          3/4 Chance do nothing                             |
|                                                                            |
|     Magnade's HP <= 50%: 1/3 Chance use <Shield Throw> on Rnd Target       |
|                          2/3 Chance do nothing                             |
|                                                                            |
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|     Magnade's HP <= 25%: 1/2 Chance use <Shield Throw> on Rnd Target       |
|                          1/2 Chance do nothing                            |
|                                                                           |
|       After 1st, 2nd, 3rd and 4th Attack:                                 |
|                                                                           |
|        Magnade's HP  > 75%: 1/5 Chance jump to 5th Attack for next turn   |
|                             4/5 Chance jump to next Attack for next turn  |
|                                                                           |
|        Magnade's HP <= 75%: 1/4 Chance jump to 5th Attack for next turn   |
|                             3/4 Chance jump to next Attack for next turn  |
|                                                                           |
|        Magnade's HP <= 50%: 1/3 Chance jump to 5th Attack for next turn   |
|                             2/3 Chance jump to next Attack for next turn  |
|                                                                           |
|        Magnade's HP <= 25%: 1/2 Chance jump to 5th Attack for next turn   |
|                             1/2 Chance jump to next Attack for next turn  |
|                                                                           |
|                                                                           |
|   2ND ATTACK: Same as 1st Attack                                          |
|   3RD ATTACK: Same as 1st Attack                                          |
|   4TH ATTACK: Same as 1st Attack                                          |
|                                                                           |
|   5TH ATTACK: Use W-Shield Throw on Rnd Target                            |
|                                                                           |
|               Target does not have Death: Use Follow-Up                   |
|               Target has Death: 1/2 Chance use Follow-Up                  |
|                                  1/2 Chance do nothing                    |
|                                                                           |
|    Follow-Up:                                                             |
|                                                                           |
|     Magnade's HP  > 75%: 1/5 Chance use W-Shield Throw on Rnd Target      |
|                          4/5 Chance do nothing                            |
|                                                                           |
|     Magnade's HP <= 75%: 1/4 Chance use W-Shield Throw on Rnd Target      |
|                          3/4 Chance do nothing                            |
|                                                                           |
|     Magnade's HP <= 50%: 1/3 Chance use W-Shield Throw on Rnd Target      |
|                          2/3 Chance do nothing                            |
|                                                                           |
|     Magnade's HP <= 25%: 1/2 Chance use W-Shield Throw on Rnd Target      |
|                          1/2 Chance do nothing                            |
|                                                                           |
|                                                                           |
|  PHASE 2: (Shields Destroyed)                                             |
|                                                                           |
|   Use Strong Kick on Rnd Target                                           |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    Magnade's HP  > 75%: 1/5 Chance use Strong Kick on Rnd Target          |
|                         4/5 Chance do nothing                             |
|                                                                           |
|    Magnade's HP <= 75%: 1/4 Chance use Strong Kick on Rnd Target          |
|                         3/4 Chance do nothing                             |
|                                                                           |
|    Magnade's HP <= 50%: 1/3 Chance use Strong Kick on Rnd Target          |
|                         2/3 Chance do nothing                             |
|                                                                           |
|    Magnade's HP <= 25%: 1/2 Chance use Strong Kick on Rnd Target          |
|                         1/2 Chance do nothing                             |
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|                                                                            |
|                                                                            |
|  COUNTER: [All Actions made by All Players and Enemies]                    |
|                                                                            |
|   Less than 20-24 Actions made: Set Evade to 255                           |
|                                                                            |
|   20-24 Actions made: Use <Vanish> on Self, remove [No Name] A and [No     |
|                         Name] B from Battle                                |
|                                                                            |
|                                                                            |
|  DEATH: Use <Vanish> on Self, end Battle                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Magnade:                          |   POWER req for Overflow:   |
|                                              |                             |
| Magnade is found in Battle Square:           |  Base Damage Overflow: 160  |
|  Set - 3  (After Highwind)     Battle - 3    |  Rnd Var Overflow  3x: 107  |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  1st Stage:  Evade = 255                                                   |
|  2nd Stage:  Evade = 5                                                     |
|                                                                            |
| Every single Action will set the Magnade's Evade to 255, regardless of the |
|  Target or the Caster. This includes Actions made by the Magnade. Even     |
|  Actions such as Change/Defend will trigger the Counter script.            |
| The Magnade is one of four enemies in the Great Glacier that takes Double  |
|  Damage from the Fire Element, however, given the fact that it will evade  |
|  all Physical Attacks, you should stick to Fire using Magic. Beta will     |
|  kill it in one, and Fire2 should kill if not cripple them.                |
| Alternatively, you could exploit the Magnade's weakness to Gravity; one    |
|  cast of Laser, Demi2 or a T/S Bomb will kill them in one.                 |
| The Magnade has no use for its MP, so feel free to use Magic Hammer to     |
|  replenish your own.                                                       |
| While the Magnade appears to have very high Strength, the attacks it uses  |
|  are very low in Attack Power. You should still be wary, however, given    |
|  that the Magnade can use its attacks consecutively.                       |
| The Shields that are equipped on the Magnade are both unique enemies, each |
|  with their own Enemy ID. These enemies will leave no rewards, and can     |
|  never be targeted or killed. Visit the "Extra Enemies" section further    |
|  below for more info on the Magnade's Shields.                             |
| All of the encounters with the Magnade have a Run Count value greater than |
|  1, which means you'll have a harder time fleeing from them.               |
| The Magnade cannot be Back-Attacked or Side-Attacked, meaning that one     |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Magnade is immune to Seizure, which isn't necessary seeing as there is |
|  no way for the Player to inflict an enemy with Seizure. The Magnade is    |
|  one of 86 enemies that are immune to Seizure. It is also immune to        |
|  Peerless, along with 104 other enemies.                                   |
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              ||               {Gaea's Cliffs}              ||
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 NOTE - This area cannot be revisited.

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||                                                                         ||
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||   Screens:                                              Training Rating: ||
||                                                                          ||
||  Gaea's Cliff 1st Climb                                 ***              ||
||  Gaea's Cliff Lower Dungeon 1st Screen (Ribbon)         ****             ||
||  Gaea's Cliff Lower Dungeon 2nd Screen (Boulder)        ****             ||
||  Gaea's Cliff 2nd Climb                                 ***              ||
||  Gaea's Cliff Upper Dungeon (Speed Source/Elixir)       ****             ||
||  Gaea's Cliff Left & Right Snow Path                    ***              ||
||  Gaea's Cliff "Hanging Icicle" Screen                   N/A              ||
||  Gaea's Cliff 3rd Climb                                 ***              ||
||  Gaea's Cliff Healing Fountain W Save Point             ****   BEST      ||
||  Gaea's Cliff Tunnel From Healing Fountain (Schizo)     ****   BEST      ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                         |
  |                                                                        |
  |  L4  Malboro                     Bad Breath                            |
  |      Headbomber                                                        |
  |      Zolokalter                                                        |
  |  L4  Stilva                      Trine, Magic Breath                   |
  |  L4  Evilhead                                                          |
  |      Icicle    (Mini Boss)                                             |
  |      Blue Dragon                                                       |
  |      Cuahl                                                             |
  |      Schizo(Right)  (Boss)                                             |
  |      Schizo(Left)   (Boss)                                             |
   \                                                                      /
    0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
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                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                            ]
 [                                                                          ]
 [          Fire - Icicle            - Double   (Mini Boss)                 ]
 [         Earth - Icicle            - Double   (Mini Boss)                 ]
 [       Gravity - Icicle            - Double   (Mini Boss)                 ]
 [         Water - Malboro           - Double                               ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                          ]
 [                                                                        ]
 [          Fire - Schizo(Right)     - Absorb   (Boss)                    ]
 [           Ice - Icicle            - Absorb   (Mini Boss)               ]
 [           Ice - Blue Dragon       - Absorb                             ]
 [           Ice - Schizo(Left)      - Absorb   (Boss)                    ]
 [        Poison - Malboro           - Absorb                             ]
 [        Poison - Zolokalter        - Absorb                             ]
 [                                                                        ]
 [       Gravity - Malboro           - Nullify                            ]
 [       Gravity - Stilva            - Nullify                            ]
 [       Gravity - Blue Dragon       - Nullify                            ]
 [       Gravity - Schizo(Right)     - Nullify  (Boss)                    ]
 [       Gravity - Schizo(Left)      - Nullify  (Boss)                    ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                         ELEMENTS USED BY ENEMIES:                      ]
 [                                                                        ]
 [          Fire - Stilva            - Magic Breath                       ]
```

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[         Fire - Schizo(Right)     - Right Breath                          ]
[         Fire - Schizo(Right)     - Double Breath                         ]
[         Fire - Schizo(Left)      - Double Breath                         ]
[          Ice - Malboro           - Frozen Beam                           ]
[          Ice - Stilva            - Magic Breath                          ]
[          Ice - Blue Dragon       - Blue Dragon Breath                    ]
[          Ice - Schizo(Right)     - Double Breath                         ]
[          Ice - Schizo(Left)      - Left Breath                           ]
[          Ice - Schizo(Left)      - Double Breath                         ]
[    Lightning - Stilva            - Magic Breath                          ]
[    Lightning - Schizo(Right)     - Right Breath 2                        ]
[    Lightning - Schizo(Left)      - Left Breath 2                         ]
[        Earth - Schizo(Right)     - Tremor                                ]
[        Earth - Schizo(Left)      - Tremor                                ]
[       Poison - Malboro           - Bio2                                  ]
[         Wind - Blue Dragon       - Great Gale                            ]
[                                                                          ]
[          Hit - Headbomber        - Dorsal Punch                          ]
[          Hit - Evilhead          - Blood Suck                            ]
[          Hit - Icicle            - Icicle Drop                           ]
[          Hit - Blue Dragon       - Dragon Fang                           ]
[          Hit - Blue Dragon       - Tail Attack                           ]
[        Punch - Stilva            - Big Horn                              ]
[        Shout - Headbomber        - Extreme Bomber                        ]
[        Shout - Cuahl             - Light Shell                           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                          ]
[                                                                          ]
[        Sleep - Malboro           - Bad Breath      (100% Inflict)        ]
[       Poison - Malboro           - Bad Breath      (100% Inflict)        ]
[       Poison - Malboro           - Bio2            (47%  Inflict)        ]
[       Poison - Zolokalter        - Toxic Barf      (100% Inflict)        ]
[    Confusion - Malboro           - Bad Breath      (100% Inflict)        ]
[      Silence - Malboro           - Bad Breath      (100% Inflict)        ]
[      Silence - Evilhead          - Ultrasound      (100% Inflict)        ]
[         Slow - Zolokalter        - Toxic Barf      (100% Inflict)        ]
[         Frog - Malboro           - Bad Breath      (100% Inflict)        ]
[        Small - Malboro           - Bad Breath      (100% Inflict)        ]
[     Darkness - Blue Dragon       - Great Gale      (39%  Inflict)        ]
[         Fury - Headbomber        - Extreme Bomber  (71%  Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Slow, Stop                                                             ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
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                              oo~~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 HI-POTION  |                  |                        |                   |
------------'                  |                        |                   |
      | Cuahl             [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 X-POTION  |                  |                        |                   |
-----------'                  |                        |                   |
```

	Zolokalter [8]		
ANTIDOTE			
			Zolokalter
ECHO SCREEN			
		Malboro [32]	
HYPER			
	Headbomber [2]		
TRANQUILIZER			
		Headbomber [63]	Headbomber
		Cuahl [32]	Cuahl
M-TENTACLES			
	Malboro [63]	Malboro [32]	
VAMPIRE FANG			
	Evilhead [8]		
HOLY TORCH			
			Stilva
			Evilhead
DRAGON FANG			
	Schizo(Left) [63]		
TENT			
	Stilva [8]		
DRAGON ARMLET			
	Blue Dragon [63]		
PROTECT RING			
		Schizo(Right) [8]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *** Area Enc Rate:

Gaea's Cliff 1st Climb	48	High
Gaea's Cliff 2nd Climb	48	High
Gaea's Cliff Left & Right Snow Path	48	High

Gaea's Cliff 3rd Climb 48 High

Average: EXP: 1531.0 AP: 147.1 GIL: 1075.0 Enemy QTY: 2.21

[24.6%]	Nrml Bat #1	EXP - 1920 AP - 192 GIL - 1380	1st Row: 2x Headbomber 2nd Row: 1x Headbomber	#700
[23.2%]	Nrml Bat #2 Pre-Emp-OFF Run = 2	EXP - 1000 AP - 100 GIL - 100	1st Row: 1x Malboro	#701
[20.5%]	Nrml Bat #3	EXP - 1400 AP - 120 GIL - 1400	1st Row: 2x Zolokalter	#702
[19.1%]	Nrml Bat #4	EXP - 1980 AP - 188 GIL - 1620	1st Row: 2x Headbomber 2nd Row: 1x Zolokalter	#703
[12.5%]	Back Attack Run = 2	EXP - 1280 AP - 128 GIL - 920	1st Row: 2x Headbomber	#704

SCREEN GROUPING 2: **** Area Enc Rate:

Gaea's Cliff Lower Dungeon 1st Screen (Ribbon) 48 High
Gaea's Cliff Lower Dungeon 2nd Screen (Boulder) 48 High
Gaea's Cliff Upper Dungeon (Speed Source/Elixir) 48 High

Average: EXP: 1673.1 AP: 152.3 GIL: 1493.3 Enemy QTY: 2.33

[24.6%]	Nrml Bat #1 Pre-Emp OFF	EXP - 1000 AP - 110 GIL - 1100	1st Row: 1x Stilva	#705
[23.2%]	Nrml Bat #2	EXP - 1980 AP - 188 GIL - 1620	1st Row: 2x Headbomber, 1x Zolokalter	#706
[20.5%]	Nrml Bat #3	EXP - 2800 AP - 240 GIL - 2800	1st Row: 2x Zolokalter 2nd Row: 2x Zolokalter	#707
[19.1%]	Nrml Bat #4	EXP - 1300 AP - 100 GIL - 800	1st Row: 1x Evilhead 2nd Row: 1x Evilhead	#708
[6.25%]	Back Attack Run = 2	EXP - 1000 AP - 110 GIL - 1100	1st Row: 1x Stilva	#709
[6.25%]	Pinc Attack	EXP - 1300 AP - 100 GIL - 800	1st Grp: 1x Evilhead 2nd Grp: 1x Evilhead	#710

SCREEN GROUPING 3: Area Enc Rate:

Gaea's Cliff "Hanging Icicle" Screen OFF

Forced Att #1	EXP - 3100 AP - 200 GIL - 1600	1st Row: 4x Evilhead 2nd Row: 1x Icicle	#716
Forced Att #2	EXP - 3100 AP - 200 GIL - 1600	1st Row: 4x Evilhead 2nd Row: 1x Icicle	#717
Forced Att #3	EXP - 3100 AP - 200 GIL - 1600	1st Row: 4x Evilhead 2nd Row: 1x Icicle	#718

SCREEN GROUPING 4: **** BEST Area Enc Rate:

Gaea's Cliff Healing Fountain W Save Point 48 High
Gaea's Cliff Tunnel From Healing Fountain (Schizo) 48 High

Average: EXP: 1634.4 AP: 165.8 GIL: 1411.3 Enemy QTY: 2.26

Forced Attack on the screen "Gaea's Cliff Tunnel From Healing Fountain" only.

[24.6%] Nrml Bat #1	EXP - 1950 AP - 150 GIL - 1200	1st Row: 3x Evilhead	#711
[23.2%] Nrml Bat #2	EXP - 1440 AP - 140 GIL - 1600	1st Row: 2x Cuahl	#712
[20.5%] Nrml Bat #3	EXP - 2000 AP - 198 GIL - 1720	1st Row: 1x Cuahl, 2x Headbomber	#713
[19.1%] Nrml Bat #4 Pre-Emp OFF	EXP - 1200 AP - 200 GIL - 1000	1st Row: 1x Blue Dragon	#714
[12.5%] Back Attack Run = 2	EXP - 1440 AP - 140 GIL - 1600	1st Row: 2x Cuahl	#715
Forced Attack Can't Escape Pre-Emp OFF	EXP - 4400 AP - 240 GIL - 3000	1st Row: 1x Schizo(Right), 1x Schizo(Left)	#740

ENEMIES

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 /  {Malboro}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/PsqZaoppadCoL5ZH6                      | ID:  D7 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     44  ||   Strength:  70  ||    Drop: M-Tentacles  [63] 100%     |
|  HP:      4400  ||    Defence: 110  || Steal 1: M-Tentacles  [32] 40.63%   |
|  MP:       900  ||      Magic:  50  || Steal 2: Echo Screen  [32] 24.12%   |
|                 ||   MDefence: 120  ||   Morph: /                          |
|  EXP:     1000  ||  Dexterity:  80  ||                                     |
|   AP:      100  ||       Luck:   5  ||                                     |
|  GIL:      100  ||      Evade:  15  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Double]       |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                  APPEARANCE RATE: |   LOOKALIKES:     |
|                                                          |                   |
| Gaea's Cliff 1st Climb                              23% |                   |
| Gaea's Cliff 2nd Climb                              23% |                   |
| Gaea's Cliff Left & Right Snow Path                 23% |                   |
| Gaea's Cliff 3rd Climb                              23% |                   |
| Crater Right Path 1st Scrn Spiral Descent           12% |                   |
| Crater Right Path 2nd Scrn Spiral Base (Mystile)    12% |                   |
| Crater Right Path 3rd Scrn Large Nesting Area       12% |                   |
| Crater Right Path 4th Scrn Spinal Pathway           12% |                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Malboro's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Frozen Beam         Target: One Opponent                       |
|  [26B]       Magical           Element: Ice                                |
|                                    Att%: 100                                |
|                                   Power: 30                                 |
|                                 MP Cost: 20 MP                              |
|                             Base Damage: 1057 HP                            |
|                                                                             |
|  Attack 2:  Bio2                Target: One Opponent      Reflectable      |
|  [028]       Magical           Element: Poison            Status Inflict:  |
|                                    Att%: 100                Poison (47%)    |
|                                   Power: 21                                 |
|                                 MP Cost: 36 MP                              |
|                             Base Damage: 740 HP                             |
|                                                                             |
|  Attack 3:  Bad Breath          Target: All Opponents     **Enemy Skill**  |
|  [053]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                 MP Cost: 58 MP              Silence  (100%) |
|                                                             Confusion       |
|                                                             Poison    Small |
|                                                             Sleep      Frog |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Malboro's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
```

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|  OPENING ATTACK: 1/4 Chance start from 1st Attack                          |
|                  1/4 Chance start from 2nd Attack                          |
|                  1/4 Chance start from 3rd Attack                          |
|                  1/4 Chance start from 4th Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use Frozen Beam on Rnd Target                                 |
|                                                                            |
|    After 1st Attack:                                                       |
|                                                                            |
|     Malboro's HP  > 75%: 1/8 Chance jump to 3rd Attack for next turn       |
|                          7/8 Chance jump to 2nd Attack for next turn       |
|                                                                            |
|     Malboro's HP <= 75%: 1/6 Chance jump to 3rd Attack for next turn       |
|                          5/6 Chance jump to 2nd Attack for next turn       |
|                                                                            |
|     Malboro's HP <= 50%: 1/3 Chance jump to 3rd Attack for next turn       |
|                          2/3 Chance jump to 2nd Attack for next turn       |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Use Frozen Beam on Rnd Target                                 |
|                                                                            |
|    After 2nd Attack:                                                       |
|                                                                            |
|     Malboro's HP  > 75%: 1/8 Chance jump to 4th Attack for next turn       |
|                          7/8 Chance jump to 1st Attack for next turn       |
|                                                                            |
|     Malboro's HP <= 75%: 1/6 Chance jump to 4th Attack for next turn       |
|                          5/6 Chance jump to 1st Attack for next turn       |
|                                                                            |
|     Malboro's HP <= 50%: 1/3 Chance jump to 4th Attack for next turn       |
|                          2/3 Chance jump to 1st Attack for next turn       |
|                                                                            |
|                                                                            |
|  3RD ATTACK: Use Bio2 on Rnd Target; If all targets have Poison, select    |
|               Rnd Target                                                   |
|              Jump to 2nd Attack for next turn                              |
|                                                                            |
|                                                                            |
|  4th ATTACK: Use Bad Breath on All Targets; If Bad Breath used three       |
|               times, skip a turn                                           |
|              Jump to 1st Attack for next turn                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Malboro:                        |   POWER req for Overflow:     |
|                                            |                               |
| Malboro is found in Battle Square:         |  Base Damage Overflow: 176    |
|  Set - 3  (After Highwind)     Battle - 7  |  Rnd Var Overflow  3x: 117    |
|                                            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Malboro is a notoriously difficult                                     |
|  randomly encountered enemy, as its Bad Breath can devastate your party    |
|  if you do not have the correct defences in place. The only way for the    |
|  Player to be cured of Sleep/Confusion is via a Physical attack, and       |
|  seeing a all of Malboro's attack are Magical, you may find yourself in a  |
|  defenceless position without any means to cure yourself.                  |
| The Player should make use of the Ribbon found in the Temple of The        |
|  Ancients, and also the one found in Gaea's Cliffs to defend from the      |
|  Malboro's Bad Breath; this way you can learn the Enemy Skill without fear |
|  of a Game Over. Be sure to give the Ribbon to the same character with     |
|  access to the White Wind Enemy Skill; if you have not learned White Wind, |
|  be sure to have your Remedies ready to use!                               |
```

| If you missed the chance to learn Bad Breath during the first encounter |
| with the Malboro, then you will have another chance to learn the Skill |
| once you reach Disc 3 by encountering it on the 'Right Path' in the |
| Northern Crater, at which point the Malboro should not be a threat. |
| Note that the Status inflictions dealt via Bad Breath are *not* subject to |
| Split Damage; each casting will always have a 100% chance to inflict ALL |
| targets with ALL Statuses. |
| |
| If you are under-levelled, then you should consider equipping the |
| appropriate defences against Ice to reduce the damage taken via the |
| Malboro's Frozen Beam Attack; equip the Aurora Armlet, Dragon Armlet, Ice |
| Ring, and/or Elemental+Shiva on one's armour. Don't forget about Big |
| Guard, also! |
| Open with L4 Suicide the quickly dispatch the Malboro, especially if you |
| encounter it in the Battle Square, where it will have 8800 HP! Just be |
| mindful of the fact that it will be more likely to use Bad Breath once |
| its HP has dropped below 50%, which can be useful if you are trying to |
| learn the Enemy Skill. |
| Avoid using Deathblow against the Malboro. You can exploit its weakness to |
| Water by casting Aqualung, which should hit for 3000+ HP (it may kill the |
| enemy in one hit if you have the Circlet and/or Magic Plus equipped). |
| Alternatively, equip Elemental+Leviathan on your Physical Attacker's |
| Weapon to deal 1000+ HP with each hit. |
| When the Malboro uses Bio2, it performs a weird MP check; if there is at |
| least one target without Poison AND Malboro's MP > 35, select Rnd Target |
| without Poison; If all Targets have Poison, OR Malboro's MP < 36, |
| select Rnd Target. This check makes no sense, as it will still be unable |
| to use the attack if it has no MP. It seems as though the Malboro should |
| have had a second Attack to use once its MP has been drained; however, |
| the "skill power is used up" text string will be displayed each time it |
| tries to use any attack that costs more MP than it has. |
| The Malboro's large stock of MP makes for a quick refill of your own MP |
| via Magic Hammer, should you fall short of Ethers (or you;d rather save |
| them for the Battle Square). |
| Do not bother trying to steal form the Malboro, as they will have a 100% |
| chance of dropping M-Tentacles, which have 2400 HP Base Damage and can be |
| fantastic for the Battle Square. If you did try to steal from the |
| Malboro, then there is a chance you will instead obtain a useless Echo |
| Screen which can be bought from various shops. A Lv 41 Cloud would have a |
| 37.5% chance of stealing the M-Tentacles from the Malboro, and a 23.44% |
| chance of receiving the Echo Screen. |
| All of the encounters with the Malboro have a Run Count value greater than |
| 1, which means you'll have a harder time fleeing from them. |
| The Malboro cannot be Back-Attacked or Side-Attacked, meaning that one |
| cannot perform Random Variation Overflow with 4x or 6x Damage. |
| The Marlboro is immune to Seizure, which isn't necessary seeing as there |
| is no way for the Player to inflict an enemy with Seizure. The Malboro is |
| one of 86 enemies that are immune to Seizure. It is also immune to |
| Peerless, along with 104 other enemies. |
| The Malboro's name sounds similar to the cigarette brand Marlboro. The |
| Malboro uses an attack called 'Bad Breath', which Marlboro cigarettes can |
| give you. Coincidence? |
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/ {Headbomber} \
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Level: 35	Strength: 70	Drop: Hyper [2] 4.69%
HP: 1600	Defence: 60	Steal: Tranquilizer [63] 79.69%
MP: 200	Magic: 40	Morph: Tranquilizer
	MDefence: 46	
EXP: 640	Dexterity: 60*	
AP: 64	Luck: 10	Back Damage: Normal (2x Damage)
GIL: 460	Evade: 10	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gaea's Cliff 1st Climb	56%	Skeeskee
Gaea's Cliff Lower Dungeon 1st Screen (Ribbon)	23%	Shake
Gaea's Cliff Lower Dungeon 2nd Screen (Boulder)	23%	
Gaea's Cliff 2nd Climb	56%	
Gaea's Cliff Upper Dungeon (Speed Source)	23%	
Gaea's Cliff Left & Right Snow Path	56%	
Gaea's Cliff 3rd Climb	56%	
Gaea's Cliff Healing Fountain W Save Point	21%	
Gaea's Cliff Tunnel From Healing Fountain	21%	

Headbomber's ATTACKS:

Manip Attack 1: Dorsal Punch

Attack 1: <Dorsal Punch> Physical [2B4]
Target: One Opponent
Element: Hit
Att%: 95
Power: 16
Base Damage: 298 HP
Berserk Attack

Attack 2: Extreme Bomber Physical [2B3]
Target: One Opponent
Element: Shout
Att%: 100
Power: 70
Base Damage: 1303 HP
Status Inflict: Fury (71%)

Headbomber's BATTLE PLAN:

PHASE 1: (Repeats)

More than one Enemy alive:

Use <Dorsal Punch> on Rnd Target

PHASE 2: (Repeats)

Headbomber is the last Enemy alive:

Set Dexterity to 120

| Use Extreme Bomber on Rnd Target |

Notes On Headbomber:	POWER req for Overflow:
Headbomber is found in Battle Square:	Base Damage Overflow: 156
Set - 3 (After Highwind) Battle - 6	Rnd Var Overflow 3x: 104
	Rnd Var Overflow 4x: 78
1st Stage: Dexterity = 60	Rnd Var Overflow 6x: 52
2nd Stage: Dexterity = 120	

The Headbomber poses little threat to the Party when there is more than one enemy alive; however, when the Headbomber is the last remaining enemy, they can become a threat. Their Extreme Bomber ability can cause massive damage, so be sure to keep your HP above 1200 for characters in the Front Row.
Trine should hit for 1200+ HP, and Beta will hit for 2000+. Avoid using Deathblow, as your chances if hitting will only be roughly 50%.
You could optionally use the Headbomber to replenish your MP via the use of Magic Hammer, seeing as they have no use for their MP.
The Headbomber is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy (although you can still encounter it in the Battle Square).

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/ {Zolokalter} \

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Level:	30	Strength:	70	Drop: X-Potion [8] 14.06%	
HP:	950	Defence:	58	Steal: /	
MP:	90	Magic:	50	Morph: Antidote	
		MDefence:	80		
EXP:	700	Dexterity:	58		
AP:	60	Luck:	9	Back Damage: Normal (2x Damage)	
GIL:	700	Evade:	3		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[Absorb]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gaea's Cliff 1st Climb	40%	Whole Eater
Gaea's Cliff Lower Dungeon 1st Screen (Ribbon)	44%	
Gaea's Cliff Lower Dungeon 2nd Screen (Boulder)	44%	
Gaea's Cliff 2nd Climb	40%	
Gaea's Cliff Upper Dungeon (Speed Source)	44%	
Gaea's Cliff Left & Right Snow Path	40%	
Gaea's Cliff 3rd Climb	40%	

Manip Attack 1: Bite

```
|   Zolokalter's ATTACKS:                |  Manip Attack 2: Toxic Barf        |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Bite>                Target: One Opponent      Berserk Attack   |
|  [258]       Physical           Element: None                               |
|                                    Att%: 95                                 |
|                                   Power: 16                                 |
|                              Base Damage: 265 HP                            |
|                                                                             |
|  Attack 2:  Toxic Barf           Target: One Op/Ally       Status Inflict:  |
|  [2B6]       Magical 0 Dam         Att%: 95                  Poison (100%)   |
|                                 MP Cost: 15 MP              Slow            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Zolokalter's BATTLE PLAN: (Repeats)                                       |
|                                                                             |
|  No Actors have Poison: Use Toxic Bark on Rnd Target                        |
|                                                                             |
|  At least on Actor has Poison: Use <Bite> on Rnd Actor with Poison          |
|                                                                             |
|                                                                             |
|  COUNTER: [Physical Attacks Only]                                           |
|                                                                             |
|   Use Toxic Barf on Rnd Actor other than Self                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Zolokalter:                          |   POWER req for Overflow:   |
|                                                 |                             |
| Zolokalter is found in Battle Square:           |  Base Damage Overflow: 156  |
|  Set - 3  (After Highwind)     Battle - 6       |  Rnd Var Overflow  3x: 104  |
|                                                 |  Rnd Var Overflow  4x:  78  |
| The Zolokalter's AI Script has been written     |  Rnd Var Overflow  6x:  52  |
|  in a way that seems strange, and it does       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  not appear to be a mistake. If attacked                                    |
|  Physically, it will target a Player/Enemy at random (other than itself)    |
|  and use Toxic Barf on that actor. The existence of the script for it to    |
|  not target itself suggests that the Zolokalter's design was intentional.   |
| The Zolokalter will only ever use Toxic Barf if there is at least one       |
|  Player without Poison; equip the Ribbon, Star Pendant and Fairy Ring to    |
|  render the enemy harmless.                                                 |
| If another enemy becomes inflicted with Poison, the Zolokalter will use     |
|  its <Bite> attack on them. Try to inflict Headbomber it appears alongside  |
|  with Poison to effectively turn the Zolokalter into an ally.               |
| The Zolokalter has low HP, so it should not survive more than a few         |
|  Physical blows before it is killed.                                        |
| The large groups in which the Zolokalter appears in makes for excellent     |
|  Battle Spoils.                                                             |
| The Zolokalter is encountered in an area that cannot be revisited; once     |
|  you progress past a certain point in the game, you can no longer fight     |
|  the enemy (although you can still encounter it in the Battle Square).      |
\                                                                             /
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 /  {Stilva}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/WoH3PEG29dJ5wMyD7                  | ID:  DB |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     40  ||   Strength:  75  ||    Drop: Tent       [8] 14.06%      |
|  HP:      2000  ||    Defence:  60  ||   Steal: /                          |
|  MP:       300  ||      Magic:  55  ||   Morph: Holy Torch                  |
|                 ||   MDefence: 120  ||                                     |
```

EXP: 1000	Dexterity: 80	
AP: 110	Luck: 5	
GIL: 1100	Evade: 0	Susceptible to L4 Suicide

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS: APPEARANCE RATE: | LOOKALIKES:

Gaea's Cliff Lower Dungeon 1st Screen (Ribbon)	31%	Materia Keeper
Gaea's Cliff Lower Dungeon 2nd Screen (Boulder)	31%	
Gaea's Cliff Upper Dungeon (Speed Source)	31%	

Stilva's ATTACKS:

Manip Attack 1: Big Red Clipper
Manip Attack 2: Trine
Manip Attack 3: Magic Breath

Attack 1: Big Red Clipper
[291] Physical
Target: One Opponent
Element: None
Att%: 95
Power: 16
Base Damage: 354 HP

Attack 2: Big Horn
[24E] Physical
Target: One Opponent
Element: Punch
Att%: 95
Power: 16
Base Damage: 354 HP

Attack 3: Jump Attack
[2B5] Physical
Target: One Opponent
Element: None
Att%: 95
Power: 20
Base Damage: 442 HP

Attack 4: Trine
[056] Magical
Target: All Opponents
Element: Lightning
Att%: 100
Power: 34
MP Cost: 20 MP
Base Damage: 1211 HP
Enemy Skill
Never Used
No Split Damage

Attack 5: Magic Breath
[057] Magical
Target: All Opponents
Element: Fire/Ice/Lightning
Att%: 100
Power: 77
MP Cost: 75 MP
Base Damage: 2743 HP
Enemy Skill
No Split Damage

Stilva's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/8 Chance start from 1st Attack

```
|                 1/8 Chance start from 2nd Attack                          |
|                 1/8 Chance start from 3rd Attack                          |
|                 1/8 Chance start from 4th Attack                          |
|                 1/8 Chance start from 5th Attack                          |
|                 1/8 Chance start from 6th Attack                          |
|                 1/8 Chance start from 7th Attack                          |
|                 1/8 Chance start from 8th Attack                          |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use Jump Attack on Target with Highest Current HP            |
|                                                                           |
|  2ND ATTACK: Use Big Horn on Rnd Target                                   |
|                                                                           |
|  3RD ATTACK: 1/2 Chance use Big Horn on Rnd Target                        |
|              1/2 Chance use Big Red Clipper on Rnd Target                 |
|                                                                           |
|  4TH ATTACK: Use Magic Breath on All Target; If Stilva's MP < 75, use     |
|               Jump Attack on Target with Highest Current HP               |
|                                                                           |
|  5TH ATTACK: Use Jump Attack on Target with Highest Current HP            |
|                                                                           |
|  6TH ATTACK: Use Big Red Clipper on Rnd Target                            |
|                                                                           |
|  7TH ATTACK: 1/2 Chance use Big Horn on Rnd Target                        |
|              1/2 Chance use Big Red Clipper on Rnd Target                 |
|                                                                           |
|  8TH ATTACK: Use Magic Breath on All Target; If Stilva's MP < 75, use     |
|               Jump Attack on Target with Highest Current HP               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Stilva:                          |   POWER req for Overflow:   |
|                                             |                             |
| Stilva is found in Battle Square:           |  Base Damage Overflow: 156  |
|  Set - 3  (After Highwind)     Battle - 6   |  Rnd Var Overflow  3x: 104  |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Stilva is an extremely worrisome enemy,                               |
|  seeing as Magic Breath has the capability to wipe your Party out in one  |
|  hit. Keep Big Guard up at all times! Stilva will only have enough MP for |
|  four casts of Magic Breath, so use Magic Hammer to stop it from using the|
|  Attack.                                                                  |
| If you are under-levelled, you should equip the necessary defences; Magic |
|  Breath uses multiple Elements, so any defence from Fire, Ice or Lightning|
|  will help defend against the Attack. Equip the Circlet to gain a boost in|
|  MDefence, and if necessary, inflict everyone with Sadness.               |
| You should take the time to learn Magic Breath now, as you will not get   |
|  another opportunity to learn the Skill until you get to Disc 3 from the  |
|  Parasite. In addition to this, the Stilva will be your last source to    |
|  learn Trine if you have already defeated Godo. You will have to          |
|  manipulate the Stilva to have it cast Trine; a Lv 41 Cloud would have a  |
|  52% chance to manipulate it.                                             |
| The Stilva has low HP, so you can use Magic Breath to kill it in one.     |
|  Alternatively, you can use L4 Suicide to cripple it, to then follow up   |
|  with the Morph Command to obtain a Holy Torch. Your Deathblow chance will|
|  be roughly 62%.                                                          |
| You should try to obtain at least one Holy Torch while in Gaea's Cliffs;  |
|  the only other way to obtain the item is from the Unknown 3 in the Sunken|
|  Gelnika as a 4.69% drop rate. You can also try morph the Evilhead, who   |
|  are susceptible to L4 Suicide also. The item will "Use "DeSpell" on all  |
|  opponents"; however, unlike the DeSpell ability, the item it will *not*  |
|  cure Death Force or Resist, and it *will* cure Small.                    |
| If you Morph the Stilva then you will still have a chance of receiving the|
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|  valuable Tent as a Drop.                                                  |
| The Stilva cannot be Back-Attacked or Side-Attacked, meaning that one      |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Stilva is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy (although you can still encounter it in the Battle Square).         |
\                                                                            /
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  .------------.
 /  {Evilhead}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/RZETPJp7EUYpfb989                     | ID:  DD |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     28  ||   Strength:  80  ||    Drop: Vampire Fang  [8] 14.06%   |
|  HP:       740  ||    Defence:  50  ||   Steal: /                          |
|  MP:        45  ||      Magic:  65  ||   Morph: Holy Torch                  |
|                 ||   MDefence:  60  ||                                     |
|  EXP:      650  ||  Dexterity:  65  ||                                     |
|   AP:       50  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      400  ||      Evade:   1* || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Gaea's Cliff Lower Dungeon 1st Screen (Ribbon)   25% |  Black Bat           |
| Gaea's Cliff Lower Dungeon 2nd Screen (Boulder)  25% |                      |
| Gaea's Cliff Upper Dungeon (Speed Source)        25% |                      |
| Gaea's Cliff "Hanging Icicle" Screen             N/A |                      |
| Gaea's Cliff Healing Fountain W Save Point       25% |                      |
| Gaea's Cliff Tunnel From Healing Fountain        25% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Blood Suck        |
|   Evilhead's ATTACKS:                    |  Manip Attack 2: Ultrasound        |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Blood Suck          Target: One Opponent      Berserk Attack    |
|  [239]       Physical          Element: Hit               Drains HP        |
|                                  Att%: 255                                  |
|                                 Power: 16                                   |
|                            Base Damage: 290 HP                              |
|                                                                             |
|  Attack 2:  Ultrasound          Target: One Opponent      Status Inflict:   |
|  [2B7]       Magical           Element: None               Silence (100%)  |
|                                  Att%: 95                                   |
|                                 Power: 9                                    |
|                            Base Damage: 313 HP                              |
|                                                                             |
|  Attack 3: <Dodge>              Target: Self              Evade Animation   |
|  [23A]       Physical 0 Dam       Att%: Auto Hit                            |
```

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|- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Evilhead's BATTLE PLAN: (Repeats)                                        |
|                                                                            |
|  1/2 Chance: Use Ultrasound on Rnd Target                                  |
|  1/2 Chance: Use Blood Suck on Rnd Target                                  |
|                                                                            |
|                                                                            |
|  COUNTER: [All Actions made by All Players and Enemies]                    |
|                                                                            |
|   1/4 Chance: Set Evade to 255 until the next action is performed          |
|   3/4 Chance: Do nothing                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Evilhead:                          |   POWER req for Overflow:   |
|                                              |                             |
| Evilhead is found in Battle Square:          |  Base Damage Overflow: 153  |
|  Set - 3  (After Highwind)     Battle - 6    |  Rnd Var Overflow  3x: 102  |
|                                              |  Rnd Var Overflow  4x:  77  |
| The Evilhead are not a difficult enemy; the  |  Rnd Var Overflow  6x:  51  |
|  worst thing they can do to you is inflict   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  you with Silence. Equip the Ribbons you                                   |
|  have collected thus far to defend from this. One blast of Trine will wipe |
|  them out, or you could just attack them Physically; their low HP means    |
|  that you may be strong enough to kill them with one blow.                 |
| Every single Action will trigger the 1/4 chance of the Evilhead setting    |
|  its Evade to 255, regardless of the Target or the Caster. This includes   |
|  Actions made by the Evilhead. Even Actions such as Change/Defend will     |
|  trigger the Counter chance.                                               |
| Once the Evilhead has set its Evade to 255, all Physical attacks will only |
|  have a 1% chance of connecting. Every action performed by both the Player |
|  and Enemy will set the Evilhead's Evade back to 1, and a fresh 1/4 chance |
|  of the Counter script will then occur with every fresh action.            |
| The Evilhead will appear in groups offering decent amount of Battle        |
|  Spoils. It will also appear alongside the unique Icicle enemy, and you    |
|  should dispatch the Evilhead here to reap the rewards. Killing the Icicle |
|  will end the battle prematurely.                                          |
| You would be wise to try to morph the Evilhead into a Holy Torch, as the   |
|  Item can be extremely difficult to come by if you do not obtain one while |
|  in Gaea's Cliffs. Use L4 Suicide to cripple them, then Morph away! The    |
|  only other way to obtain the item is from the Unknown 3 in the Sunken     |
|  Gelnika as a 4.69% drop rate. You can also try morph the Stilva, who are  |
|  susceptible to L4 Suicide also. The item will "Use "DeSpell" on all       |
|  opponents"; however, unlike the DeSpell ability, the item it will *not*   |
|  cure Death Force or Resist, and it *will* cure Small.                     |
| Vampire Fangs are not easy to come by, so if you did not manage to obtain  |
|  one from the Black Bat in the Shinra Mansion, then the Evilhead is the    |
|  only other enemy to carry them. The item itself is not useful; it will    |
|  drain a small amount of HP from the target, so if your aim is to collect  |
|  one of every Item then your task would be made easier by Morphing the     |
|  Black Bat.                                                                |
| The Evilhead is one of a number of enemies that are elevated above the     |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
| The Evilhead is encountered in an area that cannot be revisited; once you  |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy (although you can still encounter it in the Battle Square).         |
\                                                                            /
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 /  {Icicle}  \        !! MINI-BOSS !!
```

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Level:	30	Strength:	73	Drop:	/
HP:	3000	Defence:	64	Steal:	/
MP:	300	Magic:	63	Morph:	/
		MDefence:	96		
EXP:	500	Dexterity:	60		
AP:	0	Luck:	2		
GIL:	0	Evade:	0		

Fire	[Double]	Death	[-]	Petrify	[-]
Ice	[Absorb]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[-]	Paralyzed	[-]
Earth	[Double]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[-]		
Gravity	[Double]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[-]

MAPS:

Gaea's Cliff "Hanging Icicle" Screen

LOOKALIKES:

No Manipulate Attacks!

Icicle's ATTACKS:

Attack 1: Icicle Drop [2A9]
Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 48
Base Damage: 831 HP
Can't Cover

Attack 2: <Crack> [2AA]
Physical
Target: Self
Element: Hit
Att%: 90
Power: 48
Base Damage: 831 HP
Death Animation
Damage Value
Hidden

Icicle's BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling

COUNTER: [All Physical and Magical Attacks]

1/2 Chance: Use Icicle Drop on Rnd Target
1/2 Chance: Do nothing

DEATH: Use <Crack> on Self, remove Evilhead from Battle, Evilhead leaves no rewards, end Battle

Notes On Icicle:

The Icicle cannot be randomly encountered, and is therefore classed as a Mini-Boss of sorts, although it poses no threat to the

POWER req for Overflow:

Base Damage Overflow: 158
Rnd Var Overflow 3x: 105

| Player. |
| The Icicle will not attack the Player unless provoked, in which case it will have a 50% of countering by using its damaging Icicle Drop Attack. |
| You will have approximately a 62% chance of succeeding with Deathblow, although, given the Icicle's low Lv, your regular attacks will have just less than 10% chance of landing a Critical hit. Beta will kill it in one, as will Demi2, Laser or a T/S Bomb. |
| If you kill the Icicle before taking out the Evilhead, the Battle will end and you will not reap the spoils from the Evilhead. It is beneficial to the Player to kill the Evilhead, as the end-of-battle rewards are quite |
| Feel free to use Magic Hammer to restore your MP, as the Icicle has no need for its own. |
| The encounters with the Icicle *can* be escaped, unlike most forced encounters in the game. You will not be able to Pre-Emp the Icicle, seeing as random encounters are disabled for the screen you meet them on. |

{Blue Dragon}

https://photos.app.goo.gl/4dNw4BFwfLRirmxM6 | ID: D8

Level: 41	Strength: 121	Drop: Dragon Armlet [63] 100%	
HP: 8800	Defence: 86*	Steal: /	
MP: 500	Magic: 90	Morph: /	
	MDefence: 240*		
EXP: 1200	Dexterity: 80		
AP: 200	Luck: 10		
GIL: 1000	Evade: 2		

Fire [-]	Death [-]	Petrify [-]
Ice [Absorb]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gaea's Cliff Healing Fountain W Save Point	19%	Dragon
Gaea's Cliff Tunnel From Healing Fountain	19%	Red Dragon
		Dark Dragon

No Manipulate Attacks!

Blue Dragon's ATTACKS:

Attack 1: <Dragon Fang> — Target: One Opponent
[243] Physical — Element: Hit
Att%: 100
Power: 40
Base Damage: 2240 HP

Attack 2: Tail Attack — Target: One Opponent
[142] Physical — Element: Hit
Att%: 90

```
|                                Power: 20                                |
|                           Base Damage: 1120 HP                          |
|                                                                         |
|  Attack 3:  Blue Dragon Breath  Target: All Opponents     No Split Damage  |
|  [2B9]       Magical           Element: Ice                             |
|                                   Att%: 100                             |
|                                 Power: 14                               |
|                                MP Cost: 20 MP                           |
|                           Base Damage: 687 HP                           |
|                                                                         |
|  Attack 4:  Great Gale          Target: All Opponents     Split Damage*   |
|  [24A]       Physical          Element: Wind              Status Inflict: |
|                                   Att%: 100                Darkness (39%) |
|                                 Power: 30                               |
|                           Base Damage: 1680 HP                          |
|                                                                         |
|  Attack 5:  Dragon Force        Target: One Ally          **Enemy Skill** |
|  [04E]       Magical 0 Dam        Att%: 255               Raises Def and  |
|                                MP Cost: 19 MP              MDef by 50%    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Blue Dragon's BATTLE PLAN: (Repeats)                                  |
|                                                                         |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                       |
|                  1/5 Chance start from 2nd Attack                       |
|                  1/5 Chance start from 3rd Attack                       |
|                  1/5 Chance start from 4th Attack                       |
|                  1/5 Chance start from 5th Attack                       |
|                                                                         |
|                                                                         |
|  1ST ATTACK:                                                            |
|                                                                         |
|   Blue Dragon's MP  < 19: 1/2 Chance use <Dragon Fang> on Rnd Target    |
|                           1/2 Chance use Tail Attack on Rnd Target      |
|                                                                         |
|                                                                         |
|   Blue Dragon's MP >= 19:                                               |
|                                                                         |
|    Blue Dragon's HP  > 75%: 2/5 Chance use <Dragon Fang> on Rnd Target  |
|                             2/5 Chance use Tail Attack on Rnd Target    |
|                             1/5 Chance use Dragon Force on Self         |
|                                                                         |
|    Blue Dragon's HP <= 75%: 3/8 Chance use <Dragon Fang> on Rnd Target  |
|                             3/8 Chance use Tail Attack on Rnd Target    |
|                             1/4 Chance use Dragon Force on Self         |
|                                                                         |
|    Blue Dragon's HP <= 50%: 1/3 Chance use <Dragon Fang> on Rnd Target  |
|                             1/3 Chance use Tail Attack on Rnd Target    |
|                             1/3 Chance use Dragon Force on Self         |
|                                                                         |
|    Blue Dragon's HP <= 25%: 1/4 Chance use <Dragon Fang> on Rnd Target  |
|                             1/4 Chance use Tail Attack on Rnd Target    |
|                             1/2 Chance use Dragon Force on Self         |
|                                                                         |
|      After 1st Attack:                                                  |
|                                                                         |
|       <Dragon Fang> used: Jump to 2nd Attack for next turn              |
|         Tail Attack used: Jump to 3rd Attack for next turn              |
|        Dragon Force used: 1/2 Chance jump to 4th Attack for next turn   |
|                           1/2 Chance jump to 5th Attack for next turn   |
|                                                                         |
```

2ND ATTACK: Use <Dragon Fang> on Rnd Target

Follow-Up:

Blue Dragon's HP > 75%: 1/5 Chance use <Dragon Fang> on Rnd Target
4/5 Chance do nothing

Blue Dragon's HP <= 75%: 1/4 Chance use <Dragon Fang> on Rnd Target
3/4 Chance do nothing

Blue Dragon's HP <= 50%: 1/3 Chance use <Dragon Fang> on Rnd Target
2/3 Chance do nothing

Blue Dragon's HP <= 25%: 1/2 Chance use <Dragon Fang> on Rnd Target
1/2 Chance do nothing

3RD ATTACK: Use Tail Attack on Rnd Target

Follow-Up:

Blue Dragon's HP > 75%: 1/5 Chance use Tail Attack on Rnd Target
4/5 Chance do nothing

Blue Dragon's HP <= 75%: 1/4 Chance use Tail Attack on Rnd Target
3/4 Chance do nothing

Blue Dragon's HP <= 50%: 1/3 Chance use Tail Attack on Rnd Target
2/3 Chance do nothing

Blue Dragon's HP <= 25%: 1/2 Chance use Tail Attack on Rnd Target
1/2 Chance do nothing

After 3rd Attack: Jump to 3rd Attack for next turn

4TH ATTACK: Use Blue Dragon Breath on Target with Highest Current HP; If
Blue Dragon's MP < 20, use Tail Attack on Rnd Target

After 4th Attack:

Blue Dragon's HP > 75%: 4/5 Chance jump to 1st Attack for next turn
1/5 Chance jump to 2nd Attack for next turn

Blue Dragon's HP <= 75%: 3/4 Chance jump to 1st Attack for next turn
1/4 Chance jump to 2nd Attack for next turn

Blue Dragon's HP <= 50%: 2/3 Chance jump to 1st Attack for next turn
1/3 Chance jump to 2nd Attack for next turn

Blue Dragon's HP <= 25%: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

5TH ATTACK: Use Great Gale on All Targets

After 5th Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

```
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Blue Dragon's HP  > 75%: Do nothing                                          |
|                                                                                |
|   Blue Dragon's HP <= 75%: Jump to 5th Attack for next turn the first time |
|                            Blue Dragon's HP drops below 75%                    |
|                                                                                |
|   Blue Dragon's HP <= 50%: Jump to 5th Attack for next turn the first time |
|                            Blue Dragon's HP drops below 50%                    |
|                                                                                |
|   Blue Dragon's HP <= 25%: Jump to 5th Attack for next turn the first time |
|                            Blue Dragon's HP drops below 25%                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Blue Dragon:                      |   POWER req for Overflow:    |
|                                              | 1st Stage:                   |
| Blue Dragon is found in Battle Square:       |  Base Damage Overflow: 166   |
|  Set - 3  (After Highwind)     Battle - 7    |  Rnd Var Overflow  3x: 111   |
|                                              | 2nd Stage:                   |
|  0 Dragon Force used:  Def = 86   MDef = 240 |  Base Damage Overflow: 184   |
|  1 Dragon Force used:  Def = 129  MDef = 360 |  Rnd Var Overflow  3x: 123   |
|  2 Dragon Force used:  Def = 172  MDef = 480 | 3rd Stage:                   |
|                                              |  Base Damage Overflow: 208   |
| The Attack Great Gale is subject to Split    |  Rnd Var Overflow  3x: 139   |
|  Damage for the damage calculations;         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  however, the Status inflicted via Great                                       |
|  Gale is *not* subject to Split Damage.                                        |
| The Blue Dragon is a formidable opponent; you should be cautious when         |
|  facing the enemy, particularly if you are low levelled. <Dragon Fang> can |
|  hit for over 1500 HP, so be sure to have your characters in the Back Row, |
|  and keep Big Guard up at all times. Inflict your characters with Sadness  |
|  should you need the extra defence.                                            |
| The Blue Dragon will use <Dragon Fang> twice consecutively more often when |
|  when its HP is low, so be sure to take it out quickly. It can also use    |
|  Tail Attack consecutively, which will hit for around 800 HP.                 |
| Avoid using Magic Breath, as the Blue Dragon will absorb the damage. Stick |
|  to using Beta, which should hit for around 1200 HP, unless it has used    |
|  Dragon Force once, in which case Beta will hit for 650+. If Dragon Force  |
|  has been used twice, Beta will hit for less than 175, so just use          |
|  Physical blows if this happens.                                               |
| The 'Blue Dragon Breath' attack deals No Split Damage, meaning the            |
|  damage will *not* be reduced to 66% of its normal output. The damage       |
|  dealt is via the Attack minor, so that should not be a worry.                |
| Be sure to exploit the Blue Dragon's weakness to Slow and Stop be putting  |
|  Added Effect+Time on your Physical attacker's Weapon. You can also use    |
|  Bio2 or Bad Breath to inflict it with Poison.                                 |
|                                                                                |
| You should try to fight at least one Blue Dragon on a playthrough; the      |
|  Dragon Armlet that it carries has a 100% chance of being dropped, and is  |
|  a piece of Armour with six slots. It will halve all Ice/Fire/Lightning    |
|  based attacks, and you will have already obtained one from the Red         |
|  Dragon; you can also obtain them much later in the game from the Dark     |
|  Dragon on Disc 3 by stealing from them. Your surplus stock can be sold    |
|  for 1900 gil a piece.                                                         |
| If an attack (such as Magic Breath) uses more than one of the Elements     |
|  defended from via the Dragon Armlet, the damage will only be halved       |
|  *once*, and will not stack. These pieces of Armour will help for the      |
|  upcoming Battle with the Schizos.                                             |
| When the Blue Dragon uses its Great Gale attack, an MP check is perform;   |
|  if this check fails, it will use <Dragon Fang> on a random target. Seeing |
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|  as Great Gale costs 0 MP, the check can never fail.                          |
| The Blue Dragon carries the Enemy Skill Dragon Force, which is a very         |
|  useful Enemy Skill to learn. However, you cannot manipulate the Blue         |
|  Dragon, therefore you will not be able to learn the Skill until you reach    |
|  Disc 3, by manipulating the Dark Dragon.                                     |
| When the Blue Dragon reaches its third Attack, it will continue to loop       |
|  the attack until its HP is reduced below the threshold to use its fifth      |
|  Attack. After which, if it reaches its third Attack once more, it will       |
|  continue to loop the attack until its HP drops below the next threshold.     |
| The Blue Dragon cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.               |
| The Blue Dragon is encountered in an area that cannot be revisited; once      |
|  you progress past a certain point in the game, you can no longer fight       |
|  the enemy (although you can still encounter it in the Battle Square).        |
\                                                                               /
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  .---------.
 /  {Cuahl}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/SnbsGU1mPL8FHLs39                    | ID:  DE |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     33  ||   Strength:  65  ||    Drop: Hi-Potion     [8]  14.06%  |
|  HP:      1300  ||    Defence:  42  ||   Steal: Tranquilizer  [32] 40.63%  |
|  MP:        60  ||      Magic:  45  ||   Morph: Tranquilizer               |
|                 ||   MDefence:  70  ||                                      |
|  EXP:      720  ||  Dexterity:  60  ||                                      |
|   AP:       70  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      800  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Gaea's Cliff Healing Fountain W Save Point       56% |                     |
| Gaea's Cliff Tunnel From Healing Fountain        56% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Light Shell       |
|   Cuahl's ATTACKS:                   |  Manip Attack 2: Blaster           |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Light Shell>        Target: One Opponent      Berserk Attack  |
|  [26A]       Physical          Element: Shout             Can't Cover     |
|                                   Att%: 95                                |
|                                  Power: 16                                |
|                             Base Damage: 266 HP                           |
|                                                                           |
|  Attack 2:  Blaster             Target: One Opponent                      |
|  [2B8]       Magical           Element: None                              |
|                                   Att%: 255                               |
|                                  Power: 28                                |
```

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|                              MP Cost: 20 MP                                 |
|                           Base Damage: 819 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Cuahl's BATTLE PLAN: (Repeats)                                            |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   Attack was Physical:                                                      |
|                                                                             |
|    Use Blaster on Last Phys Attacker for next turn; If Last Phys Attacker   |
|     has Death, select Target with Lowest Def                                |
|                                                                             |
|   Attack was Magical:                                                       |
|                                                                             |
|    Use <Light Shell> on Last Mag Attacker for next turn; If Last Mag        |
|     Attacker has Death, select Target with Lowest MDef                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cuahl:                          |   POWER req for Overflow:      |
|                                            |                                |
| Cuahl is found in Battle Square:           |  Base Damage Overflow: 150     |
|  Set - 3  (After Highwind)     Battle - 3  |  Rnd Var Overflow  3x: 100     |
|                                            |  Rnd Var Overflow  4x:  75     |
| The Cuahl is not a very tough opponent,    |  Rnd Var Overflow  6x:  50     |
|  although, it will use its fairly powerful o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Blaster attack when attacked Physically.                                   |
|  They have low HP, so two Physical blows should be enough to kill them if   |
|  you are strong enough, or, Trine should kill if not cripple them.          |
| The Cuahl will never attack you normally. When they take damage, they will  |
|  counter attack accordingly, but only once their ATB gauge has filled up.   |
|  Once they have performed their Counter Attack, they will remain idle       |
|  until they have been attacked once more.                                   |
| Your Deathblow chance will be approximately 62%, so your Physical attacker  |
|  can use Deathblow to try to kill them in one hit.                          |
| A flaw exists with the Cuahl's AI Script. When it takes Magical damage, it  |
|  counter physically, and when it take Physical damage, it counters          |
|  magically. This within itself does not suggest a design flaw; however,     |
|  the fact that it will use its Magical attack on the target with the        |
|  lowest (Physical) Defence, and its Physical attack on the target with the  |
|  lowest (Magical) defence suggests that the wrong attack had been assigned  |
|  for both instances.                                                        |
| The Cuahl is encountered in an area that cannot be revisited; once you      |
|  progress past a certain point in the game, you can no longer fight the     |
|  enemy (although you can still encounter it in the Battle Square).          |
\                                                                             /
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 /  {Schizo(Right)}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/yazzvyvrZLf2JMEB6                  | ID:  E4 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     43  ||   Strength:  57  ||    Drop: /                        |
|  HP:    18,000  ||    Defence:  52  ||   Steal: Protect Ring  [8] 10.94%  |
|  MP:       350  ||      Magic:  40  ||   Morph: /                        |
|                 ||   MDefence:  94  ||                                    |
|  EXP:     2200  ||  Dexterity:  72  ||                                    |
|   AP:      120  ||       Luck:   0  ||                                    |
|  GIL:     1500  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [-]     |      Petrify  [-]     |
```

Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

LOOKALIKES:

Gaea's Cliff Tunnel From Healing Fountain

No Manipulate Attacks!

Schizo(Right)'s ATTACKS:

Attack 1: <Right Breath>
[2C1] Magical
[2C2]
Target: One Opponent
Element: Fire
Att%: 255
Power: 35
MP Cost: 10 MP
Base Damage: 1089 HP

Attack 2: <Right Breath 2>
[2C3] Magical
[2C4]
Target: All Opponents
No Split Damage
Element: Lightning
Att%: 255
Power: 45
Base Damage: 1400 HP

Attack 3: <Double Breath>
[2C5] Magical
Target: One Opponent
Element: Fire/Ice
Att%: 255
Power: 55
MP Cost: 10 MP
Base Damage: 1711 HP

Attack 4: <Tremor>
[2C6] Magical
[2C7]
Target: All Opponents
No Split Damage
Element: Earth
Att%: 255
Power: 24
MP Cost: 8 MP
Base Damage: 747 HP

Schizo(Right)'s BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling

1ST ATTACK: Use <Right Breath> on Rnd Target
2ND ATTACK: Use <Right Breath> on Rnd Target
3RD ATTACK: Use <Right Breath> on Rnd Target
4TH ATTACK: Skip a turn
5TH ATTACK: Skip a turn

6TH ATTACK:

Schizo(Left) does not have Death: Use <Double Breath> on Rnd Target

Schizo(Left) has Death: Use <Right Breath> on 2nd Target; If 2nd has

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|                            Death, do nothing                                |
|                Follow-Up: Use <Right Breath> on 1st Target; If 1st has      |
|                            Death, do nothing                                |
|                Follow-Up: Use <Right Breath> on 3rd Target; If 3rd has      |
|                            Death, do nothing                                |
|                                                                             |
|                                                                             |
|  COUNTER: [All Physical and Magical Attacks]                                |
|                                                                             |
|   1ST COUNTER: Do nothing                                                   |
|   2ND COUNTER: Do nothing                                                   |
|   3RD COUNTER: Do nothing                                                   |
|   4TH COUNTER: Use <Tremor> on All Targets                                  |
|                                                                             |
|                                                                             |
|  DEATH: Use <Right Breath 2> on All Targets                                 |
|         If Schizo(Left) does not have Death, do not end Battle              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Schizo(Right):                    |   POWER req for Overflow:    |
|                                              |                              |
| The "1st Target", "2nd Target" & "3rd        |  Base Damage Overflow: 154   |
|  Target" refers to the right-most, central,  |  Rnd Var Overflow  3x: 103   |
|  and left-most characters, respectively.     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Schizo Battle can be fairly tough, even                                 |
|  if you are not under-levelled. Setting up the right equipment is key to    |
|  to this Battle, as all of Schizos attacks are Element-based. Equip the     |
|  Aurora Armlet, Fire Armlet and Bolt Armlet, or, if you are short on one    |
|  of those three, then the Dragon Armlet work well. Equip each character     |
|  with a Fire Ring, Ice Ring and Bolt Ring also, so that each character has  |
|  (at least) two Elemental defence in place. You could also equip the        |
|  Elemental Materia with Earth for extra defence.                            |
| As with all Boss Battles, keep your Big Guard up, and give your characters  |
|  Sadness if you are low-levelled. Put all of your short-ranged characters   |
|  in the Front Row, as Magical attacks are not affected by Row position,     |
|  and all of Schizos attacks are Magical.                                    |
| Unlike some other Battles, you will need to kill both variants in order     |
|  for the Battle to end. Both enemies have the same stats, and both attack   |
|  patterns are pretty much identical. Seeing as all of their moves cost MP,  |
|  you could use Magic Hammer four times on each enemy to render them         |
|  harmless. They will still use their Death Counter, even without MP.        |
|                                                                             |
| Two of Schizos attacks will hit for No Split Damage, meaning that the       |
|  damage output will not be reduced to 66% of its normal output. You should  |
|  be very wary of this, and be ready to use a Megalixir if you need to. All  |
|  of Schizos attacks will have a 100% chance of connecting.                  |
| Every fourth attack Schizo(Right) will use a powerful counter attack. Be    |
|  very wary of this, and be sure to watch your Barrier/MBarrier meters.      |
| Do not use Magic Breath or Beta against Schizo, as they will just absorb    |
|  the damage. Trine will hit for 1050+ HP, and your Physical attacks should  |
|  hit for around 550+. Your Deathblow chance will be approximately 62%, so   |
|  make use of the Added Cut Materia on your Physical attacker combined with  |
|  Deathblow.                                                                 |
| Be sure to steal the Protect Ring from Schizo(Right); an Accessory that     |
|  automatically sets up Barrier and MBarrier. A Lv 43 Cloud would have a     |
|  10.94% chance of stealing from the Schizo; try to take out the Left        |
|  variant first to make the steal attempts easier. You will be able to       |
|  obtain the Protect Ring later in the game on Disc 3 by morphing the        |
|  Movers.                                                                    |
|                                                                             |
| Most of Schizo's attacks have been duplicated; one will be used when both   |
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|  variants are alive, and one used when one has died.                          |
| Once Schizo(Right)'s counterpart has had its HP drop to below 75%, the        |
|  right variant should have behaved slightly differently; however, no AI       |
|  Script has been written past the check for Schizo(Left)'s HP.                |
| Once you defeat Schizo, the game falls victim to a bug whereby the "Can't     |
|  Escape" Flag remains active post-battle. This flag will remain active        |
|  for every random encounter you face, until you make the transition to        |
|  another Field Map. If you are playing on any of the PC versions, then        |
|  this glitch will also extend to a Game Over; should Schizo be the cause      |
|  of your demise, you will find that the "Can't Escape" Flag will remain       |
|  active after having loaded your save file, until you make a screen           |
|  transition. This is the same bug that allows for Yuffie Warping.             |
| Schizo(Right) is immune to Seizure, which isn't necessary seeing as there     |
|  is no way for the Player to inflict an enemy with Seizure. Schizo(Right)     |
|  is one of 86 enemies that are immune to Seizure. It is also immune to        |
|  Peerless, along with 104 other enemies.                                      |
\                                                                               /
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  .----------------.
 /  {Schizo(Left)}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/WYwfcTtFHGHoa6jGA                     | ID:  E5 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     43  ||   Strength:  57  ||    Drop: Dragon Fang  [63] 100%     |
|  HP:    18,000  ||    Defence:  52  ||   Steal: /                          |
|  MP:       350  ||      Magic:  40  ||   Morph: /                          |
|                 ||   MDefence:  94  ||                                      |
|  EXP:     2200  ||  Dexterity:  72  ||                                      |
|   AP:      120  ||       Luck:   0  ||                                      |
|  GIL:     1500  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [Absorb]       |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Gaea's Cliff Tunnel From Healing Fountain            |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!               |
|   Schizo(Left)'s ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                               |
|  Attack 1: <Left Breath>        Target: One Opponent                          |
|  [2C8]       Magical           Element: Ice                                   |
|  [2C9]                            Att%: 255                                  |
|                                  Power: 35                                    |
|                                 MP Cost: 10 MP                                |
|                             Base Damage: 1089 HP                              |
|                                                                               |
|  Attack 2: <Left Breath 2>      Target: All Opponents     No Split Damage     |
|  [2CA]       Magical           Element: Lightning                             |
|  [2CB]                            Att%: 255                                  |
```

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|                                Power: 45                                  |
|                           Base Damage: 1400 HP                            |
|                                                                           |
|  Attack 3: <Double Breath>      Target: One Opponent                      |
|  [2CC]       Magical           Element: Fire/Ice                          |
|                                   Att%: 255                               |
|                                 Power: 55                                 |
|                                MP Cost: 10 MP                             |
|                           Base Damage: 1711 HP                            |
|                                                                           |
|  Attack 4: <Tremor>             Target: All Opponents     No Split Damage |
|  [2CD]       Magical           Element: Earth                             |
|  [2CE]                            Att%: 255                               |
|                                 Power: 25                                 |
|                                MP Cost: 8 MP                              |
|                           Base Damage: 778 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Schizo(Left)'s BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  SETUP: Disable default Death Handling                                    |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use <Left Breath> on Rnd Target                              |
|  2ND ATTACK: Use <Left Breath> on Rnd Target                              |
|  3RD ATTACK: Use <Left Breath> on Rnd Target                              |
|  4TH ATTACK: Skip a turn                                                  |
|  5TH ATTACK: Skip a turn                                                  |
|                                                                           |
|  6TH ATTACK:                                                              |
|                                                                           |
|   Schizo(Right) does not have Death: Use <Double Breath> on Rnd Target    |
|                                                                           |
|   Schizo(Right) has Death: Use <Left Breath> on 2nd Target; If 2nd has    |
|                             Death, do nothing                             |
|                 Follow-Up: Use <Left Breath> on 1st Target; If 1st has    |
|                             Death, do nothing                             |
|                 Follow-Up: Use <Left Breath> on 3rd Target; If 3rd has    |
|                             Death, do nothing                             |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   1ST COUNTER: Do nothing                                                 |
|   2ND COUNTER: Do nothing                                                 |
|   3RD COUNTER: Do nothing                                                 |
|   4TH COUNTER: Do nothing                                                 |
|   5TH COUNTER: Use <Tremor> on All Targets                                |
|                                                                           |
|                                                                           |
|  DEATH: Use <Left Breath 2> on All Targets                                |
|         If Schizo(Right) does not have Death, do not end Battle           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Schizo(Left):                  |   POWER req for Overflow:     |
|                                           |                               |
| The "1st Target", "2nd Target" & "3rd     |  Base Damage Overflow: 154    |
|  Target" refers to the right-most, central,  |  Rnd Var Overflow  3x: 103 |
|  and left-most characters, respectively.  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Schizo Battle can be fairly tough, even                               |
|  if you are not under-levelled. Setting up the right equipment is key to  |
|  to this Battle; see the notes on Schizo(Right) for details on how to     |
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|  setup for this Battle.                                                     |
| Both variants of Schizo are pretty much identical; the only thing that      |
|  varies with Schizo(Left) is the fact that it will use its Counter Attack  |
|  every five hits, instead of four. The Left variant also uses lightly       |
|  different Elements, but if you have set up your Elemental defences as      |
|  described above, this shouldn't matter.                                    |
| As with its counterpart, Schizo(Left) contains duplicates for most of its  |
|  attacks; one used for when its counterpart is alive, and one when it is   |
|  dead.                                                                      |
| Once Schizo(Left)'s counterpart has had its HP drop to below 75%, the Left |
|  variant should have behaved slightly differently; however, no AI Script   |
|  has been written past the check for Schizo(Right)'s HP.                    |
| Schizo(Left) is immune to Seizure, which isn't necessary seeing as there   |
|  is no way for the Player to inflict an enemy with Seizure. Schizo(Left)   |
|  is one of 86 enemies that are immune to Seizure. It is also immune to     |
|  Peerless, along with 104 other enemies.                                    |
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             ||               {Whirlwind Maze}               ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

      - The Tonberry is a unique enemy, and should have been fought on the
         "Gathering Point (Blinking Eye)" Screen; however, due to oversights
         in development, you cannot traverse on that screen, making the
         Tonberry a Battle Square-only enemy. Because of this, I have *not*
         included the Tonberry's information within the "Elements And
         Statuses" and "Enemy Loot" sections just below.

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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                             Training Rating: ||
||                                                                          ||
||  Whirlwind Maze Outer Crater (From Gaea's Cliff)        **               ||
||  Whirlwind Maze Zig-Zag Paths (Kaiser Knuckle)          ***              ||
||  Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH)       ***    BEST      ||
||  Whirlwind Maze 1st Wind Barrier                        N/A              ||
||  Whirlwind Maze 2nd Wind Barrier                        N/A              ||
||  Whirlwind Maze 3rd Wind Barrier                        N/A              ||
||  Whirlwind Maze Gathering Point (Blinking Eye)          N/A              ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                                                          |
  |                                                                        |
  |  L4  Gigas                                                             |
  |  L4  Grenade                                                           |
  |  L4  Gremlin                                                           |
  |      Ironite                                                           |
  |  L4  Sculpture                                                         |
  |  L4  Wind Wing                                                         |
  |      Dragon Rider                                                      |
  |      Killbin                                                           |
  |      Jenova-DEATH  (Boss)                                              |
  |      Tonberry                                                          |
```

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 \                                                                         /
  0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                            oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                            ||  ELEMENTS AND STATUSES  ||
                            oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

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[                              ELEMENTS TO USE:                             ]
[                                                                           ]
[         Wind - Dragon Rider      - Double                                 ]
[         Holy - Sculpture         - Death                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~~.
[                            ELEMENTS TO AVOID:                             ]
[                                                                           ]
[        Earth - Grenade           - Nullify                                ]
[        Earth - Dragon Rider      - Nullify                                ]
[      Gravity - Gigas             - Nullify                                ]
[      Gravity - Dragon Rider      - Nullify                                ]
[      Gravity - Jenova-DEATH      - Nullify  (Boss)                        ]
[        Water - Dragon Rider      - Nullify                                ]
[                                                                           ]
[         Fire - Grenade           - Halve                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~~.
[                         ELEMENTS USED BY ENEMIES:                         ]
[                                                                           ]
[         Fire - Grenade           - Gush                                   ]
[         Fire - Sculpture         - Fire Shell                             ]
[         Fire - Killbin           - Fire2                                  ]
[         Fire - Jenova-DEATH      - Red Light                              ]
[         Fire - Jenova-DEATH      - Tropic Wind                            ]
[          Ice - Killbin           - Ice2                                   ]
[        Earth - Gigas             - Squash                                 ]
[        Earth - Gigas             - Quake3                                 ]
[         Wind - Wind Wing         - Aero3                                  ]
[         Wind - Jenova-DEATH      - Tropic Wind                            ]
[  Restorative - Killbin           - Cure2                                  ]
[                                                                           ]
[          Cut - Wind Wing         - Sham Seal                              ]
[          Cut - Dragon Rider      - Dual Attack                            ]
[          Cut - Dragon Rider      - Head Hunting                           ]
[          Cut - Dragon Rider      - Head Hunting 2                         ]
[          Hit - Gigas             - Moon Wars                              ]
[          Hit - Grenade           - Bodyblow                               ]
[          Hit - Gremlin           - Claw                                   ]
[          Hit - Gremlin           - Bad Mouth                              ]
[          Hit - Ironite           - Bodyblow                               ]
[          Hit - Ironite           - Flying Upper                           ]
[          Hit - Sculpture         - Bodyblow                               ]
[          Hit - Wind Wing         - Tailbeat                               ]
[          Hit - Dragon Rider      - Fang                                   ]
[        Shout - Jenova-DEATH      - Red Light                              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~~.
[                         STATUSES TO DEFEND FROM:                          ]
[                                                                           ]
[        Sleep - Ironite           - Sleepel    (71%  Inflict)              ]
[      Silence - Jenova-DEATH      - Silence    (79%  Inflict)              ]
[         Slow - Killbin           - Slow       (99%  Inflict)              ]
[      Sadness - Gremlin           - Bad Mouth  (100% Inflict)              ]
```

STATUSES TO USE:

Death, Sleep, Poison, Silence, Slow, D. Sentence

ENEMY LOOT

Item	DROP	STEAL	MORPH
HI-POTION	Ironite [2] Dragon Rider [8]	Wind Wing [32] Dragon Rider [32]	
X-POTION			Gremlin
ETHER	Killbin [8]		
TURBO ETHER		Killbin [32]	
PHOENIX DOWN	Wind Wing [8]	Ironite [8]	Wind Wing
TRANQUILIZER	Sculpture [2]		
RIGHT ARM	Grenade [8]	Grenade [8]	Grenade
EARTH MALLET	Gigas [8]		
SHRIVEL	Gremlin [8]		
TENT		Gremlin [32]	
MIND SOURCE			Dragon Rider Killbin

```
 GIGAS ARMLET  |               |                        |                   |
---------------'               |                        |                   |
      |                        | Gigas             [32] |                   |
      '------------------------+------------------------+-------------------|
 REFLECT RING  |               |                        |                   |
---------------'               |                        |                   |
      | Jenova-DEATH      [63] |                        |                   |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Whirlwind Maze Outer Crater (From Gaea's Cliff) 32 Extremely High

Average: EXP: 1103.4 AP: 119.8 GIL: 546.6 Enemy QTY: 1.25

[32.8%]	Nrml Bat #1	EXP - 900 AP - 100 GIL - 400	1st Row: 1x Grenade	#720
[30.1%]	Nrml Bat #2 Pre-Emp OFF	EXP - 840 AP - 84 GIL - 560	1st Row: 1x Gigas	#721
[24.6%]	Nrml Bat #3	EXP - 1800 AP - 200 GIL - 800	1st Row: 1x Grenade 2nd Row: 1x Grenade	#722
[12.5%]	Side Attack	EXP - 900 AP - 100 GIL - 400	1st Row: 1x Grenade	#723

SCREEN GROUPING 2: *** Area Enc Rate:

Whirlwind Maze Zig-Zag Paths (Kaiser Knuckle) 48 High

Average: EXP: 1777.3 AP: 131.5 GIL: 1587.8 Enemy QTY: 2.23

[24.6%]	Nrml Bat #1	EXP - 2250 AP - 180 GIL - 2250	1st Row: 3x Gremlin	#724
[23.2%]	Nrml Bat #2 Pre-Emp OFF	EXP - 1720 AP - 120 GIL - 1280	1st Row: 2x Sculpture	#725
[20.5%]	Nrml Bat #3 Pre-Emp OFF	EXP - 900 AP - 48 GIL - 680	1st Row: 1x Ironite	#726
[19.1%]	Nrml Bat #4	EXP - 2360	1st Row: 2x Gremlin	

```
|        Pre-Emp OFF     AP  - 180     2nd Row: 1x Sculpture                |
|                        GIL - 2140                                    #727 |
|                                                                           |
|  [12.5%]  Back Attack  EXP - 1500    1st Row: 2x Gremlin                  |
|            Run = 2     AP  - 120                                          |
|                        GIL - 1500                                    #728 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***    BEST                        Area Enc Rate:

  Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH)     48   High

   Average:   EXP: 1700.6     AP: 145.3     GIL: 1288.6      Enemy QTY: 2.05

  "J-E-N-O-V-A" Theme plays throughout forced battle.
.---------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 1600    1st Row: 1x Wind Wing                |
|                        AP  - 120     2nd Row: 1x Wind Wing                |
|                        GIL - 1000                                    #730 |
|                                                                           |
|  [19.1%]  Nrml Bat #2  EXP - 1000    1st Row: 1x Dragon Rider             |
|        Pre-Emp OFF     AP  - 80                                           |
|                        GIL - 690                                     #731 |
|                                                                           |
|  [17.8%]  Nrml Bat #3  EXP - 2500    1st Row: 1x Ironite                  |
|        Pre-Emp OFF     AP  - 168     2nd Row: 2x Wind Wing                |
|                        GIL - 1680                                    #732 |
|                                                                           |
|  [16.4%]  Nrml Bat #4  EXP - 1800    1st Row: 2x Ironite                  |
|        Pre-Emp OFF     AP  - 96                                           |
|                        GIL - 1360                                    #733 |
|                                                                           |
|  [13.7%]  Nrml Bat #5  EXP - 1400    1st Row: 2x Killbin                  |
|        Pre-Emp OFF     AP  - 300                                          |
|                        GIL - 2000                                    #736 |
|                                                                           |
|  [6.25%]  Back Attack  EXP - 1600    1st Row: 2x Wind Wing                |
|            Run = 2     AP  - 120                                          |
|                        GIL - 1000                                    #734 |
|                                                                           |
|  [6.25%]  Pinc Attack  EXP - 2400    1st Grp: 2x Wind Wing                |
|                        AP  - 180     2nd Grp: 1x Wind Wing                |
|                        GIL - 1500                                    #735 |
|                                                                           |
|         Forced Attack  EXP - 6000    1st Row: 1x Jenova-DEATH             |
|       Can't Escape     AP  - 400                                          |
|        Pre-Emp OFF     GIL - 5000                                    #743 |
'---------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                 Area Enc Rate:

  Whirlwind Maze 1st Wind Barrier                   OFF
  Whirlwind Maze 2nd Wind Barrier                   OFF
  Whirlwind Maze 3rd Wind Barrier                   OFF

.---------------------------------------------------------------------------.
|         Forced Attack  EXP - 800     1st Row: 1x Wind Wing                |
|            Run = 3     AP  - 60                                           |
```

```
|                        GIL - 500                                    #729 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 5:                                    Area Enc Rate:

  Whirlwind Maze Gathering Point (Blinking Eye)        OFF

   Average:   EXP: 1740.2     AP: 163.8     GIL: 1589.2      Enemy QTY: 2.09

  Random encounters have been permanently disabled on this screen!
.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 2500    1st Row: 1x Ironite                    |
|        Pre-Emp OFF     AP  - 168     2nd Row: 2x Wind Wing                  |
|                        GIL - 1680                                    #732 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 2200    1st Row: 2x Gremlin                    |
|        Pre-Emp OFF     AP  - 270     2nd Row: 1x Killbin                    |
|                        GIL - 2500                                    #737 |
|                                                                             |
|  [45.3%]  Nrml Bat #3  EXP - 999     1st Row: 1x Tonberry                   |
|        Pre-Emp OFF     AP  - 99                                     #738 |
|                        GIL - 999                                     #739 |
'-----------------------------------------------------------------------------'

                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

  .---------.
 /  {Gigas}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/QN7UGT2M94VrnHo49                     | ID:  DF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     40  ||   Strength: 100  ||    Drop: Earth Mallet  [8]  14.06%  |
|  HP:      3500  ||    Defence:  80  ||   Steal: Gigas Armlet  [32] 40.63%  |
|  MP:       100  ||      Magic:  59  ||   Morph: /                          |
|                 ||   MDefence:  98  ||                                     |
|  EXP:      840  ||  Dexterity:  79  ||                                     |
|   AP:       84  ||       Luck:  22  ||                                     |
|  GIL:      560  ||      Evade:   8  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Whirlwind Maze Outer Crater (From Gaea's Cliff)  30% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Gigas' ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
```

```
|  Attack 1: <Squash>             Target: One Opponent                          |
|  [2B1]       Physical          Element: Earth                                |
|                                   Att%: 100                                  |
|                                  Power: 12                                   |
|                              Base Damage: 450 HP                             |
|                                                                              |
|  Attack 2:  Moon Wars           Target: One Opponent                          |
|  [2B2]       Physical          Element: Hit                                  |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                              Base Damage: 600 HP                             |
|                                                                              |
|  Attack 3:  Quake3              Target: All Opponents     Reflectable         |
|  [026]       Magical           Element: Earth             Split Damage       |
|                                   Att%: 100                                  |
|                                  Power: 70                                   |
|                                 MP Cost: 68 MP                               |
|                              Base Damage: 2598 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Gigas' BATTLE PLAN: (Repeats)                                              |
|                                                                              |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                            |
|                  1/4 Chance start from 2nd Attack                            |
|                  1/4 Chance start from 3rd Attack                            |
|                  1/4 Chance start from 4th Attack                            |
|                                                                              |
|                                                                              |
|  1ST ATTACK: Use Moon Wars on Rnd Target                                     |
|  2ND ATTACK: Use Moon Wars on Rnd Target                                     |
|  3RD ATTACK: Use <Squash> on Rnd Target                                      |
|                                                                              |
|  4TH ATTACK:                                                                 |
|                                                                              |
|     *If Gigas' MP < 68, use Spcl Attack instead                              |
|                                                                              |
|   Gigas' HP  > 75%: 1/5 Chance use Quake3 on All Targets*                    |
|                     4/5 Chance use <Squash> on Rnd Target                    |
|                                                                              |
|   Gigas' HP <= 75%: 1/4 Chance use Quake3 on All Targets*                    |
|                     3/4 Chance use <Squash> on Rnd Target                    |
|                                                                              |
|   Gigas' HP <= 50%: 1/3 Chance use Quake3 on All Targets*                    |
|                     2/3 Chance use <Squash> on Rnd Target                    |
|                                                                              |
|   Gigas' HP <= 25%: 1/2 Chance use Quake3 on All Targets*                    |
|                     1/2 Chance use <Squash> on Rnd Target                    |
|                                                                              |
|                                                                              |
|  SPCL ATTACK: Use Moon Wars on Rnd Target                                    |
|                                                                              |
|    Follow-Up: Gigas' HP  > 75%: 1/5 Chance use Moon Wars on Rnd Target       |
|                                 4/5 Chance do nothing                        |
|                                                                              |
|               Gigas' HP <= 75%: 1/4 Chance use Moon Wars on Rnd Target       |
|                                 3/4 Chance do nothing                        |
|                                                                              |
|               Gigas' HP <= 50%: Use Moon Wars on Rnd Target                  |
|                                                                              |
|                                                                              |
|    Follow-Up: Gigas' HP  > 75%: 1/5 Chance use Moon Wars on Rnd Target       |
```

```
|                                4/5 Chance do nothing                      |
|                                                                           |
|              Gigas' HP <= 75%: 1/4 Chance use Moon Wars on Rnd Target     |
|                                3/4 Chance do nothing                      |
|                                                                           |
|              Gigas' HP <= 50%: Use Moon Wars on Rnd Target                |
|                                                                           |
|                                                                           |
|  COUNTER: [Magical Attacks Only]                                          |
|                                                                           |
|   Gigas' HP  > 50%: Use Counter 2                                         |
|                                                                           |
|   Gigas' HP <= 50%: 1/3 Chance use Counter 1                              |
|                     2/3 Chance use Counter 2                              |
|                                                                           |
|   Gigas' HP <= 25%: 1/2 Chance use Counter 1                              |
|                     1/2 Chance use Counter 2                              |
|                                                                           |
|                                                                           |
|    COUNTER 1: Use <Squash> on Rnd Target                                  |
|    Follow-Up: Use <Squash> on Rnd Target                                  |
|    Follow-Up: Use <Squash> on Rnd Target                                  |
|                                                                           |
|                                                                           |
|    COUNTER 2: Use <Squash> on Rnd Target                                  |
|                                                                           |
|     Follow-Up: Gigas' HP  > 75%: 1/5 Chance use <Squash> on Rnd Target    |
|                                  4/5 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 75%: 1/4 Chance use <Squash> on Rnd Target    |
|                                  3/4 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 50%: 1/3 Chance use <Squash> on Rnd Target    |
|                                  2/3 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 25%: 1/2 Chance use <Squash> on Rnd Target    |
|                                  1/2 Chance do nothing                    |
|                                                                           |
|                                                                           |
|     Follow-Up: Gigas' HP  > 75%: 1/5 Chance use <Squash> on Rnd Target    |
|                                  4/5 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 75%: 1/4 Chance use <Squash> on Rnd Target    |
|                                  3/4 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 50%: 1/3 Chance use <Squash> on Rnd Target    |
|                                  2/3 Chance do nothing                    |
|                                                                           |
|                Gigas' HP <= 25%: 1/2 Chance use <Squash> on Rnd Target    |
|                                  1/2 Chance do nothing                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gigas:                             |   POWER req for Overflow:   |
|                                               |                             |
| Gigas is found in Battle Square:              |  Base Damage Overflow: 164  |
|  Set - 3  (After Highwind)     Battle - 3     |  Rnd Var Overflow  3x: 109  |
|                                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| As the name suggests, the Gigas is an                                     |
|  incredibly large foe. It is also extremely rare; it appears on one small |
|  screen with a 30% encounter rate. The *only* way for the Player to obtain |
|  the elusive Earth Mallet (casts Quake3 for 2560 Base Damage) is from the |
```

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|  Gigas as a 9/64 drop rate, making it permanently missable.                 |
| You can also steal Gigas Armlets from the Gigas, which boosts the wearer's |
|  Strength by +30; however, you will not obtain the Earth Mallet if you     |
|  successfully steal from them. You will have already obtained one Gigas    |
|  Armlet from Demons Gate in the Temple of The Ancients.                     |
| While the Gigas' Physical attacks are not massively devastating, it will   |
|  use them consecutively more often when its HP is low, so watch out.       |
|  Quake3 can hit for a decent amount of damage, however, the attack will be |
|  subject to Split Damage, and will only deal around 1400 HP. This can      |
|  still cause you a Game Over if you are not careful, so be sure to use Big |
|  Guard.                                                                     |
| The Gigas does not have massive amounts of HP, making him less formidable  |
|  than it could have been. Two casts of Beta should be enough to wipe it    |
|  out. Alternatively, cast L4 Suicide and follow up with a normal blow.     |
| Be mindful of the fact that the Gigas will counter using <Squish> when     |
|  attacked Magically, so use Frog Song to inflict it with Sleep if you wish |
|  to use Magic, as only Physical attacks will cure Sleep.                    |
| Feel free to use Magic Hammer to stop the Gigas from being able to use     |
|  Quake3 altogether, and to replenish some of your own MP. Your Deathblow   |
|  chance will only be roughly 50%, so don't bother using it.                 |
| The Gigas cannot be Back-Attacked or Side-Attacked, meaning that one       |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
| The Gigas is encountered in an area that cannot be revisited; once you     |
|  progress past a certain point in the game, you can no longer fight the    |
|  enemy (although you can still encounter it in the Battle Square).          |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Grenade}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/TnZnKZn6XQ9JpkVM8                  | ID:  E0 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  70  ||    Drop: Right Arm  [8] 14.06%      |
|  HP:      2000  ||    Defence:  60  ||   Steal: Right Arm  [8] 10.94%      |
|  MP:         0  ||      Magic:  30  ||   Morph: Right Arm                  |
|                 ||   MDefence:  64  ||                                     |
|  EXP:      900  ||  Dexterity:  68  ||                                     |
|   AP:      100  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:      400  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Whirlwind Maze Outer Crater (From Gaea's Cliff)  70% |  Bomb               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Grenade's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Bodyblow>           Target: One Opponent                      |
```

```
|  [126]       Physical          Element: Hit                                 |
|  [172]                            Att%: 95*                                |
|  [12D]                           Power: 16                                 |
|                             Base Damage: 280 HP                            |
|                                                                            |
|  Attack 2:  Gush                Target: One Opponent      Can't Cover      |
|  [2BA]       Physical          Element: Fire                               |
|                                   Att%: 100                                |
|                                  Power: 30                                 |
|                             Base Damage: 525 HP                            |
|                                                                            |
|  Attack 3:  Eruption            Target: All Opponents     Never Used       |
|  [2BB]       Physical          Element: Fire              Split Damage     |
|                                   Att%: 100                                |
|                                  Power: 50                                 |
|                             Base Damage: 875 HP                            |
|                                                                            |
|  Attack 4:  Bomb Blast          Target: One Opponent      Can't Cover      |
|  [1EA]       Physical          Element: None                               |
|                                   Att%: 100                                |
|                                  Power: 254                                |
|                             Base Damage: 4445 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Grenade's BATTLE PLAN: (Repeats)                                         |
|                                                                            |
|  PHASE 1: (Repeats)                                                        |
|                                                                            |
|   Grenade's HP  > 75%: 1/2 Chance use <Bodyblow> on Rnd Target             |
|                        1/2 Chance skip a turn                              |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   Grenade's HP <= 75%: 1/4 Chance skip a turn                              |
|                        1/4 Chance use Gush on Rnd Target                   |
|                        1/2 Chance use <Bodyblow> on Rnd Target             |
|                                                                            |
|                                                                            |
|  PHASE 3: (Repeats)                                                        |
|                                                                            |
|   Grenade's HP <= 50%: 1/2 Chance use <Bodyblow> on Rnd Target             |
|                        1/2 Chance use Bomb Blast on Rnd Target, remove     |
|                             Self from Battle, leave no rewards             |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Grenade's HP <= 75% AND in Phase 1: Increase model size by 50%           |
|   Grenade's HP <= 50% AND in Phase 2: Increase model size by 50%           |
|   Grenade's HP <= 25%: Use Bomb Blast on Rnd Target, remove Self from      |
|                         Battle, leave no rewards                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                            |                               |
| The Attack <Bodyblow> has three different  |  Base Damage Overflow: 156    |
|  versions, each with a different Att%. Each|  Rnd Var Overflow  3x: 104    |
|  one will be called upon depending on the  |  Rnd Var Overflow  4x:  78    |
|  Grenade's Current HP:                     |  Rnd Var Overflow  6x:  52    |
|   Grenade's HP  > 75%: <Bodyblow> Att% = 95|o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Grenade's HP <= 75%: <Bodyblow> Att% = 100                               |
|   Grenade's HP <= 50%: <Bodyblow> Att% = 90                                |
```

| |
| The Grenade is a rare enemy, and can only be encountered on one small |
| screen at the edge of the Whirlwind Maze. They have the same Defence as |
| their counterparts, the Bomb found in Mt. Corel, and they also have a |
| very similar Battle Plan. |
| As with the Bomb, the Grenade will use a devastating counter if it is |
| still alive once its HP has dropped below 25%, and will then flee the |
| Battle leaving no EXP/AP/Gil. The biggest difference between the two |
| enemies is that the Grenade will have a 50% chance of using Bomb Blast |
| once its HP drops below 50%, causing upwards of 3500 HP to your Players |
| in the Front Row. |
| DO NOT open with L4 Suicide, as the Grenade will Counter with Bomb Blast |
| that way. Instead, use either Frog Song or Bad Breath to first inflict |
| them Sleep, then follow up with L4 Suicide. Matra Magic or Physical |
| attacks (or Morph) can then be used to finish them off. |
| Alternatively, Trine will deal 1100+ HP, so two blasts of should kill them |
| off efficiently. Avoid using Beta and Magic Breath, as they will absorb |
| the Fire Element. Your Deathblow chance will be roughly 65%; however, |
| unless you have Cloud set up as your Physical attacker, it is likely |
| that a Deathblow shot will not be enough to kill them, trigger the use of |
| Bomb Blast as a Counter. |
| Right Arms will no longer be your strongest Battle Item, however, they |
| still have their uses. You can try to steal from as the Battle begins; a |
| Lv 44 Cloud would have a 14.06% chance of stealing from the Grenade. |
| Once you have successfully stolen from them, you can use the Bad Breath/ |
| L4 Suicide method as mentioned above. |
| The Grenade is one of a number 'elevated' enemies that Nullifies the Earth |
| Element, but will no take double damage from Wind. |
| The Grenade is encountered in an area that cannot be revisited; once you |
| progress past a certain point in the game, you can no longer fight the |
| enemy. |
\ /
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/ {Gremlin} \
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/dTWc6UgrwRXRzCTD8 | ID: E1 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
Level: 36		Strength: 70		Drop: Shrivel [8] 14.06%
HP: 1500		Defence: 60		Steal: Tent [32] 40.63%
MP: 100		Magic: 55		Morph: X-Potion
		MDefence: 80		
EXP: 750		Dexterity: 62		
AP: 60		Luck: 14		Back Damage: Normal (2x Damage)
GIL: 750		Evade: 5		Susceptible to L4 Suicide
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<
Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]
>~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<
MAPS: APPEARANCE RATE:	LOOKALIKES:

| Whirlwind Maze Zig-Zag Paths (Kaiser Knuckle) 56% |

Gremlin's ATTACKS:

Manip Attack 1: Claw

Attack 1: <Claw> [124] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 16
Base Damage: 304 HP
Berserk Attack

Attack 2: Bad mouth [2BC] Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 48
Base Damage: 912 HP
Can't Cover
Status Inflict: Sadness (100%)

Attack 3: <Fury> [2BD] Physical 0 Dam
Target: Self
Att%: 90
Taunting Animation

Attack 4: <Fury 2> [2BE] Physical 0 Dam
Target: Self
Att%: 90
Taunting Animation

Gremlin's BATTLE PLAN: (Repeats)

1ST ATTACK:

At least one Target without Sadness:

1/3 Chance: Use Bad mouth on Rnd Target without Sadness
2/3 Chance: Use <Claw> on Rnd Target

No Targets with Sadness: Use <Claw> on Rnd Target

2ND ATTACK:

Gremlin's HP > 75%: Use <Claw> on Rnd Target

Gremlin's HP <= 75%: Use <Claw> on Rnd Target with Sadness; If no Targets have Sadness, select Rnd Target

3RD ATTACK: Same as 2nd Attack
4th ATTACK: Same as 2nd Attack

5TH ATTACK:

Gremlin's HP > 75%: Use <Claw> on Rnd Target

Gremlin's HP <= 75%:

At least one Target without Sadness:

1/3 Chance: Use Bad mouth on Rnd Target without Sadness
2/3 Chance: Use <Claw> on Rnd Target

No Targets with Sadness: Use <Claw> on Rnd Target

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|   Gremlin's HP <= 50%: Use Bad mouth on Rnd Target without Sadness; If all |
|                        Targets have Sadness, use <Claw> on Rnd Target     |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Gremlin's HP  > 75%: Do nothing                                         |
|                                                                           |
|   Gremlin's HP <= 75%: Use Fury on Self the first time Gremlin's HP drops |
|                        below 75%                                          |
|                                                                           |
|   Gremlin's HP <= 50%: Use Fury2 on Self the first time Gremlin's HP drops |
|                        below 50%                                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gremlin:                          |   POWER req for Overflow:    |
|                                              |                              |
| Gremlin is found in Battle Square:           |  Base Damage Overflow: 156   |
|  Set - 3  (After Highwind)     Battle - 6    |  Rnd Var Overflow  3x: 104   |
|  Set - 3  (After Highwind)     Battle - 7    |  Rnd Var Overflow  4x:  78   |
|                                              |  Rnd Var Overflow  6x:  52   |
| The Gremlin is not a tough enemy. You will   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  likely kill it in one with a successful                                  |
|  Deathblow, which will have approximately a 61% chance of connecting.     |
|  Trine will not kill them in one; however, Beta will.                     |
| You could make use of L4 Suicide to render them harmless, as they are     |
|  vulnerable to the Small status. The Sculpture they appear alongside are  |
|  also susceptible to L4 Suicide ad Small.                                 |
| The Gremlin is the only enemy in the game that you can steal Tents from.  |
|  You should try to steal from every Gremlin you encounter; a Lv 44 Cloud  |
|  would have a 48.44% chance of stealing from them.                        |
| The Gremlin's attacks deal low to medium damage at best. They have no use |
|  for their MP, so feel free to use Magic Hammer to replenish your own.    |
| You should also have been able to encounter 2x Gremlin alongside 1x       |
|  Killbin on the final "Blinking Eye" screen as a 26.6% encounter chance.  |
|  However, it is impossible to face the enemies on that screen without the |
|  use of hacks.                                                            |
| The Gremlin is encountered in an area that cannot be revisited; once you  |
|  progress past a certain point in the game, you can no longer fight the   |
|  enemy (although you can still encounter it in the Battle Square).        |
\                                                                           /
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  .-----------.
 /  {Ironite}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/CSjrr6a64n7rzEx49                 | ID:  E2 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     30  ||   Strength:  65  ||    Drop: Hi-Potion     [2]  4.69%   |
|  HP:      2400  ||    Defence:  58  ||   Steal: Phoenix Down  [8] 10.94%   |
|  MP:       100  ||      Magic:  50  ||   Morph: /                         |
|                 ||   MDefence:  40  ||                                     |
|  EXP:      900  ||  Dexterity:  70  ||                                     |
|   AP:       48  ||       Luck:   0  ||                                     |
|  GIL:      680  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
```

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|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                APPEARANCE RATE: |   LOOKALIKES:       |
|                                                        |                     |
| Whirlwind Maze Zig-Zag Paths (Kaiser Knuckle)    21% |                     |
| Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH) 34% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Bodyblow          |
|   Ironite's ATTACKS:                   |  Manip Attack 2: Flying Upper      |
|                                        |  Manip Attack 3: Sleepel           |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Bodyblow>           Target: One Opponent      Berserk Attack   |
|  [172]       Physical          Element: Hit                                |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                              Base Damage: 185 HP                          |
|                                                                           |
|  Attack 2:  Flying Upper        Target: One Opponent                      |
|  [2BF]       Physical          Element: Hit                               |
|                                   Att%: 90                                |
|                                  Power: 48                                |
|                              Base Damage: 555 HP                          |
|                                                                           |
|  Attack 3: <Sleepel>            Target: One Opponent      Reflectable     |
|  [00B]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                MP Cost: 8 MP               Sleep (71%)    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ironite's BATTLE PLAN: (Repeats)                                        |
|                                                                           |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                         |
|                  1/4 Chance start from 2nd Attack                         |
|                  1/4 Chance start from 3rd Attack                         |
|                  1/4 Chance start from 4th Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK:                                                              |
|                                                                           |
|   At least one Target without Sleep:                                     |
|                                                                           |
|    Ironite's MP >= 8: Use Sleepel on Rnd Target without Sleep             |
|                                                                           |
|    Ironite's MP  < 8: Use Flying Upper on Rnd Target with Sleep; If no    |
|                       Targets have Sleep, use <Bodyblow> on Rnd Target    |
|                                                                           |
|   All Targets with Sleep: Use Flying Upper on Rnd Target                  |
|                                                                           |
|                                                                           |
|  2ND ATTACK: Use Flying Upper on Rnd Target with Sleep; If no Targets have |
|              Sleep, select Rnd Target                                     |
|                                                                           |
|  3RD ATTACK: Same as 2nd Attack                                           |
|                                                                           |
|  4TH ATTACK:                                                              |
|                                                                           |
|   At least one Target has Sleep: Use Flying Upper on Rnd Target with Sleep |
|                                                                           |
```

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|   No Targets with Sleep:                                                    |
|                                                                             |
|    Use Sleepel on Rnd Target without Sleep; If Ironite's MP < 8, use        |
|     <Bodyblow> on Rnd Target without Sleep                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ironite:                          |   POWER req for Overflow:    |
|                                              |                              |
| Ironite is found in Battle Square:           |  Base Damage Overflow: 156   |
|  Set - 3  (After Highwind)     Battle - 6    |  Rnd Var Overflow  3x: 104   |
|  Set - 3  (After Highwind)     Battle - 7    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
| The Ironite cannot inflict your Party with much damage, however, they can   |
|  inflict you with Sleep, which can prove annoying. Use Ribbons to defend    |
|  from this. They will always use Flying Upper to cure an inflicted          |
|  character.                                                                 |
| Your Deathblow chance will be approximately 64%, and a successful blow      |
|  should knock out half of their health. Two casts of Trine will kill them,  |
|  or, you could cast Beta to cripple them. Magic Breath will one-hit them,   |
|  but shouldn't be necessary.                                                |
| Feel free to use Magic Hammer to deplete its MP, stopping it from casting   |
|  Sleep.                                                                     |
| You should also have been able to encounter 1x Ironite alongside 2x Wind    |
|  Wing on the final "Blinking Eye" screen as a 28.1% encounter chance.       |
|  However, it is impossible to face the enemies on that screen without the   |
|  use of hacks.                                                              |
| The Ironite is one of a number of enemies that are elevated above the       |
|  ground, but will not take double damage from the Wind Element, nor will    |
|  it nullify Earth.                                                          |
| The Ironite cannot be Back-Attacked or Side-Attacked, meaning that one      |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
| The Ironite is encountered in an area that cannot be revisited; once you    |
|  progress past a certain point in the game, you can no longer fight the     |
|  enemy (although you can still encounter it in the Battle Square).          |
\                                                                             /
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  .-------------.
 /  {Sculpture}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/GahLQEvkaZm4jmUH7                  | ID:  E3 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  56  ||    Drop: Tranquilizer [2] 4.69%     |
|  HP:      1700  ||    Defence:  40  ||   Steal: /                          |
|  MP:       100  ||      Magic:  48  ||   Morph: /                          |
|                 ||   MDefence:  68  ||                                      |
|  EXP:      860  ||  Dexterity:  53  ||                                      |
|   AP:       60  ||       Luck:   0  ||                                      |
|  GIL:      640  ||      Evade:   2  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [Death]        |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
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MAPS:	APPEARANCE RATE:	LOOKALIKES:
Whirlwind Maze Zig-Zag Paths (Kaiser Knuckle)	42%	

Sculpture's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Fire Shell

Attack 1: <Bodyblow>	Target: One Opponent	Berserk Attack	
[172] Physical	Element: Hit		
	Att%: 100		
	Power: 16		
	Base Damage: 168 HP		
Attack 2: Fire Shell	Target: One Opponent	Can't Cover	
[2C0] Physical	Element: Fire		
	Att%: 90		
	Power: 48		
	Base Damage: 504 HP		

Sculpture's BATTLE PLAN: (Repeats)

Sculpture's HP > 66%: 3/4 Chance use <Bodyblow> on Rnd Target
1/4 Chance use Fire Shell on Rnd Target

Sculpture's HP <= 66%: 2/3 Chance use <Bodyblow> on Rnd Target

1/3 Chance use Fire Shell on Rnd Target
Follow-Up: Use Fire Shell on Rnd Target

Sculpture's HP <= 33%: 1/2 Chance use <Bodyblow> on Rnd Target

1/2 Chance use Fire Shell on Rnd Target
Follow-Up: Use Fire Shell on Rnd Target
Follow-Up: Use Fire Shell on Rnd Target

Notes On Sculpture:	POWER req for Overflow:
Sculpture is found in Battle Square:	Base Damage Overflow: 150
Set - 3 (After Highwind) Battle - 6	Rnd Var Overflow 3x: 100

The Sculpture is not a strong enemy, and with a very low Defence value, they pose little threat. Beta should kill them in one hit, as will your Deathblow strikes, which will have a 64% (approx) chance of connecting.

You could also use L4 Suicide to render them harmless, as they the Sculpture are vulnerable to Small. The Gremlin they appear alongside are also susceptible to L4 Suicide (and you should be stealing Tents from every Gremlin you encounter).

The Sculpture is one of two Enemies that will be instantly killed with the use of the Holy Element, the other being the Ghost. Equip Elemental + Alexander on your weapon to instantly kill the enemy.

The Sculpture has no use for its MP, so feel free to cast Magic Hammer to restock your own supply of MP.

The Sculpture cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Sculpture is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy (although you can still encounter it in the Battle Square).

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 /  {Wind Wing}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/5jJHgxzyhPyEeCve6                     | ID:  E6 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     36  ||   Strength:  75  ||    Drop: Phoenix Down  [8]  14.06%  |
|  HP:      1900  ||    Defence:  60  ||   Steal: Hi-Potion     [32] 40.63%  |
|  MP:       350  ||      Magic:  45  ||   Morph: Phoenix Down                |
|                 ||   MDefence:  64  ||                                      |
|  EXP:      800  ||  Dexterity:  65  ||                                      |
|   AP:       60  ||       Luck:  20  || Back Damage: Normal (2x Damage)      |
|  GIL:      500  ||      Evade:   3  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH) 51% |  Deenglow           |
| Whirlwind Maze 1st Wind Barrier                  N/A |  Flapbeat           |
| Whirlwind Maze 2nd Wind Barrier                  N/A |                     |
| Whirlwind Maze 3rd Wind Barrier                  N/A |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                              |  Manip Attack 1: Tail Beat          |
|   Wind Wing's ATTACKS:                       |  Manip Attack 2: Sham Seal          |
|                                              |  Manip Attack 3: Aero3              |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Tailbeat>           Target: One Opponent      Berserk Attack    |
|  [1FB]       Physical          Element: Hit                                 |
|                                   Att%: 255                                |
|                                  Power: 16                                 |
|                             Base Damage: 327 HP                            |
|                                                                            |
|  Attack 2:  Sham Seal           Target: One Opponent      Can't Cover       |
|  [2CF]       Physical          Element: Cut                                 |
|                                   Att%: 100                                |
|                                  Power: 35                                 |
|                             Base Damage: 715 HP                            |
|                                                                            |
|  Attack 3:  Aero3               Target: One Opponent                       |
|  [2D0]       Magical           Element: Wind                                |
|                                   Att%: 100                                |
|                                  Power: 50                                 |
|                                 MP Cost: 50 MP                             |
|                             Base Damage: 1518 HP                           |
|                                                                            |
|  Attack 4:  White Wind          Target: All Allies        **Enemy Skill**  |
|  [04B]       Physical          Element: Restorative      Fixed Damage      |
|              Spcl Formula        Att%: 255                Status Remove:    |
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|                              MP Cost: 34 MP              15 Statuses     |
|                         Base Damage: Caster's HP        (See Notes)     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Wind Wing's BATTLE PLAN: (Repeats)                                     |
|                                                                          |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                        |
|                  1/4 Chance start from 2nd Attack                        |
|                  1/4 Chance start from 3rd Attack                        |
|                  1/4 Chance start from 4th Attack                        |
|                                                                          |
|                                                                          |
|  1ST ATTACK:                                                             |
|                                                                          |
|   Wind Wing's HP = 100%: Use Aero3 on Rnd Target; If Wind Wing's MP < 50,|
|                          use Sham Seal on Rnd Target                     |
|                                                                          |
|   Wind Wing's HP < 100%: Use White Wind on Self; If Wind WIng's MP < 34, |
|                          use Sham Seal on Rnd Target                     |
|                                                                          |
|                                                                          |
|  2ND ATTACK: Wind Wing's HP  > 50%: Use <Tailbeat> on Rnd Target         |
|              Wind Wing's HP <= 50%: Use Sham Seal on Rnd Target          |
|                                                                          |
|                                                                          |
|  3RD ATTACK: Same as 2nd Attack                                          |
|                                                                          |
|  4TH ATTACK:                                                             |
|                                                                          |
|   Wind Wing's HP  > 50%: Use <Tailbeat> on Rnd Target                    |
|                                                                          |
|   Wind Wing's HP <= 50%: Use Aero on Rnd Target; If Wind Wing's MP < 50, |
|                          use <Tailbeat> on Rnd Target                    |
|                                                                          |
|     After 4th Attack: Jump to 2nd Attack for next turn                   |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   Wind Wing's HP  > 50%: Do nothing                                      |
|                                                                          |
|   Wind Wing's HP <= 50%: Jump to 1st Attack for next turn the first time |
|                          Wind Wing's HP drops below 50%                  |
|                                                                          |
|   Wind Wing's HP <= 25%: Jump to 1st Attack for next turn the first time |
|                          Wind Wing's HP drops below 25%                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Wind Wing:                     |   POWER req for Overflow:    |
|                                           |                              |
| Wind Wing is found in Battle Square:      |  Base Damage Overflow: 156   |
|  Set - 3  (After Highwind)     Battle - 6 |  Rnd Var Overflow  3x: 104   |
|  Set - 3  (After Highwind)     Battle - 7 |  Rnd Var Overflow  4x:  78   |
|                                           |  Rnd Var Overflow  6x:  52   |
| White Wind will have a 100% chance of curing o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the following Statuses: Sleep, Poison,                                  |
|  Confusion Silence, Slow, Stop, Frog, Small, Slow-numb, Petrify, Berserk,|
|  Paralyzed, Darkness, Death Force and Resist.                            |
| You cannot learn White Wind from the Wind Wing by manipulating it, as it |
|  does not contain the attack in its Manipulate list. You can, however,   |
|  exploit the fact that it susceptible to Confusion. When an enemy becomes|
|  confused, they will have their 'Enemy' and 'Ally' flags reversed, so it  |
```

```
|  will instead use White Wind on the Party.                                  |
| For the second and last time in the game, the Player will be faced with     |
|  the deadly Aero3 ability. The Wind Wing has a lower Magic stat to Rapps,   |
|  and is also lower-levelled, so the Base Damage is lower. You should be     |
|  able to survive the attack, but use Big Guard to be on the safe side.      |
| The Wind Wing are not difficult to defeat. Simply cast L4 Suicide on them   |
|  to render them harmless, or, use Deathblow to cripple them. Your           |
|  Deathblow chance will be roughly 63%. Beta should just about kill them in  |
|  one. You could also use Magic Hammer on them four times to stop them from  |
|  casting Aero3 altogether.                                                  |
| You can encounter the Wind Wing endlessly on the three "Wind Barrier"       |
|  screens. The Run Value will always be three for these battles, meaning     |
|  you will not be able to flee as easily.                                    |
| You should also have been able to encounter 2x Wind Wing alongside 1x       |
|  Ironite on the final "Blinking Eye" screen as a 28.1% encounter chance.    |
|  However, it is impossible to face the enemies on that screen without the   |
|  use of hacks.                                                              |
| The Wind Wing is one of a number of enemies that are elevated above the     |
|  ground, but will not take double damage from the Wind Element, nor will    |
|  it nullify Earth.                                                          |
| The Wind Wing is encountered in an area that cannot be revisited; once you  |
|  progress past a certain point in the game, you can no longer fight the     |
|  enemy (although you can still encounter it in the Battle Square).          |
\                                                                             /
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  .----------------.
 /  {Dragon Rider}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/CjM2T8oP5KkrDX7m8                  | ID:  E7 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  84  ||    Drop: Hi-Potion    [8]  14.06%   |
|  HP:      3500  ||    Defence:  80  ||   Steal: Hi-Potion    [32] 40.63%   |
|  MP:       180  ||      Magic:  76  ||   Morph: Mind Source                |
|                 ||   MDefence: 120  ||                                     |
|  EXP:     1000  ||  Dexterity:  77  ||                                     |
|   AP:       80  ||       Luck:  30  ||                                     |
|  GIL:      690  ||      Evade:  15  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]     |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]     |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]      |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH) 19% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Dual Attack        |
|   Dragon Rider's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Fang>              Target: One Opponent                       |
|  [189]       Physical         Element: Hit                               |
|                                  Att%: 120                                |
```

```
|                                Power: 16                                |
|                           Base Damage: 357 HP                           |
|                                                                         |
|  Attack 2:  Head Hunting        Target: One Opponent                    |
|  [30F]       Physical          Element: Cut                             |
|                                   Att%: 100                             |
|                                 Power: 40                               |
|                           Base Damage: 892 HP                           |
|                                                                         |
|  Attack 3:  Dual Attack         Target: One Opponent      Berserk Attack|
|  [310]       Physical          Element: Cut                             |
|                                   Att%: 100                             |
|                                 Power: 20                               |
|                           Base Damage: 446 HP                           |
|                                                                         |
|  Attack 4:  Rider Breath        Target: One Opponent                    |
|  [311]       Magical           Element: None                            |
|                                   Att%: 100                             |
|                                 Power: 30                               |
|                                MP Cost: 20 MP                           |
|                           Base Damage: 1248 HP                          |
|                                                                         |
|  Attack 5:  Head Hunting 2      Target: One Opponent                    |
|  [312]       Physical          Element: Cut                             |
|                                   Att%: 100                             |
|                                 Power: 80                               |
|                           Base Damage: 1785 HP                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Dragon Rider's BATTLE PLAN: (Repeats)                                 |
|                                                                         |
|  OPENING ATTACK: 1/6 Chance start from 1st Attack                       |
|                  1/6 Chance start from 2nd Attack                       |
|                  1/6 Chance start from 3rd Attack                       |
|                  1/6 Chance start from 4th Attack                       |
|                  1/6 Chance start from 5th Attack                       |
|                  1/6 Chance start from 6th Attack                       |
|                                                                         |
|                                                                         |
|  1ST ATTACK: Use Dual Attack on Rnd Target                              |
|  2ND ATTACK: Use Dual Attack on Rnd Target                              |
|                                                                         |
|    After 2nd Attack: Jump to 5th Attack for next turn                   |
|                                                                         |
|  3RD ATTACK: Use <Fang> on Rnd Target                                   |
|  4TH ATTACK: Use <Fang> on Rnd Target                                   |
|                                                                         |
|                                                                         |
|  5TH ATTACK:                                                            |
|                                                                         |
|   Select Target with Highest Current HP                                 |
|                                                                         |
|    Dragon Rider's HP  > 75%: 1/4 Chance use Head Hunting 2 on Target    |
|                              3/4 Chance use Head Hunting on Target      |
|                                                                         |
|    Dragon Rider's HP <= 75%: 1/3 Chance use Head Hunting 2 on Target    |
|                              2/3 Chance use Head Hunting on Target      |
|                                                                         |
|    Dragon Rider's HP <= 50%: 1/2 Chance use Head Hunting 2 on Target    |
|                              1/2 Chance use Head Hunting on Target      |
|                                                                         |
```

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|    Dragon Rider's HP <= 25%: Use Head Hunting 2 on Target                  |
|                                                                            |
|                                                                            |
|  6TH ATTACK:                                                               |
|                                                                            |
|   Dragon Rider's HP  > 75%: 1/4 Chance use Rider Breath on Target with     |
|                                  Lowest Current HP                         |
|                             3/8 Chance use Dual Attack on Rnd Target       |
|                             3/8 Chance use <Fang> on Rnd Target            |
|                                                                            |
|   Dragon Rider's HP <= 75%: 1/3 Chance use Rider Breath on Target with     |
|                                  Lowest Current HP                         |
|                             1/3 Chance use Dual Attack on Rnd Target       |
|                             1/3 Chance use <Fang> on Rnd Target            |
|                                                                            |
|   Dragon Rider's HP <= 50%: 1/2 Chance use Rider Breath on Target with     |
|                                  Lowest Current HP                         |
|                             1/4 Chance use Dual Attack on Rnd Target       |
|                             1/4 Chance use <Fang> on Rnd Target            |
|                                                                            |
|   Dragon Rider's HP <= 25%: Use Rider Breath on Target with Lowest Current |
|                              HP                                            |
|                                                                            |
|     After 6th Attack: 1/2 Chance jump to 1st Attack for next turn          |
|                       1/2 Chance jump to 3rd Attack for next turn          |
|                                                                            |
|                                                                            |
|  COUNTER: [Magical Attacks Only]                                           |
|                                                                            |
|   Dragon Rider's HP  > 75%: 1/4 Chance use Rider Breath on Last Mag        |
|                                  Attacker                                  |
|                             3/4 Chance do nothing                          |
|                                                                            |
|   Dragon Rider's HP <= 75%: 1/3 Chance use Rider Breath on Last Mag        |
|                                  Attacker                                  |
|                             2/3 Chance do nothing                          |
|                                                                            |
|   Dragon Rider's HP <= 50%: 1/2 Chance use Rider Breath on Last Mag        |
|                                  Attacker                                  |
|                             1/2 Chance do nothing                          |
|                                                                            |
|   Dragon Rider's HP <= 25%: Chance use Rider Breath on Last Mag Attacker   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Dragon Rider:                  |   POWER req for Overflow:    |
|                                           |                              |
| Dragon Rider is found in Battle Square:   |  Base Damage Overflow: 164   |
|  Set - 3  (After Highwind)     Battle - 7 |  Rnd Var Overflow  3x: 109   |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Dragon Rider is a rare enemy fought on                                 |
|  one screen only, and you may go an entire playthrough without ever facing |
|  the enemy. They are relatively tough, so put your characters in the Back  |
|  Row if you are under levelled, and make use of Big Guard also.            |
| One way you could deal with the Dragon Rider is to inflict it with Berserk |
|  via the use of a War Gong or the Mystify Materia. This way it will only   |
|  be able to use its 'Dual Attack' attack, which will be weaker than its    |
|  other powerful abilities.                                                 |
| Depending on your stats, two casts of Beta will either be enough to kill   |
|  it, or cripple it. Magic Breath will deal over 2500 HP, just be mindful   |
|  of its powerful Counter Attack when using Magical spells.                 |
| Your Deathblow chance will only be roughly 51%, so it is not worth using.  |
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|  Avoid using Aqualung, also, as the Dragon Rider will negate the damage    |
|  taken.                                                                    |
| If you are able to, try to Morph the Dragon Rider into a Mind Source       |
|  (permanently increases MDefence). It has 3500 HP, so cast Beta and watch  |
|  to see how much damage it does. If it inflicts less than 1700, then you   |
|  should be OK to cast it a second time with the same character without     |
|  killing the enemy; just be mindful of the way in which Random Variation   |
|  works. A blow that deals 1700 on one turn could deal 1800 on the next,    |
|  killing the enemy.                                                        |
| If you face the Dragon Rider in the Battle Square without the ability to   |
|  use your Command Materia, then consider using a Bird Wing which will deal |
|  between 1492 - 1592 HP. It will take four Bird Wings followed by a few    |
|  Physical blows to kill it.                                                |
| Equip Elemental+Choco/Mog on your weapon to exploit the Dragon Rider's     |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| The Dragon Rider cannot be Back-Attacked or Side-Attacked, meaning that    |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
| The Dragon Rider is encountered in an area that cannot be revisited; once  |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy (although you can still encounter it in the Battle Square).     |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Killbin}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/9KGjdnQESym97R7K8                    | ID:  E8 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     30  ||   Strength:  90  ||    Drop: Ether        [8]  14.06%   |
|  HP:      3200  ||    Defence:  64  ||   Steal: Turbo Ether  [32] 40.63%   |
|  MP:       380  ||      Magic:  85  ||   Morph: Mind Source                |
|                 ||   MDefence: 126  ||                                     |
|  EXP:      700  ||  Dexterity:  68  ||                                     |
|   AP:      150  ||       Luck:  25  ||                                     |
|  GIL:     1000  ||      Evade:  12  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Whirlwind Maze N of Zig-Zag Paths (Jenova-DEATH) 14% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: x                 |
|   Killbin's ATTACKS:                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <x>                  Target: One Opponent      Berserk Attack  |
|  [2D5]       Physical          Element: None                              |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                             Base Damage: 342 HP                           |
|                                                                           |
```

```
|  Attack 2: <Cure2>              Target: All Allies        Reflectable      |
|  [001]       Magical           Element: Restorative      Split Damage     |
|              Spcl Formula         Att%: 255                                |
|                                  Power: 35                                |
|                                MP Cost: 24 MP                             |
|                              Base Damage: 1460 HP                         |
|                                                                           |
|  Attack 3: <Fire2>              Target: One Opponent      Reflectable      |
|  [01C]       Magical           Element: Fire                              |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                                MP Cost: 22 MP                             |
|                              Base Damage: 862 HP                          |
|                                                                           |
|  Attack 4: <Ice2>               Target: One Opponent      Reflectable      |
|  [01F]       Magical           Element: Ice                               |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                                MP Cost: 22 MP                             |
|                              Base Damage: 862 HP                          |
|                                                                           |
|  Attack 5: <Aspil>              Target: One Opponent      Drains MP        |
|  [188]       Magical           Element: None                              |
|                                   Att%: 255                               |
|                                  Power: 2                                 |
|                                MP Cost: 1 MP                              |
|                              Base Damage: 86 MP                           |
|                                                                           |
|  Attack 6: <Slow>               Target: One Opponent      Reflectable      |
|  [014]       Magical 0 Dam        Att%: Auto Hit           Status Inflict:  |
|                                MP Cost: 20 MP              Slow (99%)      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Killbin's BATTLE PLAN: (Repeats)                                        |
|                                                                           |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                         |
|                  1/4 Chance start from 2nd Attack                         |
|                  1/4 Chance start from 3rd Attack                         |
|                  1/4 Chance start from 4th Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK:                                                              |
|                                                                           |
|   At least one Target without Slow:                                       |
|                                                                           |
|    1/2 Chance: Use <Slow> on Rnd Target without Slow; If Killbin's MP < 20,|
|                use <Aspil> on Target with Highest Current MP              |
|                                                                           |
|    1/2 Chance: Use <x> on Rnd Target with Slow; If no Targets have Slow,  |
|                select Rnd Target                                          |
|                                                                           |
|                                                                           |
|   All Targets with Slow: Use <x> on Rnd Target                            |
|                                                                           |
|                                                                           |
|  2ND ATTACK: Use <x> on Rnd Target with Slow; If no Targets have Slow,    |
|               select Rnd Target                                           |
|                                                                           |
|   Follow-Up: 1/2 Chance repeat 2nd Attack                                 |
|              1/2 Chance do nothing                                        |
|                                                                           |
```

3RD ATTACK: Same as 2nd Attack

4TH ATTACK:

At least on Enemy's HP < 33%:

Use <Cure2> on All Allies; If Killbin's MP < 20, use <Aspil> on Target with Highest Current MP

All Enemy's HP >= 33%:

1/2 Chance: Use <Fire2> on Rnd Target; If Killbin's MP < 22, use <Aspil> on Target with Highest Current MP

1/2 Chance: Use <Ice2> on Rnd Target; If Killbin's MP < 22, use <Aspil> on Target with Highest Current MP

Notes On Killbin:

The Killbin is a very peculiar opponent, and only appears on one screen in the entire game as a 13.7% encounter chance, making it a rare enemy.

While the Killbin's attack pattern remains constant, the enemy will appear to perform a 'Dice Roll' each time it uses its attack, and the face that is shown *on the topside* will correlate to the attack used:

- Yellow Swords <x>
- Pink Heart <Cure2>
- Red Flame <Fire2>
- Blue Ice <Ice2>
- Blue Syringe <Aspil>
- Gold Clock <Slow>

They are not the toughest of enemies, and two casts of Beta should be enough to kill them. Your Deathblow chance will be roughly 54%. Do not try to cast Magic Hammer on them, as they will just use <Aspil> on replenish their own stock. Note that <Aspil> costs 1 MP, so if you were to fully deplete the Enemy's MP, then they will not be able to use their Magical abilities.

Should you be lucky enough to encounter the Killbin, be sure to obtain the Spoils they carry. Turbo Ethers make an easy Steal; a Lv 44 Cloud would have a 54.69% chance of stealing from them.

You should also try to Morph Mind Sources from the Killbin (permanently increases MDefence); they are vulnerable to Gravity based attacks, so use Laser and/or Demi2 to sequentially deplete their HP. Your Morph damage should deal over 100 HP for the character with the Champion Belt equipped.

You should also have been able to encounter 1x Killbin alongside 2x Gremlin on the final "Blinking Eye" screen as a 26.6% encounter chance. However, it is impossible to face the enemies on that screen without the use of hacks.

The Killbin cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Killbin is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow: 158

Rnd Var Overflow 3x: 105

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  .----------------.
 /  {Jenova-DEATH}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/D9Ap6PeBvtCiHyDH7                      | ID:  EA |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     55  ||  Strength: 140  ||    Drop: Reflect Ring  [63] 100%    |
|  HP:    25,000  ||   Defence:  90  ||   Steal: /                         |
|  MP:       800  ||     Magic:  70  ||   Morph: /                         |
|                 ||  MDefence: 320  ||                                     |
|  EXP:     6000  || Dexterity: 150  ||                                     |
|   AP:      400  ||      Luck:   0  ||                                     |
|  GIL:     5000  ||     Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                               |   LOOKALIKES:        |
|                                                      |                      |
| Whirlwind Maze N of Zig-Zag Paths                    |  Jenova-BIRTH        |
|                                                      |  Jenova-LIFE         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Jenova-DEATH's ATTACKS:            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Red Light           Target: One Opponent                      |
|  [39A]       Magical           Element: Fire/Shout                        |
|                                    Att%: 100                              |
|                                   Power: 18                               |
|                                 MP Cost: 8 MP                             |
|                             Base Damage: 843 HP                           |
|                                                                           |
|  Attack 2:  Tropic Wind         Target: One Opponent                      |
|  [39B]       Magical           Element: Fire/Wind                         |
|                                    Att%: 100                              |
|                                   Power: 16                               |
|                                 MP Cost: 12 MP                            |
|                             Base Damage: 750 HP                           |
|                                                                           |
|  Attack 3:  Silence             Target: One Opponent      Reflectable     |
|  [00D]       Magical 0 Dam        Att%: 100               Status Inflict: |
|                                 MP Cost: 24 MP             Silence (79%)  |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Jenova-DEATH's BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                         |
|                  1/2 Chance start from 4th Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK:                                                              |
|                                                                           |
|   No Targets with Silence AND Jenova-DEATH's MP >= 24:                    |
```

```
|                                                                                |
|    Use Silence on Rnd Target                                                   |
|                                                                                |
|   At least one Target with Silence OR Jenova-DEATH's MP < 24:                  |
|                                                                                |
|    Use Spcl Attack                                                             |
|                                                                                |
|                                                                                |
|  2ND ATTACK: Skip a turn                                                       |
|  3RD ATTACK: Skip a turn                                                       |
|  4TH ATTACK: Use Spcl Attack                                                   |
|  5TH ATTACK: Use Spcl Attack                                                   |
|  6TH ATTACK: Use Tropic Wind on Rnd Target                                     |
|                                                                                |
|  SPCL ATTACK:                                                                  |
|                                                                                |
|   Jenova-DEATH's HP > 75%:                                                     |
|                                                                                |
|    1/4 Chance: Use Red Light on 2nd Target; If 2nd Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 1st Target; If 1st Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 3rd Target; If 3rd Target has Death, do        |
|                nothing                                                         |
|                                                                                |
|    3/4 Chance: Use Red Light on Rnd Target                                     |
|     Follow-Up: 1/2 Chance use Red Light on Rnd Target                          |
|               1/2 Chance do nothing                                            |
|     Follow-Up: 1/4 Chance use Red Light on Rnd Target                          |
|               3/4 Chance do nothing                                            |
|                                                                                |
|                                                                                |
|   Jenova-DEATH's HP <= 75%:                                                    |
|                                                                                |
|    1/3 Chance: Use Red Light on 2nd Target; If 2nd Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 1st Target; If 1st Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 3rd Target; If 3rd Target has Death, do        |
|                nothing                                                         |
|                                                                                |
|    2/3 Chance: Use Red Light on Rnd Target                                     |
|     Follow-Up: 2/3 Chance use Red Light on Rnd Target                          |
|               1/3 Chance do nothing                                            |
|     Follow-Up: 1/3 Chance use Red Light on Rnd Target                          |
|               2/3 Chance do nothing                                            |
|                                                                                |
|                                                                                |
|   Jenova-DEATH's HP <= 25%:                                                    |
|                                                                                |
|    1/2 Chance: Use Red Light on 2nd Target; If 2nd Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 1st Target; If 1st Target has Death, do        |
|                nothing                                                         |
|     Follow-Up: Use Red Light on 3rd Target; If 3rd Target has Death, do        |
|                nothing                                                         |
|                                                                                |
|    1/2 Chance: Use Red Light on Rnd Target                                     |
|     Follow-Up: Use Red Light on Rnd Target                                     |
|     Follow-Up: 1/2 Chance use Red Light on Rnd Target                          |
```

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|                1/2 Chance do nothing                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Jenova-DEATH:                    |   POWER req for Overflow:    |
|                                             |                              |
| A flaw exists with Jenova-DEATH's AI Script. |  Base Damage Overflow: 167  |
|  The attack Tropic Wind is instructed to     |  Rnd Var Overflow  3x: 112  |
|  target all opponents via the AI Script;     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  however, the attack properties for Tropic                                  |
|  Wind does not allow for the use of the "Toggle Multiple" flag, which is    |
|  required for any attack that is instructed to target all opponents.        |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,     |
|  central, and left-most characters, respectively.                           |
| As with Jenova-LIFE, this boss sticks to using one main Element; Fire. Set |
|  your characters up with the Dragon Armlet, Fire Armlet, Fire Ring and/or   |
|  Elemental+Ifrit on your Armour. If you are low-levelled, then set the      |
|  usual Big Guard defences in place, although, you shouldn't really need     |
|  it aside from the Haste effect it brings. Use Regen, also.                 |
| Jenova-DEATH will occasionally try to inflict the Player with Silence;      |
|  however, it will never use it if one character is already inflicted with   |
|  the Status. Equip the Ribbons and Added Effect+Seal to defend from this.   |
| Be sure to try to inflict Jenova-DEATH with Slow via the use of the Time    |
|  Materia, or, by using a Spider Web. You can also exploit her weakness      |
|  to Paralyze by using any Dazers you may have.                              |
| Tifa will be a forced Party member for this battle. You should equip her    |
|  with the Dragon Claw and Fire Armlet and make her your Physical Attacker;  |
|  her Deathblow chance will be approximately 67% with this set-up. Be sure   |
|  to link Deathblow with Added Cut.                                          |
| Set Cloud up as your Magical attacker, and give him Magic Plus. Equip       |
|  Neo-Bahamut which can deal over 4000 HP, and Bahamut which will for for    |
|  over 3200. Magic Breath will hit for between 1000 - 1500 HP depending on   |
|  the caster.                                                                |
| The "J-E-N-O-V-A" theme will be heard throughout this Boss Battle, as       |
|  opposed to the regular "Still More Fighting" Boss Theme.                   |
| Jenova-DEATH is immune to Seizure, which isn't necessary seeing as there    |
|  is no way for the Player to inflict an enemy with Seizure. Jenova-DEATH    |
|  is one of 86 enemies that are immune to Seizure. It is also immune to      |
|  Peerless, along with 104 other enemies.                                    |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------.
 /  {Tonberry}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/VfrNrJu3KAG3CcxRA                    | ID:  E9 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     25  ||   Strength: 100  ||    Drop: Phoenix Down  [8] 14.06%  |
|  HP:    15,000  ||    Defence:  50  ||   Steal: Turbo Ether   [8] 10.94%  |
|  MP:       250  ||      Magic:  65  ||   Morph: Elixir                    |
|                 ||   MDefence:  60  ||                                     |
|  EXP:      999  ||  Dexterity:  80  ||                                     |
|   AP:       99  ||       Luck:   0  ||                                     |
|  GIL:      999  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
```

Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Whirlwind Maze Gathering Point (Blinking Eye)	N/A	Master Tonberry

No Manipulate Attacks!

Tonberry's ATTACKS:

Attack 1: [2D6]	Time Damage Physical Spcl Formula	Target: One Opponent Element: None Att%: 255 Power: 255 Base Damage: (Hours * 100) + Minutes	Can't Cover Fixed Damage
Attack 2: [2D7]	Knife Magical 0 Dam	Target: One Opponent Element: Cut Att%: 255	Status Inflict: Death (100%)
Attack 3: <Move> [303]	Physical 0 Dam	Target: Self Att%: Auto Hit	Moving Forward Animation
Attack 4: <Move Right> [304]	Physical 0 Dam	Target: Self Att%: Auto Hit	Moving Right Animation
Attack 5: <Move Left> [305]	Physical 0 Dam	Target: Self Att%: Auto Hit	Moving Left Animation

Tonberry's BATTLE PLAN: (Repeats)

SETUP: Start in Stage 2 (Centre Position)

STAGE 1: (Right Position)

Tonberry is at the Back: Use <Move> on Self, move Tonberry forward +1

Tonberry is has moved forward once OR twice:

3/8 Chance: Use <Move Left> on Self, move Tonberry to Centre
5/8 Chance: Use <Move> on Self, move Tonberry forward +1

Tonberry has moved forward three times:

Formation ID is NOT [#956]: (Battle Square Encounter)

1/2 Chance: Use Knife on 1st Target, move Tonberry to Back and Centre; If 1st Target has Death, use <Move Left> on Self, move Tonberry to Centre

1/2 Chance: Use <Move Left> on Self, move Tonberry to Centre

Formation ID is [#956]: (Battle Square Encounter)

Use <Move Left> on Self, move Tonberry to Centre

STAGE 2: (Centre Position)

Tonberry is at the Back: Use <Move> on Self, move Tonberry forward +1

Tonberry is has moved forward once:

1/4 Chance: Use <Move Right> on Self, move Tonberry to Right
1/4 Chance: Use <Move Left> on Self, move Tonberry to Left
1/2 Chance: Use <Move> on Self, move Tonberry forward +1

Tonberry is has moved forward twice:

3/8 Chance: Use <Move Right> on Self, move Tonberry to Right
3/8 Chance: Use <Move Left> on Self, move Tonberry to Left
1/4 Chance: Use <Move> on Self, move Tonberry forward +1

Tonberry has moved forward three times:

Formation ID is NOT [#956]: (Battle Square Encounter)

1/2 Chance: Use Knife on 2nd Target, move Tonberry to Back and Centre; If 2nd Target has Death, move onto remaining 1/2 chance

1/4 Chance: Use <Move Left> on Self, move Tonberry to Left
1/4 Chance: Use <Move Right> on Self, move Tonberry to Right

Formation ID is [#956]: (Battle Square Encounter)

1/2 Chance: Use Knife on Target, move Tonberry to Back and Centre
1/4 Chance: Use <Move Left> on Self, move Tonberry to Left
1/4 Chance: Use <Move Right> on Self, move Tonberry to Right

STAGE 3: (Left Position)

Tonberry is at the Back: Use <Move> on Self, move Tonberry forward +1

Tonberry is has moved forward once OR twice:

3/8 Chance: Use <Move Right> on Self, move Tonberry to Centre
5/8 Chance: Use <Move> on Self, move Tonberry forward +1

Tonberry has moved forward three times:

Formation ID is NOT [#956]: (Battle Square Encounter)

1/2 Chance: Use Knife on 3rd Target, move Tonberry to Back and Centre; If 3rd Target has Death, use <Move Right> on Self, move Tonberry to Centre

1/2 Chance: Use <Move Right> on Self, move Tonberry to Centre

Formation ID is [#956]: (Battle Square Encounter)

```
|     Use <Move Right> on Self, move Tonberry to Centre                       |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   1ST COUNTER: Do nothing                                                    |
|   2ND COUNTER: Do nothing                                                    |
|   3RD COUNTER: Use Time Damage on last Attacker                              |
|                                                                              |
|    At the start of every turn, the Tonberry's Counter Script will jump      |
|     back to the 1st Counter                                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Tonberry:                          |   POWER req for Overflow:    |
|                                              |                              |
| Tonberry is found in Battle Square:          |  Base Damage Overflow: 153  |
|  Set - 3  (After Highwind)     Battle - 7    |  Rnd Var Overflow  3x: 102  |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The infamous Tonberry was phased out of the                                 |
|  final release of FFVII, and can only be encountered in the Battle Square   |
|  (same as the enemy Ho-chu). It was intended for you to fight this foe on   |
|  the final "Blinking Eye" screen in the Whirlwind Maze as a 45% encounter   |
|  chance. However, the developers decided to go in a different direction     |
|  for that screen, and disabled the Player from being able to traverse on    |
|  it. They overlooked the fact that the Tonberry can only be fought on that |
|  screen. Its AI Script is coded to behave differently if the enemy is       |
|  randomly encountered, or if it is faced in the Battle Square.              |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,     |
|  central, and left-most characters, respectively. The Tonberry should have |
|  used Knife on the target that stands in front of it; however, seeing as    |
|  only one character can face it in the Battle Square, it can only use the   |
|  attack when it is in the centre position.                                  |
| Be sure to use Death Force if you face the Tonberry in the Battle Square.   |
|  If you have lost the ability to use Command Materia, then consider using   |
|  a Vaccine. Just be mindful of the fact that a Vaccine will lock in any     |
|  Status incurred on the final handicap reel.                                |
| The Tonberry will have 30,000 HP while in the Battle Square. His Strength   |
|  and Magic will also have increased, although is a moot point, seeing as    |
|  neither of its attack use the standard Physical/Magical formula.           |
| If you have Death immunity in place, then the Tonberry does not pose a      |
|  threat. Otherwise, use Frog Song or Bad Breath to inflict it with Sleep,   |
|  the use Magic Breath to finish it off. You can also use Dazers to          |
|  Paralyze it, or Stop to inflict it with Stop.                              |
| The Tonberry will rarely use its Time Damage counter attack; it will need   |
|  to have taken damage three times before the Tonberry's ATB fills up, and   |
|  this can be very hard to do naturally within the Battle Square. The        |
|  Tonberry will have to be inflicted with Slow, and you character will have |
|  to be inflicted with Haste to be able to hit it three times in one turn.   |
|  Be very wary of this Attack if you are facing the Tonberry end-game.       |
| Any Item that you steal from the Battle Square will remain in your          |
|  inventory. If you have the Steal Materia equipped, then you can try to     |
|  steal some Turbo Ethers; A Lv 45 Cloud would have a 15.63% chance of       |
|  stealing from the Tonberry. If you are using Yuffie with the Conformer     |
|  equipped, then you can also try to Morph it into an Elixir.                |
| The Tonberry cannot be Back-Attacked or Side-Attacked, meaning that one     |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
\                                                                              /
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{Junon Escape}

Screens:	Training Rating:	
Junon Upper Levels Press Conference Room	N/A	
Junon Corridor Outside Conference Room 1st Visit	*	
Junon Outside View Of Mako Cannon	***	BEST
Junon Airport 1st Visit	***	BEST

Enemies:

- Attack Squad
- SOLDIER:2nd
- Roulette Cannon
- Pedestal

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Lightning - Roulette Cannon - Double

ELEMENTS TO AVOID:

Poison - Roulette Cannon - Nullify

ELEMENTS USED BY ENEMIES:

Cut - SOLDIER:2nd	- Fight	
Cut - SOLDIER:2nd	- Sword of Doom	
Shoot - Attack Squad	- Machine Gun	
Shoot - Roulette Cannon	- Fire Roulette	
Hidden - Attack Squad	- Smoke Bullet (0 Damage)	

STATUSES TO DEFEND FROM:

Sleep - Attack Squad	- Smoke Bullet	(99% Inflict)
Darkness - Attack Squad	- Smoke Bullet	(99% Inflict)

STATUSES TO USE:

Silence, Slow, Stop

ENEMY LOOT

```
      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 X-POTION  |                   |                        |                   |
-----------'                   |                        |                   |
      | SOLDIER:2nd        [8] |                        |                   |
      | Roulette Cannon   [63] |                        |                   |
      '------------------------+------------------------+-------------------|
 REMEDY  |                     |                        |                   |
---------'                     |                        |                   |
      |                       | SOLDIER:2nd        [8] |                   |
      '------------------------+------------------------+-------------------|
 S-MINE  |                     |                        |                   |
---------'                     |                        |                   |
      | Attack Squad       [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 8-INCH CANNON  |              |                        |                   |
----------------'              |                        |                   |
      |                       | Attack Squad       [8] |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: — Area Enc Rate:

Junon Upper Levels Press Conference Room — OFF

"Hurry!" Theme plays throughout battle.
"Battle Victory Music" Flag disabled.

Forced Attack	EXP - 600 AP - 20 GIL - 840	1st Row: 2x Attack Squad	#947

SCREEN GROUPING 2: * — Area Enc Rate:

Junon Corridor Outside Conference Room 1st Visit — 48 High

Average: EXP: 1000 AP: 85 GIL: 750 Enemy QTY: 1

"Weapon Raid" Theme plays throughout battles.
"Battle Victory Music" Flag disabled.
Normal Battle #1's encounter rate falls victim to an overflow glitch, and overrides the chance of all other Normal Battles.
Pincer Attack Encounter Rate mistakenly set to 0.

[100%]	Nrml Bat #1	EXP - 1000 AP - 85 GIL - 750	1st Row: 1x SOLDIER:2nd	#944
[0%]	Nrml Bat #2	EXP - 2000 AP - 170 GIL - 1500	1st Row: 2x SOLDIER:2nd	#945

```
|                                                                              |
|     [0%]  Pinc Attack  EXP - 2000    1st Grp: 1x SOLDIER:2nd                 |
|                        AP  - 170     2nd Grp: 1x SOLDIER:2nd                 |
|                        GIL - 1500                                    #946 |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 3: ***    BEST                          Area Enc Rate:

  Junon Outside View Of Mako Cannon                      48   High
  Junon Airport 1st Visit                                48   High

   Average:   EXP: 1350.0     AP: 114.1     GIL: 1253.1      Enemy QTY: 1.63

  "Weapon Raid" Theme plays throughout battles.
  "Battle Victory Music" Flag disabled.
.------------------------------------------------------------------------------.
|  [37.5%]  Nrml Bat #1  EXP - 1000    1st Row: 1x SOLDIER:2nd                 |
|                        AP  - 85                                              |
|                        GIL - 750                                     #940 |
|                                                                              |
|  [24.4%]  Nrml Bat #2  EXP - 1200    1st Row: 1x Roulette Cannon             |
|        Pre-Emp OFF     AP  - 100                                             |
|            Run = 2     GIL - 1600                                    #941 |
|                                                                              |
|  [28.1%]  Nrml Bat #3  EXP - 2000    1st Row: 2x SOLDIER:2nd                 |
|                        AP  - 170                                             |
|                        GIL - 1500                                    #942 |
'------------------------------------------------------------------------------'

                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

 NOTE - The Attack Squad can also be fought here; however, I will not be
        duplicating that entry. You can find the Attack Squad within the
        "Wutai Area" listings further above.

  .---------------.
 /  {SOLDIER:2nd}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/i8FRmQgE1j8qyZyX6                  | ID:  ED |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  80  ||    Drop: X-Potion  [8] 14.06%       |
|  HP:      4000  ||    Defence:  58  ||   Steal: Remedy    [8] 10.94%       |
|  MP:       340  ||      Magic:  60  ||   Morph: /                          |
|                 ||   MDefence:  60  ||                                      |
|  EXP:     1000  ||  Dexterity:  70  ||                                      |
|   AP:       85  ||       Luck:   8  || Back Damage: Normal (2x Damage)     |
|  GIL:      750  ||      Evade:   4  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
```

Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Corridor Outside Conference Room 1st	100%	SOLDIER:3rd
Junon Outside View Of Mako Cannon	66%	SOLDIER:1st
Junon Airport 1st Visit	66%	
Junon Airport 2nd Visit	67%	
Junon Paths Towards Reactor 2nd Screen	30%	
Junon Paths Towards Reactor 3rd Screen	30%	
Junon Red Submarine Dock (Past Barking Dog)	100%	

SOLDIER:2nd's ATTACKS:

Manip Attack 1: Fight
Manip Attack 2: Sword of Doom

Attack 1: <Fight> [362] Physical
Target: One Opponent
Element: Cut
Att%: 95
Power: 16
Base Damage: 341 HP
Berserk Attack

Attack 2: Silence [00D] Magical 0 Dam
Target: One Opponent
Att%: 100
MP Cost: 24 MP
Never Used
Reflectable
Status Inflict: Silence (79%)

Attack 3: Sword of Doom [37C] Physical
Target: One Opponent
Element: Cut
Att%: 90
Power: 48
Base Damage: 1023 HP

Attack 4: <Quadra-Cut> [37D] Physical
Target: One Opponent
Element: Cut
Att%: 90
Power: 48
Base Damage: 1023 HP
Never Used

SOLDIER:2nd's BATTLE PLAN: (Repeats)

SETUP: Select Rnd Target

NORMAL ATTACK:

Use <Fight> on selected Target; If selected Target has Death OR selected Target has been cleared, use <Fight> on Rnd Target

Follow-Up:

Target has Death: Do nothing

Target does not have Death:

SOLDIER:2nd's HP > 75%: 1/5 Chance use <Fight> on Target
4/5 Chance do nothing

SOLDIER:2nd's HP <= 75%: 1/4 Chance use <Fight> on Target
3/4 Chance do nothing

```
|                                                                          |
|     SOLDIER:2nd's HP <= 50%: 1/3 Chance use <Fight> on Target            |
|                              2/3 Chance do nothing                       |
|                                                                          |
|     SOLDIER:2nd's HP <= 25%: 1/2 Chance use <Fight> on Target            |
|                              1/2 Chance do nothing                       |
|                                                                          |
|   Clear selected Target                                                  |
|                                                                          |
|                                                                          |
|  SPCL ATTACK:                                                            |
|                                                                          |
|   Use Sword of Doom on selected Target; If selected Target has Death, use|
|    Sword of Doom on Rnd Target                                           |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   If selected Target has been cleared, select Last Attacker as selected  |
|    Target                                                                |
|                                                                          |
|   SOLDIER:2nd's HP  > 50%: Do nothing                                    |
|                                                                          |
|   SOLDIER:2nd's HP <= 50%: Use Spcl Attack for next turn the first time  |
|                            SOLDIER:2nd's HP drops below 50%              |
|                                                                          |
|   SOLDIER:2nd's HP <= 25%: Use Spcl Attack for next turn the first time  |
|                            SOLDIER:2nd's HP drops below 25%              |
|                                                                          |
|                                                                          |
|  COUNTER: [Magical Attacks Only]                                         |
|                                                                          |
|   Use Sword of Doom on Last Mag Attacker                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On SOLDIER:2nd:                    |   POWER req for Overflow:   |
|                                            |                             |
| The SOLDIER:2nd has a very peculiar way of |  Base Damage Overflow: 156  |
|  selecting its target, which made it       |  Rnd Var Overflow  3x: 104  |
|  difficult to write up the Battle Plan. Take |  Rnd Var Overflow  4x:  78  |
|  note of the fact that it will ONLY clear  |  Rnd Var Overflow  6x:  52  |
|  the target selected after using its normal  o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  attack.                                                                 |
| This means that at the start of the battle it will select a random target, |
|  and keep selecting a random target until it takes damage. If it takes   |
|  damage before its first turn, it will not target its last attacker;     |
|  otherwise it will select the last player to have attacked for its next  |
|  turn only. If its HP has dropped below its threshold to use its 'Spcl   |
|  Attack', it will select its last attacker for *two* turns.              |
| The way this unusual AI Script is set up allows for a rather comical bug. |
|  Should you encounter the 2x SOLDIER:2nd Formation, you could try to     |
|  Manipulate one of them and have it attack its ally. The result would be |
|  that both enemies would have their Counter script triggered, meaning that |
|  they will perpetually attack each other until one of them has died, or  |
|  the Player has intervened.                                              |
| The SOLDIER:2nd have fairly high HP for the first time you encounter them, |
|  however, one blast of Magic Breath should knock out 7/8ths of their HP. |
|  They have no use for their MP, so feel free to use Magic Hammer to      |
|  restock on your own supply of MP.                                       |
| Remedies are a fairly useful Item for the Battle Square (cures abnormal  |
|  statuses). A Lv 39 Barret would have a 10.94% chance of stealing from the |
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|  SOLDIER:2nd. If you were trying to steal from them on your 2nd visit to   |
|  Junon (on Disc 2), then a Lv 46 Cloud would have a 14.06% chance of       |
|  stealing. You can easily buy Remedies from Mideel.                        |
| If you fail the Submarine Mission, you will encounter the SOLDIER:2nd on   |
|  the Red Submarine Dock, past the barking dog. A bug with the encounter    |
|  rate means that you will always fight 3x SOLDIER:2nd here, and as such    |
|  this single screen offers the best EXP per Battle for Disc 2.             |
\                                                                            /
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  .-------------------.
 /  {Roulette Cannon}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/MMtXcmaYUwZnoqGL9                    | ID:  EB |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     38  ||   Strength:  80  ||    Drop: X-Potion  [63] 100%       |
|  HP:      3000  ||    Defence:  60  ||   Steal: /                         |
|  MP:       200  ||      Magic:  60  ||   Morph: /                         |
|                 ||   MDefence:  50  ||                                     |
|  EXP:     1200  ||  Dexterity:  55  ||                                     |
|   AP:      100  ||       Luck:  20  ||                                     |
|  GIL:     1600  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]      |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [Nullify]     |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Junon Outside View Of Mako Cannon                24% |                     |
| Junon Airport 1st Visit                          24% |                     |
| Junon Airport 2nd Visit                          57% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Roulette Cannon's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Fire Roulette>      Target: One Opponent      Can't Cover      |
|  [2D8]       Physical          Element: Shoot                              |
|  [2D9]                            Att%: 255                              |
|  [2DA]                           Power: 30                               |
|                             Base Damage: 684 HP                            |
|                                                                            |
|  Attack 2: <Vanish>             Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Roulette Cannon's BATTLE PLAN: (Repeats)                                 |
|                                                                            |
|  SETUP: Disable default Death Handling                                     |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Use <Fire Roulette> on Rnd Target; If two Targets have Death, do nothing |
```

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|                                                                                |
|                                                                                |
|  DEATH: Use <Vanish> on Self, end Battle                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Roulette Cannon:                  |   POWER req for Overflow:         |
|                                              |                                   |
| The Roulette Cannon will never attack the    |  Base Damage Overflow: 156        |
|  Player normally; they will only respond via |  Rnd Var Overflow  3x: 104        |
|  the use of Counter Attacks. If two players  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  are dead, then they will not attack. Be                                       |
|  mindful of the fact that if there are only two characters in your Party,      |
|  the Roulette Cannon will still attack if one character has died.              |
| Three versions of the attack 'Fire Roulette' exists; one used for each         |
|  of the three characters in your Party.                                        |
| The Roulette Cannon has a 100% chance to drop X-Potions as a Battle Spoil,     |
|  which makes them a worth-while enemy to battle.                               |
| The Roulette Cannon consists of two enemies; the 'Pedestal' that it sits       |
|  upon is a unique enemy within itself. Scroll down to the "Extra Enemies"      |
|  section further below for more info on the enemy.                             |
| The Roulette Cannon cannot be Back-Attacked or Side-Attacked, meaning that     |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Roulette Cannon is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. The          |
|  Roulette Cannon is one of 86 enemies that are immune to Seizure. It is        |
|  also immune to Peerless, along with 104 other enemies.                        |
\                                                                                /
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               ||             {World Map Secrets}                         ||
               o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The Round Island Forest cannot be accessed until you have a Gold
        Chocobo, and the North Corel Area Desert cannot be accessed until
        you have a Black Chocobo.

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||  Cactus Island Grass                                *                ||
||  Cactus Island Desert                               *                ||
||  Goblin Island Grass                                *                ||
||  Goblin Island Forest                               *                ||
||  Round Island Forest                                *                ||
||  North Corel Area Desert                            *                ||
\|                                                                       |/
 \                                                                       /
  |      Enemies:                   Enemy Skills:                        |
  |                                                                       |
  |      Under Lizard                                                     |
  |      Dual Horn                                                        |
  |  L4  Cactuer                                                          |
  |  L4  Goblin                      Goblin Punch                         |
  |      Tonadu                                                           |
  |      Sea Worm                                                         |
  |      Mystery Ninja                                                    |
```

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Ice - Sea Worm	- Double	
Wind - Tonadu	- Double	

ELEMENTS TO AVOID:

Earth - Sea Worm	- Absorb	
Earth - Tonadu	- Nullify	
Gravity - Sea Worm	- Nullify	
Water - Tonadu	- Nullify	
Fire - Sea Worm	- Halve	

ELEMENTS USED BY ENEMIES:

NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).

Earth - Sea Worm	- Earthquake	
Earth - Sea Worm	- Sandstorm	
Wind - Tonadu	- Great Gale	
Cut - Goblin	- Fight	
Hit - Under Lizard	- Bodyblow	
Hit - Cactuer	- Mystery Kick	
Hit - Sea Worm	- Crush	
Punch - Dual Horn	- Angle Punch	
Punch - Tonadu	- Claw	
Shoot - Cactuer	- 1000 Needles	

STATUSES TO DEFEND FROM:

NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler).

Sleep - Goblin	- Sleepel	(71%	Inflict)
Frog - Under Lizard	- Petrified Frog	(83%	Inflict)
Slow-numb - Under Lizard	- petrified Frog	(83%	Inflict)
Darkness - Tonadu	- Great Gale	(39%	Inflict)
Darkness - Sea Worm	- Sandstorm	(47%	Inflict)

STATUSES TO USE:

Sleep, Poison, Silence, Slow

ENEMY LOOT

	DROP	STEAL	MORPH
TURBO ETHER			
	Sea Worm [8]		
REMEDY			
	Under Lizard [8]	Under Lizard [32]	Under Lizard
BIRD WING			
	Tonadu [63]	Tonadu [63]	
DRAGON SCALES			
		Sea Worm [32]	Sea Worm
ZEIO NUT			
	Goblin [8]	Goblin [8]	
PEPIO NUT			
	Dual Horn [8]	Dual Horn [8]	
TETRA ELEMENTAL			
			Cactuer

ENEMY ENCOUNTERS

SCREEN GROUPING 1: *

	Area Enc Rate:	
Cactus Island Grass	64	Low
Goblin Island Grass	64	Low

Average: EXP: 694.4 AP: 59.8 GIL: 637.8 Enemy QTY: 1.33

[34.4%]	Nrml Bat #1	EXP - 550 AP - 45 GIL - 500	1st Row: 1x Dual Horn	#229
[32.8%]	Nrml Bat #2	EXP - 1100 AP - 90 GIL - 100	1st Row: 2x Dual Horn	#230
[32.8%]	Nrml Bat #3	EXP - 440 AP - 45 GIL - 420	1st Row: 1x Under Lizard	#231

SCREEN GROUPING 2: * Area Enc Rate:

Cactus Island Desert 96 Very Low

Average: EXP: 1000 AP: 100 GIL: 1000 Enemy QTY: 1

[100%]	Nrml Bat #1	EXP - 1000 AP - 100 GIL - 1000	1st Row: 1x Cactuer #228

SCREEN GROUPING 3: * Area Enc Rate:

Goblin Island Forest 64 Low
Round Island Forest 64 Low

Average: EXP: 39.8 AP: 39.8 GIL: 39.8 Enemy QTY: 1.99

[25.9%]	Nrml Bat #1	EXP - 40 AP - 40 GIL - 40	1st Row: 2x Goblin #234
[24.7%]	Nrml Bat #2	EXP - 60 AP - 60 GIL - 60	1st Row: 1x Goblin 2nd Row: 2x Goblin #235
[24.7%]	Nrml Bat #3	EXP - 20 AP - 20 GIL - 20	1st Row: 1x Goblin #236
[5.85%]	Back Attack Run = 2	EXP - 20 AP - 20 GIL - 20	1st Row: 2x Goblin #237
[13.8%]	Side Attack	EXP - 40 AP - 40 GIL - 40	1st Row: 2x Goblin #238
[5.05%]	Pinc Attack	EXP - 60 AP - 60 GIL - 60	1st Grp: 1x Goblin 2nd Grp: 2x Goblin #239
[50%]	Myst Ninja Pre-Emp OFF	EXP - / AP - / GIL - /	1st Row: 1x Mystery Ninja

SCREEN GROUPING 4: * Area Enc Rate:

North Corel Area Desert 96 Very Low

Average: EXP: 964.3 AP: 116.1 GIL: 2285.7 Enemy QTY: 1.0

This is a unique training area, in that it is the only terrain in the game

whereby the total encounter chance of all normal battles will *not* total 100%; it totals 87.5%. This means that if the chance to receive an battle passes, there will be a 1/8 chance that the battle will be skipped.

[31.3%]	Nrml Bat #1	EXP - 1300	1st Row: 1x Sea Worm	
Pre-Emp OFF		AP - 200		
Run = 3		GIL - 5000		#232
[31.3%]	Nrml Bat #2	EXP - 600	1st Row: 1x Tonadu	
Pre-Emp OFF		AP - 45		
Run = 3		GIL - 600		#233
[25%]	Nrml Bat #3	EXP - 1000	1st Row: 1x Cactuer	
		AP - 100		
		GIL - 1000		#228

ENEMIES

NOTE - The Under Lizard, Dual Horn and Tonadu from Woodlands Area can be also fought here, however, I will not be duplicating their entries. You can find those enemies within the "Woodlands Area" listings further above. You can also fight the Sea Worm here; scroll down to the "Mideel Area" just below for that listing.

- You can also find the Mystery Ninja here; scroll down to the Mystery Ninja section of "Extra Enemies" for those listings.

{Cactuer}

https://photos.app.goo.gl/xSNBFWrEF6wxsLxs7 | ID: 151

Level: 40	Strength: 63	Drop: /	
HP: 6000	Defence: 90	Steal: /	
MP: 120	Magic: 85	Morph: Tetra Elemental	
	MDefence: 100		
EXP: 1000	Dexterity: 75		
AP: 100	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 1000	Evade: 1*	Susceptible to L4 Suicide	

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Cactus Island Desert	100%	Cactuar
North Corel Area Desert	25%	

Manip Attack 1: 1000 Needles

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|   Cactuer's ATTACKS:                  |  Manip Attack 2: Mystery Kick      |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Mystery Kick>       Target: One Opponent                       |
|  [36B]       Physical          Element: Hit                                |
|                                   Att%: 90                                 |
|                                  Power: 48                                 |
|                             Base Damage: 891 HP                            |
|                                                                            |
|  Attack 2:  1000 Needles        Target: One Opponent      Berserk Attack   |
|  [34E]       Magical           Element: Shoot             Fixed Damage     |
|              Spcl Formula         Att%: 100                                |
|                                  Power: 50                                 |
|                             Base Damage: 1000 HP                           |
|                                                                            |
|  Attack 3: <Dodge>              Target: Self              Evade Animation  |
|  [23A]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Cactuer's BATTLE PLAN: (Repeats)                                         |
|                                                                            |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                          |
|                  1/5 Chance start from 2nd Attack                          |
|                  1/5 Chance start from 3rd Attack                          |
|                  1/5 Chance start from 4th Attack                          |
|                  1/5 Chance start from 5th Attack                          |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use <Mystery Kick> on Rnd Target                              |
|                                                                            |
|   Follow-Up: 1/3 Chance use <Mystery Kick> on Rnd Target                   |
|                  Jump to 5th Attack for next turn                          |
|                                                                            |
|              2/3 Chance do nothing                                         |
|                  Jump to next Attack for next turn                         |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Same as 1st Attack                                            |
|  3RD ATTACK: Same as 1st Attack                                            |
|  4TH ATTACK: Same as 1st Attack                                            |
|  5TH ATTACK: Use 1000 Needles on Rnd Target                                |
|                                                                            |
|                                                                            |
|  COUNTER: [All Actions made by All Players and Enemies]                    |
|                                                                            |
|    7/8 Chance: Set Evade to 255 until the next action is performed         |
|    1/8 Chance: Do nothing                                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cactuer:                     |   POWER req for Overflow:        |
|                                         |                                  |
| The Cactuer is no where near as frustrating  |  Base Damage Overflow: 167  |
|  as its other-half; the Cactuar. This        |  Rnd Var Overflow  3x: 112  |
|  version will not flee the Battle; however,  |  Rnd Var Overflow  4x:  84  |
|  it will not leave 10,000 gil as a reward,   |  Rnd Var Overflow  6x:  56  |
|  so there is less incentive to want to       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  battle the Cactuer.                                                       |
| As with its brother, the Cactuer will have a 7/8 chance of triggering the  |
|  counter script every time any Action is performed, regardless of the      |
|  Target or the Caster. This includes all Actions made by the Cactuer. Even |
|  actions such as Change/Defend will trigger the Counter chance.            |
| Once the Cactuer has set its Evade to 255, all Physical attacks will only  |
```

| have a 1% chance of connecting. Unlike that Cactuar, the Cactuer is *not* immune to all elemental properties, so you can use Magic to kill it.

Every action performed by both the Player and Enemy will set the Cactuer's Evade back to 1, and a fresh 7/8 chance of the Counter script will then occur.

The main reason to want to battle the Cactuer is to try to obtain a few Tetra Elementals; an accessory that absorbs all Fire/Ice/Lightning/Earth based attacks. You only need to obtain two, as one will be available from the North Crater (Right Path).

You should put Vincent in your Party, then head over to Costa Del Sol to buy the Long Barrel R, if you haven't already (bought from the Weapon Seller in the Bar). This is one of three Weapons with an Attack% of 255; however, your chances of hitting the Cactuer will still only be roughly 26%. Equip Vincent with everything to increase his Dexterity and MDef% as much as possible; equip the Aurora Armlet, Choco Feather, Steal Materia, Pre-Emptive Materia, Speed Plus Materia, and of course, Morph.

Open with L4 Suicide to deplete the Cactuer's HP to critical. With the above setup, Vincent should have roughly a 39% chance to connect with his Morph attempts. Note that if the Cactuer is inflicted with any of the following Statuses, the attack will be an automatic-hit: Sleep, Stop, Confusion, Manipulate and/or Paralyzed. Use Frog Song, Bad Breath or Manipulate to have a 100% chance to connect when trying to use Morph (a Lv 40 Tifa would have a 51% chance to manipulate the Cactuer).

Be mindful of the Cactuer's 1000 Needles attack, which deals a fixed 1000 HP of damage, and cannot be defended from the likes of Big Guard or Defend. its <Mystery Kick> attack can deal a fair amount of damage, too, so keep an eye on your HP.

{Goblin}

https://photos.app.goo.gl/fhtBWTeP3b8tCPAf8 | ID: 152

Level: 40	Strength: 58	Drop: Zeio Nut [8] 14.06%	
HP: 2000	Defence: 74	Steal: Zeio Nut [8] 10.94%	
MP: 80	Magic: 55	Morph: /	
	MDefence: 74		
EXP: 20	Dexterity: 68		
AP: 20	Luck: 0	Back Damage: Normal (2x Damage)	
GIL: 20	Evade: 1	Susceptible to L4 Suicide	

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Goblin Island Forest	100%	
Round Island Forest	100%	

Manip Attack 1: Fight

Goblin's ATTACKS:	Manip Attack 2: Goblin Punch
	Manip Attack 3: Sleepel

Attack 1: <Fight>	Target: One Opponent	Berserk Attack
[362] Physical	Element: Cut	
	Att%: 95	
	Power: 16	
	Base Damage: 274 HP	

Attack 2: Goblin Punch	Target: One Opponent	**Enemy Skill**
[059] Physical	Element: None	If Caster's Lv
	Att%: 100	Equals Target's
	Power: 12	Lv, Damage * 8
	Base Damage: 205 HP or 1644 HP	

Attack 3: Sleepel	Target: One Opponent	Reflectable
[00B] Magical 0 Dam	Att%: 100	Status Inflict:
	MP Cost: 8 MP	Sleep (71%)

Goblin's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: 1/3 Chance use Goblin Punch on Rnd Target with Sleep; If no Targets have Sleep, select Rnd Target

2/3 Chance use <Fight> on Rnd Target with Sleep; If no Targets have Sleep, select Rnd Target

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

4TH ATTACK: 1/2 Chance use Sleepel on Rnd Target without Sleep; If all Targets have Sleep OR Goblin's MP < 8, use 1st Attack

1/2 Chance use 1st Attack

After 4th Attack: 1/2 Chance jump to 1st Attack for next turn
1/2 Chance jump to 2nd Attack for next turn

Notes On Goblin:	POWER req for Overflow:
The Goblin can easily be defeated via one cast of Beta, or via the use of L4 Suicide, followed by a Physical blow. Their very low Battle Spoils make them an undesirable foe to battle.	Base Damage Overflow: 161 Rnd Var Overflow 3x: 108 Rnd Var Overflow 4x: 81 Rnd Var Overflow 6x: 54

There are only two reasons to want to fight the Goblin; firstly, for Zeio Nuts, which is a required item to breed a Gold Chocobo. You should only need to obtain one Zeio Nut; a Lv 40 Tifa would have a 10.94% chance of stealing from the Goblin.
The other reason is for the Enemy Skill Goblin Punch, which is the only Enemy Skill to cost 0 MP. It acts the same as your normal Physical blows, except for the fact that Power is 3/4 of its normal value. If that caster is the same level as the target, then Power will be multiplied to six

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|  times that of a normal physical blow, which can help in certain           |
|  situations.                                                               |
| You can try to manipulate the Goblin if you wish, to make it slightly      |
|  more easy to steal from them. A Lv 40 Tifa would have a 51% chance to     |
|  manipulate them.                                                          |
| The Goblin performs an unnecessary MP check whin it perform its Goblin     |
|  Punch attack, which will always fail as the ability costs 0 MP. This may  |
|  suggest that Goblin Punch was initially supposed to cost MP.              |
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              ||                {Mideel Area}               ||
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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                           ||
||   Screens:                                             Training Rating:  ||
||                                                                           ||
||  Mideel Area Grass                                     ****               ||
||  Mideel Area Dirt                                      ***                ||
||  Mideel Area Jungle                                    *****  BEST        ||
||  Mideel Area Beach                                     ****               ||
\|                                                                           |/
 \                                                                           /
  |      Enemies:                    Enemy Skills:                         |
  |                                                                        |
  |      Hippogriff                                                        |
  |      Head Hunter                                                       |
  |      Spiral                                                            |
  |      Crysales                                                          |
  |      Sea Worm                                                          |
  |  L4  Chocobo Lv 36               Chocobuckle                           |
  |      Mystery Ninja                                                     |
  \                                                                        /
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                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

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 [                             ELEMENTS TO USE:                              ]
 [                                                                           ]
 [          Ice - Sea Worm           - Double                                ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO AVOID:                              ]
 [                                                                           ]
 [        Earth - Sea Worm           - Absorb                                ]
 [                                                                           ]
 [      Gravity - Sea Worm           - Nullify                               ]
 [                                                                           ]
 [         Fire - Sea Worm           - Halve                                 ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                        ELEMENTS USED BY ENEMIES:                          ]
 [                                                                           ]
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[ NOTE - The Mystery Ninja also uses Fire (Fire Fang; Fire Veil), Lightning ]
[         (Swift Bolt), Water (Leviathan Scales), and Cut (Fight).          ]
[                                                                           ]
[        Earth - Sea Worm          - Earthquake                             ]
[        Earth - Sea Worm          - Sandstorm                              ]
[                                                                           ]
[          Cut - Head Hunter       - Sickle                                 ]
[          Hit - Hippogriff        - ???                                    ]
[          Hit - Spiral            - Spin                                   ]
[          Hit - Crysales          - Bite                                   ]
[          Hit - Sea Worm          - Crush                                  ]
[        Punch - Hippogriff        - Beak                                   ]
[        Punch - Spiral            - Angle Punch                            ]
[        Punch - Chocobo           - Chocobo, goes nuts                     ]
[        Shoot - Hippogriff        - L2 Confu (0 Damage)                    ]
[        Shoot - Hippogriff        - Beak                                   ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[ NOTE - The Mystery Ninja also uses Slow (Spider Web), and Frog (Impaler). ]
[                                                                           ]
[        Sleep - Crysales          - Sleep Scales  (100% Inflict)           ]
[    Confusion - Hippogriff        - L2 Confu      (100% Inflict)           ]
[     Darkness - Sea Worm          - Sandstorm     (47%  Inflict)           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Poison, Silence, Slow                                                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
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                          oo~~~~~~~~~~~~~~~oo
                          ||  ENEMY LOOT  ||
                          oo~~~~~~~~~~~~~~~oo
```

	DROP	STEAL	MORPH
HI-POTION	Spiral [8]		
X-POTION		Spiral [32]	
ETHER	Head Hunter [8] Crysales [8]		
TURBO ETHER	Sea Worm [8]		
ECHO SCREEN	Hippogriff [2]		
TRANQUILIZER			

	Head Hunter [32]		
DREAM POWDER			
		Crysales	
DRAGON SCALES	Sea Worm [32]	Sea Worm	
GUARD SOURCE			
		Spiral	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: **** Area Enc Rate:

Mideel Area Grass 32 Medium

Average: EXP: 1687.5 AP: 200.0 GIL: 2775.0 Enemy QTY: 2.50

[25%]	Nrml Bat #1	EXP - 800 AP - 80 GIL - 1500	1st Row: 1x Hippogriff	#212
	Pre-Emp OFF			
[25%]	Nrml Bat #2	EXP - 1400 AP - 160 GIL - 2600	1st Row: 1x Spiral 2nd Row: 1x Spiral	#213
	Pre-Emp OFF			
[25%]	Nrml Bat #3	EXP - 1950 AP - 240 GIL - 3000	1st Row: 2x Head Hunter 2nd Row: 1x Head Hunter	#216
[25%]	Nrml Bat #4	EXP - 2600 AP - 320 GIL - 4000	1st Row: 2x Head Hunter 2nd Row: 2x Head Hunter	#217
[5.86%]	Choc Enc #1	EXP - 700 AP - 80 GIL - 1300	1st Row: 1x Spiral, 1x Chocobo Lv 36	#214
	2 - Great			
	Pre-Emp OFF			
[5.47%]	Choc Enc #2	EXP - 1400 AP - 160 GIL - 2600	1st Row: 2x Spiral 2nd Row: 1x Chocobo Lv 36	#215
	2 - Great			
	Pre-Emp OFF			
[7.42%]	Choc Enc #3	EXP - 1950 AP - 240 GIL - 3000	1st Row: 1x Chocobo Lv 36 2nd Row: 3x Head Hunter	#218
	6 - Poor			
[7.03%]	Choc Enc #4	EXP - 1300 AP - 160	1st Row: 1x Chocobo Lv 36, 2x Head Hunter	
	6 - Poor			

```
|                        GIL - 2000                                    #219 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***                                Area Enc Rate:

  Mideel Area Dirt                                     20   High

   Average:   EXP: 1438.6     AP: 161.1     GIL: 2675.9      Enemy QTY: 2.01

.-----------------------------------------------------------------------------.
|  [30.4%]  Nrml Bat #1  EXP - 2100    1st Row: 1x Spiral                     |
|        Pre-Emp OFF     AP  - 240     2nd Row: 1x Spiral                     |
|                        GIL - 3900    3rd Row: 1x Spiral                #220 |
|                                                                             |
|  [29.0%]  Nrml Bat #2  EXP - 1400    1st Row: 2x Spiral                     |
|        Pre-Emp OFF     AP  - 160                                            |
|                        GIL - 2600                                      #221 |
|                                                                             |
|  [29.0%]  Nrml Bat #3  EXP - 800     1st Row: 1x Hippogriff                 |
|        Pre-Emp OFF     AP  - 80                                             |
|                        GIL - 1500                                      #222 |
|                                                                             |
|  [11.7%]  Back Attack  EXP - 1400    1st Row: 2x Spiral                     |
|            Run = 2     AP  - 160                                            |
|                        GIL - 2600                                      #223 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: *****  BEST                        Area Enc Rate:

  Mideel Area Jungle                                   12   Very High

   Average:   EXP: 2318.0     AP: 266.3     GIL: 2915.6      Enemy QTY: 3.33

.-----------------------------------------------------------------------------.
|  [34.4%]  Nrml Bat #1  EXP - 2400    1st Row: 1x Crysales                   |
|                        AP  - 240     2nd Row: 2x Crysales                   |
|                        GIL - 1800                                      #224 |
|                                                                             |
|  [32.8%]  Nrml Bat #2  EXP - 2600    1st Row: 2x Head Hunter                |
|                        AP  - 320     2nd Row: 2x Head Hunter                |
|                        GIL - 4000                                      #225 |
|                                                                             |
|  [32.8%]  Nrml Bat #3  EXP - 1950    1st Row: 3x Head Hunter                |
|                        AP  - 240                                            |
|                        GIL - 3000                                      #226 |
|                                                                             |
|                                                                             |
|    [50%]  Myst Ninja   EXP - /       1st Row: 1x Mystery Ninja              |
|        Pre-Emp OFF     AP  - /                                              |
|                        GIL - /                                              |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4: ****                               Area Enc Rate:

  Mideel Area Beach                                    96   Very Low

   Average:   EXP: 1300       AP: 200       GIL: 5000        Enemy QTY: 1
```

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.-------------------------------------------------------------------------.
|   [100%]  Nrml Bat #1  EXP - 1300    1st Row: 1x Sea Worm                |
|        Pre-Emp OFF     AP  - 200                                        |
|            Run = 2     GIL - 5000                                #227   |
'-------------------------------------------------------------------------'
```

ENEMIES

NOTE - You can also fight the Chocobo Lv 36, along with the Mystery Ninja. You can find those enemy listings in the "Extra Enemies" section further below.

{Hippogriff}

https://photos.app.goo.gl/3D5CbYsQnRL54HmU7 | ID: 114

Level: 37	Strength: 90	Drop: Echo Screen [2] 4.69%	
HP: 3000	Defence: 80	Steal: /	
MP: 280	Magic: 98	Morph: /	
	MDefence: 120		
EXP: 800	Dexterity: 80		
AP: 80	Luck: 20	Flying Enemy (Stage 2 Only)	
GIL: 1500	Evade: 1*		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [-]	D. Sentence [VUL]	
Lightning [-]	Poison [VUL]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [VUL]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mideel Area Grass	25%	Griffin
Mideel Area Dirt	29%	

No Manipulate Attacks!

Hippogriff's ATTACKS:

Attack 1: <Beak> [1E7] Physical
Target: One Opponent
Element: Punch
Att%: 100
Power: 16
Base Damage: 402 HP

Attack 2: <Beak> [2D3] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 402 HP

Attack 3: ???	Target: One Opponent	Can't Cover
[369] Physical	Element: Hit	
[36A]	Att%: 90	
	Power: 48	
	MP Cost: 16 MP	
	Base Damage: 1206 HP	
Attack 4: L2 Confu	Target: One Opponent	Ignore M/Barrier
[2D2] Magical 0 Dam	Element: Shoot	Status Inflict:
	Att%: Lv 2 = Auto Hit	Confusion (100%)
	MP Cost: 18 MP	
Attack 5: <[No Name]>	Target: Self	Transformation
[11F] Physical 0 Dam	Att%: Auto Hit	To Stage 2
Attack 6: <[No Name]>	Target: Self	Transformation
[120] Physical 0 Dam	Att%: Auto Hit	To Stage 1

Hippogriff's BATTLE PLAN: (Repeats)

*If all Targets have Confusion, skip a turn

OPENING ATTACK: Use L2 Confu on Rnd Target without Confusion*

STAGE 1: (Ground)

1ST ATTACK: Use <Beak> (Punch variant) on Rnd Target without Confusion*
2ND ATTACK: Use <Beak> (Punch variant) on Rnd Target without Confusion*
3RD ATTACK: Use <Beak> (Punch variant) on Rnd Target without Confusion*

4TH ATTACK:

Hippogriff has not entered into Stage 2 yet:

Use <Beak> (Punch variant) on Rnd Target without Confusion*

Hippogriff has entered into Stage 2 at least once:

Use ??? on Rnd Target without Confusion*

STAGE 2: (Flying - Row 16)

OPENING ATTACK: Use <Beak> (Shoot variant) on Rnd Target without Confusion*

Opening Attack will only be considered if Hippogriff enters into Stage 2 before using its first turn.

1ST ATTACK: Use <Beak> (Shoot variant) on Rnd Target without Confusion*
2ND ATTACK: Use <Beak> (Shoot variant) on Rnd Target without Confusion*
3RD ATTACK: Use <Beak> (Shoot variant) on Rnd Target without Confusion*

COUNTER: [All Physical and Magical Attacks]

Attack was Physical:

Hippogriff is in Stage 2 OR Hippogriff's HP > 50%: Do nothing

```
|                                                                              |
|    Hippogriff is in Stage 1 AND Hippogriff's HP <=50%:                       |
|                                                                              |
|     Use <[No Name]> on Self, transform to Stage 2 (Flying - Row 16)          |
|     Set Evade to 31                                                          |
|                                                                              |
|                                                                              |
|   Attack was Magical:                                                        |
|                                                                              |
|    Hippogriff is in Stage 1: Do nothing                                      |
|                                                                              |
|    Hippogriff is in Stage 2:                                                 |
|                                                                              |
|     Use <[No Name]> on Self, transform to Stage 1 (Ground)                   |
|     Set Evade to back to 1                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hippogriff:                     |   POWER req for Overflow:       |
|                                            |                                 |
| Hippogriff is found in Battle Square:      |  Base Damage Overflow: 164      |
|  Set - 3  (After Highwind)     Battle - 4  |  Rnd Var Overflow  3x: 109      |
|                                            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  1st Stage:  Evade = 1                                                       |
|  2nd Stage:  Evade = 31                                                      |
|                                                                              |
| The Hippogriff will always appear alone, and is not a very menacing foe.     |
|  The worst thing it can do to you is inflict one of your characters with     |
|  Confusion, which it can only do once, at the beginning of the battle.       |
|  Equip the Ribbon/Peace Ring to defend from this.                            |
| L2 Confu will only connect if the target's Lv is divisible by two. The       |
|  Hippogriff will never attack a Player that is inflicted with Confusion,     |
|  so you will have to cure it yourself. Have White Wind, Esuna or a Remedy    |
|  ready to use.                                                               |
| You can optionally fight the Hippogriff as early as Disc 1, as soon as you   |
|  obtain the Tiny Bronco. The Spiral and Head Hunter can also be fought on    |
|  the Grass terrain, and make for amazing Disc 1 spoils!                      |
| When the Hippogriff transforms to its second stage, it is given a Row        |
|  value of 16, which means it is considered as "Flying". You will not be      |
|  able to target it with short-ranged Physical Attacks while it is in this    |
|  form.                                                                       |
| A slight flaw exists with the Hippogriff's AI Script. Its Magical Counter    |
|  script performs a "Hit Count" check, and is only supposed to trigger        |
|  after it has taken x amounts of hits, before it returns to its original     |
|  Form. The problem is the fact that the value the Hit Count needs to be      |
|  for the script to trigger has not been set, so it is 0 by default (the      |
|  Hit Count variable is supposed to count *down* from a determined value).    |
| The 'Hit Count' var is also used to trigger an alternative third attack      |
|  while in Stage 2; it should have used ??? (flying variant) if Hit Count     |
|  is greater than 0. This will always fail, which means the Hippogriff will   |
|  never use ??? while flying, and will only use it while it is in Stage 1.    |
| Do not confuse the attack '???' with the Enemy Skill '????', learned from    |
|  the Jersey and Behemoth.                                                    |
| As with ???, two versions of <Beak> also exists, one used for each Stage     |
|  the Hippogriff is in.                                                       |
| Two casts of Beta should be sufficient to kill the Hippogriff.               |
| The Hippogriff cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.              |
\                                                                              /
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/ {Head Hunter} \

https://photos.app.goo.gl/ZqfwMdLm9ijFHULZ6 | ID: 115

Level: 30	Strength: 100	Drop: Ether [8]	14.06%
HP: 2000	Defence: 60	Steal: Tranquilizer [32]	40.63%
MP: 100	Magic: 58	Morph: /	
	MDefence: 60		
EXP: 650	Dexterity: 67		
AP: 80	Luck: 10	Back Damage: Normal (2x Damage)	
GIL: 1000	Evade: 3		

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mideel Area Grass	50%	Grashtrike
Mideel Area Jungle	66%	

Head Hunter's ATTACKS:

Manip Attack 1: Sickle
Manip Attack 2: Rising Dagger

Attack 1: <Sickle> Physical [121] — Berserk Attack
Target: One Opponent
Element: Cut
Att%: 100
Power: 16
Base Damage: 472 HP

Attack 2: Rising Dagger Physical [1C7]
Target: One Opponent
Element: None
Att%: 95
Power: 16
Base Damage: 472 HP

Head Hunter's BATTLE PLAN: (Repeats)

SETUP: If a Chocobo is present Print Message [A Chocobo!]

1/4 Chance: Use Rising Dagger on Rnd Target
3/4 Chance: Use <Sickle> on Rnd Target

DEATH: If Chocobo is present AND Chocobo is last alive Enemy:
Display String: [Caught a Chocobo.], activates Chocobo on World Map

Notes On Head Hunter:	POWER req for Overflow:
The Head Hunter appears in groups of four, and can make for an ideal enemy to train	Base Damage Overflow: 156 Rnd Var Overflow 3x: 104

```
|  against (until you have access to the Swamp |  Rnd Var Overflow  4x:  78  |
|  Area on Disc 3). You will be able to        |  Rnd Var Overflow  6x:  52  |
|  encounter the Head Hunter as early as Disc  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  1, as soon as you obtain the Tiny Bronco,                                 |
|  although, you will only be able to fight them on the Grass terrain. The   |
|  Jungle Area has better overall Battle Spoils on average, and you cannot   |
|  access that terrain until Disc 2.                                         |
| Both of the Head Hunter's attacks are low in damage output, and they can   |
|  easily be defeated with two casts of Trine or one cast of Beta if your    |
|  characters are strong enough.                                             |
\                                                                            /
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  .----------.
 /  {Spiral}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/GcBVFe2rzbATvX8G6                  | ID: 116 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     39  ||   Strength:  80  ||    Drop: Hi-Potion     [8]  14.06%  |
|  HP:      2800  ||    Defence:  80* ||   Steal: X-Potion      [32] 40.63%  |
|  MP:       100  ||      Magic:  80  ||   Morph: Guard Source               |
|                 ||   MDefence:  80* ||                                     |
|  EXP:      700  ||  Dexterity:  65  ||                                     |
|   AP:       80  ||       Luck:   8  ||                                     |
|  GIL:     1300  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Mideel Area Grass                                25% |                     |
| Mideel Area Dirt                                 71% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Spiral's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Angle Punch>        Target: One Opponent                       |
|  [282]       Physical          Element: Punch                            |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 371 HP                             |
|                                                                            |
|  Attack 2:  Spin                Target: One Opponent                       |
|  [283]       Physical          Element: Hit                              |
|                                   Att%: 100                                |
|                                  Power: 20                                 |
|                            Base Damage: 463 HP                             |
|                                                                            |
|  Attack 3: <[No Name]>          Target: Self              Transformation   |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           To Stage 2      |
|                                                                            |
```

```
| Attack 4: <[No Name]>          Target: Self              Transformation   |
| [120]       Physical 0 Dam       Att%: Auto Hit           To Stage 1      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  Spiral's BATTLE PLAN: (Repeats)                                          |
|                                                                           |
| SETUP: If a Chocobo is present Print Message [A Chocobo!]                 |
|                                                                           |
|                                                                           |
| STAGE 1: (Normal)                                                         |
|                                                                           |
|  Use <Angle Punch> on Rnd Target                                          |
|  Turn Count = Turn Count + 1                                              |
|                                                                           |
|                                                                           |
| STAGE 2: (Spinning)                                                       |
|                                                                           |
|  Use Spin on Rnd Target                                                   |
|                                                                           |
|   Turn Count = 0: Turn Count = Turn Count + 1                             |
|                                                                           |
|   Turn Count = 1: 1/4 Chance use Spcl Attack 1 for next turn              |
|                   3/4 Chance Turn Count = Turn Count + 1                  |
|                                                                           |
|   Turn Count = 2: 1/2 Chance use Spcl Attack 1 for next turn              |
|                   1/2 Chance Turn Count = Turn Count + 1                  |
|                                                                           |
|   Turn Count = 3: 3/4 Chance use Spcl Attack 1 for next turn              |
|                   1/4 Chance Turn Count = Turn Count + 1                  |
|                                                                           |
|   Turn Count >= 4: Use Spcl Attack 1 for next turn                        |
|                                                                           |
|                                                                           |
|  SPCL ATTACK 1: Use <[No Name]> on Self, transform to Stage 1 (Normal)    |
|                 Set Defence back to 80 and MDefence back to 80            |
|                 Turn Count = 0                                            |
|                                                                           |
|                                                                           |
| COUNTER: [All Physical and Magical Attacks]                               |
|                                                                           |
|  Spiral is in Stage 2: Do nothing                                         |
|                                                                           |
|  Spiral is in Stage 1:                                                    |
|                                                                           |
|   Turn Count = 0: Do nothing                                              |
|                                                                           |
|   Turn Count = 1: 1/4 Chance use Spcl Attack 2                            |
|                   3/4 Chance do nothing                                   |
|                                                                           |
|   Turn Count = 2: 1/2 Chance use Spcl Attack 2                            |
|                   1/2 Chance do nothing                                   |
|                                                                           |
|   Turn Count = 3: 3/4 Chance use Spcl Attack 2                            |
|                   1/4 Chance do nothing                                   |
|                                                                           |
|   Turn Count >= 4: Use Spcl Attack 2                                      |
|                                                                           |
|                                                                           |
|  SPCL ATTACK 2: Use <[No Name]> on Self, transform to Stage 2 (Spinning)  |
|                 Set Defence to 320 and MDefence to 320                    |
|                 Turn Count = 0                                            |
```

```
|                                                                                |
|                                                                                |
|  DEATH: If Chocobo is present AND Chocobo is last alive Enemy:                 |
|         Display String: [Caught a Chocobo.], activates Chocobo on World Map|
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Spiral:                          |   POWER req for Overflow:    |
|                                             | 1st Stage:                   |
|  1st Stage:  Def = 80   MDef = 80           |  Base Damage Overflow: 164   |
|  2nd Stage:  Def = 320  MDef = 320          |  Rnd Var Overflow  3x: 109   |
|                                             | 2nd Stage:                   |
| The Spiral appears alongside the Head Hunter |  Base Damage Overflow: 368   |
|  and the Hippogriff, and makes for some     |  Rnd Var Overflow  3x: 245   |
|  excellent average EXP/AP/Gil. You can      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  encounter the Spiral as early as Disc 1, as                                   |
|  soon as you obtain the Tiny Bronco; although, they may be fairly tough at |
|  that stage given their high defences while in their spinning form.          |
| You can exploit their weakness to Death by casting Odin to finish them in   |
|  one. Alternatively, if you give one of your characters the Circlet with     |
|  the Magic Plus Materia, then you may just be strong enough to kill them     |
|  with one cast of Beta. Magic Breath may also be just strong enough to do    |
|  the job.                                                                      |
| One of the main incentives to battle the Spiral early on is to try to        |
|  steal some X-Potions from them, which can help for Yuffie's sidequest on    |
|  Disc 1. A Lv 32 Cloud would have a 34.38% chance of stealing from the       |
|  Spiral. You can always try to steal from them when the game intends you     |
|  to face them on Disc 2; a Lv 40 Tifa would have a 42.19% chance of          |
|  stealing from them.                                                           |
| The Spiral are a good candidate for Morphing Guard Sources (increases        |
|  Defence), as they come in groups of two or more, which means you can        |
|  exploit the Extended W-Item Glitch to dupe yourself a finite amount of      |
|  Guard Sources; visit the "Top Farming Locations" in Helpful Lists for       |
|  more information on how to use the Extended W-Item Glitch.                  |
| The Bagnadrana in Mt. Corel are easier to Morph Guard Sources From, as       |
|  they are susceptible to L4 Suicide, whereas the Spiral are not. If you      |
|  did wish to Morph the Spiral, then cast Laser six times before attempting |
|  use the Morph Command.                                                        |
| The Spiral cannot be Back-Attacked or Side-Attacked, meaning that one        |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.              |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .------------.
 /  {Crysales}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/bKEvscas3g3EsR6r8                    | ID: 117 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     37  ||   Strength:  98  ||    Drop: Ether         [8] 14.06%   |
|  HP:      1500  ||    Defence:  46  ||   Steal: /                          |
|  MP:       100  ||      Magic:  45  ||   Morph: Dream Powder                |
|                 ||   MDefence:  84  ||                                      |
|  EXP:      800  ||  Dexterity:  59  ||                                      |
|   AP:       80  ||       Luck:   8  || Back Damage: Normal (2x Damage)     |
|  GIL:      600  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
```

Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Mideel Area Jungle	34%	Jayjujayme

Crysales' ATTACKS:

Manip Attack 1: Bite
Manip Attack 2: Sleep Scales

Attack 1: <Bite> Target: One Opponent Berserk Attack
[112] Physical Element: Hit
Att%: 100
Power: 16
Base Damage: 550 HP

Attack 2: Sleep Scales Target: One Opponent Status Inflict:
[1CB] Magical 0 Dam Att%: 95 Sleep (100%)
MP Cost: 10 MP

Crysales' BATTLE PLAN: (Repeats)

No Targets with Sleep: 1/4 Chance use <Bite> on Rnd Target
3/4 Chance use Sleep Scales on Rnd Target

One Target or two Targets have Sleep:

1/2 Chance use <Bite> on Rnd Target with Sleep
1/2 Chance use Sleep Scales on Rnd Target without Sleep

All Targets with Sleep: Use <Bite> on Rnd Target

Notes On Crysales:

The Crysales are not a very difficult foe; although, they can often try to inflict you with Sleep, which can be annoying. Wear Ribbons to combat this.

You could also use Magic Hammer once to deplete their MP; that way they will not be able to use Sleep Scales, and instead the "skill power is used up" text string would be displayed each time they tried to use the attack.

The Crysales are the only enemy in Mideel that cannot be fought on Disc 1 when you obtain the Tiny Bronco, as they only appear in the Jungle area. The average Battle Spoils within the Jungle terrain make for the best in the area, and is the optimal spot to train in until you get to Disc 3.

One cast of Beta or Aqualung will be enough to take the Crysales out in one hit.

Although the Dream Powder is not the most useful of Battle Items (casts Sleep on all opponents), they are uncommon. Only the Crysales and Crown Lance carry the Dream Powder, and in both instances it needs to be Morphed. If you wish to obtain the Item, the you would have an easier time trying to Morph the Crown Lance, as they can are susceptible to L4 Suicide, whereas the Crysales are not.

POWER req for Overflow:

Base Damage Overflow: 152
Rnd Var Overflow 3x: 101
Rnd Var Overflow 4x: 76
Rnd Var Overflow 6x: 51

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  .------------.
 /  {Sea Worm}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/91fWGHgZBbGyuN9w6                      | ID: 118 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     22  ||   Strength:  60  ||    Drop: Turbo Ether    [8]  14.06% |
|  HP:      9000  ||    Defence:  80  ||   Steal: Dragon Scales  [32] 40.63% |
|  MP:       200  ||      Magic:  42  ||   Morph: Dragon Scales              |
|                 ||   MDefence: 230  ||                                     |
|  EXP:     1300  ||  Dexterity:  68  ||                                     |
|   AP:      200  ||       Luck:   0  ||                                     |
|  GIL:     5000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Double]       |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Absorb]       |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Mideel Area Beach                                100% |  Land Worm          |
| North Corel Area Desert                           31% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Earthquake        |
|   Sea Worm's ATTACKS:                |  Manip Attack 2: Sandstorm         |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Earthquake          Target: All Opponents     Berserk Attack  |
|  [1F0]       Magical           Element: Earth             No Split Damage |
|                                   Att%: 255                               |
|                                  Power: 6                                 |
|                                 MP Cost: 10 MP                            |
|                              Base Damage: 144 HP                          |
|                                                                           |
|  Attack 2:  Sandstorm           Target: All Opponents     Split Damage*   |
|  [1F1]       Physical          Element: Earth             Inflict Status: |
|                                   Att%: 255                Darkness (47%) |
|                                  Power: 32                                |
|                              Base Damage: 284 HP                          |
|                                                                           |
|  Attack 3:  Crush               Target: One Opponent                      |
|  [37E]       Physical          Element: Hit                               |
|                                   Att%: 90                                |
|                                  Power: 48                                |
|                              Base Damage: 426 HP                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sea Worm's BATTLE PLAN: (Repeats)                                       |
|                                                                           |
|  OPENING ATTACK: 15/16 Chance start from 1st Attack                       |
|                  1/16 Chance start from 6th Attack                        |
|                                                                           |
|                                                                           |
```

1ST ATTACK: Skip a turn

2ND ATTACK:

At least one Target without Darkness AND Sandstorm used less than five times:

Use Sandstorm on All Targets without Darkness

All Targets with Darkness OR Sandstorm used five times:

Use Crush on Rnd Target

3RD ATTACK: Skip a turn

4TH ATTACK:

At least one Target with Darkness: Use Crush on Rnd Target with Darkness

No Targets with Darkness: 1/2 Chance use Crush on Rnd Target
1/2 Chance skip a turn

5TH ATTACK: Skip a turn

6TH ATTACK:

At least one Target without Darkness: Use Earthquake on All Targets

All Targets with Darkness: Use Crush on Rnd Target

Notes On Sea Worm:

Sea Worm is found in Battle Square:
Set - 3 (After Highwind) Battle - 8
Set - 4 (Special Battles) Battle - 1

POWER req for Overflow:

Base Damage Overflow: 164
Rnd Var Overflow 3x: 109

The Sea Worm can be fought as early as Disc 1, as soon as the Player obtains the Tiny Bronco. The fact that the Sea Worm drops 5000 gil per Battle makes it an optimal enemy to battle to farm gil; six encounters with the enemy will pay for the Gold Saucer's 'Gold Ticket'.
The Attack Sandstorm is subject to Split Damage for the damage calculations; however, the Status inflicted via Sandstorm is *not* subject to Split Damage.
The Sea Worm has the same stats as its counterpart; the Land Worm, meaning that all of its attacks have reasonably low damage output. the Sea Worm should not be considered too much of a threat, although, it does have rather high MDefence. Equip the Ribbon, Silver Glasses and/or Fairy Ring to defend against Darkness.
You should equip Elemental+Shiva on your Weapon when battling the Sea Worm; your Physical Attacker should hit for 1600+ HP that way. Your Deathblow chance should be roughly 64%, so as equip Deathblow with Added Cut as standard.
Magic Breath works well, and hits for over 1700 HP. Note that the effects of using Magic Breath which has the Fire Element (which the Sea Worm Halves), along with the Ice Element (which the Sea Worm Doubles) means the Elemental attributes will be negated, and the damage output will be normal. Feel free to use Magic Hammer to replenish your own MP, as the Sea Worm has no need for its 200 MP.

```
| You should take the time to try to steal some Dragon Scales from the Sea   |
|  Worm (Water based damage on all opponents for 3680 Base Damage). They can |
|  massively help in the Battle Square, or against the Rapps Boss during     |
|  Yuffie's Sidequest. A Lv 32 Cloud would have a 51.53% chance of stealing  |
|  from the Sea Worm. You can always try to steal from it when the game      |
|  intends you to face it on Disc 2; a Lv 40 Tifa would have a 59.38% chance |
|  of stealing from it.                                                      |
| If you face the Sea Worm in the Battle Square, be mindful of the fact that |
|  it will have 18,000 HP. Inflict it with Poison via the use of Bad Breath  |
|  or M-Tentacles. You could also exploit its weakness to Sleep by using     |
|  Frog Song, then just sticking to Magical abilities.                       |
| If you had the Ice Crystals to spare, then you could use them against the  |
|  Sea Worm to inflict 2146 - 2290 HP worth of damage. Dragon Scales will    |
|  inflict 1899 - 2026 HP worth of damage.                                   |
| All of the encounters with the Sea Worm have a Run Count value greater     |
|  than 1, which means you'll have a harder time fleeing from them.          |
| The Sea Worm cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
| The Sea Worm is one of 105 enemies that are Immune to Peerless, which      |
|  isn't necessary seeing as there is no way for the Player to inflict the   |
|  enemy with Peerless.                                                      |
\                                                                            /
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              ||           {Huge Materia Missions}          ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo..........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                             Training Rating:  ||
||                                                                          ||
||  Mt. Corel Reactor                                     *                 ||
||  Corel Train "Cart Jumping" Screen                     N/A               ||
||  Corel Train Final Lever Screen                        N/A               ||
||  Fort Condor Shack                                     N/A               ||
||  Mideel Village Close-Up Screen (Ultimate Weapon)      N/A               ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                                                          |
  |                                                                        |
  |      Attack Squad                                                      |
  |      Gas Ducter                                                        |
  |      Wolfmeister                                                       |
  |      Eagle Gun                                                         |
  |      CMD.Grand Horn Lv 37  (Opt Boss)                                  |
  |      Ultimate Weapon (Mideel)  (Boss)                                  |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

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 [                              ELEMENTS TO USE:                            ]
```

```
[                                                                          ]
[    Lightning - Eagle Gun         - Double                               ]
[       Water - Wolfmeister        - Double                               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS TO AVOID:                              ]
[                                                                          ]
[      Poison - Gas Ducter         - Absorb                               ]
[                                                                          ]
[       Earth - Eagle Gun          - Nullify                              ]
[     Gravity - Ultimate Weapon    - Nullify  (Boss)                      ]
[       Water - Eagle Gun          - Nullify                              ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        ELEMENTS USED BY ENEMIES:                         ]
[                                                                          ]
[       Earth - Ultimate Weapon    - Quake2                               ]
[      Poison - CMD.Grand Horn     - Poison Breath                        ]
[                                                                          ]
[         Cut - Wolfmeister        - Heavy Sword                          ]
[         Hit - Gas Ducter         - Punch                                ]
[         Hit - Wolfmeister        - Big Punch                            ]
[         Hit - CMD.Grand Horn     - Punch                                ]
[       Punch - Eagle Gun          - Claw                                 ]
[       Punch - Ultimate Weapon    - Claw                                 ]
[       Shoot - Attack Squad       - Machine Gun                          ]
[       Shoot - Eagle Gun          - Single Wing Fire                     ]
[       Shoot - Eagle Gun          - Dual Wing Fire                       ]
[       Shoot - CMD.Grand Horn     - Grand Attack                         ]
[      Hidden - Attack Squad       - Smoke Bullet (0 Damage)              ]
[      Hidden - Ultimate Weapon    - Ultima Beam                          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                          ]
[                                                                          ]
[       Sleep - Attack Squad       - Smoke Bullet     (99%  Inflict)       ]
[      Poison - Gas Ducter         - Smog Alert       (100% Inflict)       ]
[      Poison - CMD.Grand Horn     - Poison Breath    (100% Inflict)       ]
[     Silence - Gas Ducter         - Smog Alert       (100% Inflict)       ]
[    Darkness - Attack Squad       - Smoke Bullet     (99%  Inflict)       ]
[    Darkness - Gas Ducter         - Smog Alert       (100% Inflict)       ]
[     Sadness - Gas Ducter         - Smog Alert       (100% Inflict)       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Slow                                                                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP	STEAL	MORPH
X-POTION		
Eagle Gun [63]		
S-MINE		
Attack Squad [8]		

```
      '-----------------------+-----------------------+-------------------|
 8-INCH CANNON  |             |                       |                   |
----------------'             |                       |                   |
      |                  [8] | Attack Squad      [8] |                   |
      '-----------------------+-----------------------+-------------------|
 WARRIOR BANGLE  |            |                       |                   |
-----------------'            |                       |                   |
      |                      | Eagle Gun        [32] |                   |
      '-----------------------+-----------------------+-------------------|
 IMPERIAL GUARD  |            |                       |                   |
-----------------'            |                       |                   |
      |CMD.Grand Horn L37 [63] |                       |                   |
      '-----------------------+-----------------------+-------------------|
 CURSE RING  |                |                       |                   |
-------------'                |                       |                   |
      |                      | Ultimate Weapon  [32] |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: * Area Enc Rate:

Mt. Corel Reactor 72 Medium

Average: EXP: 282.2 AP: 28.2 GIL: 367.3 Enemy QTY: 2.97

The regular encounters from Mt. Corel Reactor can also be fought here.

Forced Attack Can't Escape	EXP - 600 AP - 20 GIL - 840	1st Row: 2x Attack Squad	#813

SCREEN GROUPING 2: Area Enc Rate:

Corel Train "Cart Jumping" Screen OFF

"Battle Victory Music" and "Victory Pose" Flags disabled.
"Hurry!" Theme plays throughout battles.

Forced Att #1 Can't Escape	EXP - 900 AP - 75 GIL - 1100	1st Row: 1x Gas Ducter	#808
Forced Att #2 Can't Escape	EXP - 1800 AP - 150 GIL - 2200	1st Row: 2x Gas Ducter	#809
Forced Att #3 Can't Escape	EXP - 10,000 AP - 100 GIL - 600	1st Row: 1x Wolfmeister	#810
Forced Att #4 Can't Escape	EXP - 2000 AP - 90 GIL - 3800	1st Row: 1x Eagle Gun	#811

```
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3:                                    Area Enc Rate:

  Corel Train Final Lever Screen                       OFF

  "Battle Victory Music" and "Victory Pose" Flags disabled.
  "Hurry!" Theme plays throughout battles.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 300     1st Row: 1x Attack Squad               |
|       Can't Escape     AP  - 10                                             |
|                        GIL - 420                                      #812 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                    Area Enc Rate:

  Fort Condor Shack                                    OFF

  "Game Over" Flag disabled.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 800     1st Row: 1x CMD.Grand Horn Lv 37       |
|       Can't Escape     AP  - 80                                             |
|                        GIL - 9600                                     #290 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 5:                                    Area Enc Rate:

  Mideel Village Close-Up Screen (Ultimate Weapon)     OFF

  "Battle Victory Music" Flag disabled.
  "Weapon Raid" Theme plays throughout battle.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - /       1st Row: 1x Ultimate Weapon            |
|       Can't Escape     AP  - /                                              |
|                        GIL - /                                        #280 |
'-----------------------------------------------------------------------------'


                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

 NOTE - The Attack Squad can also be fought here; however, I will not be
        duplicating that entry. You can find the Attack Squad within the
        "Wutai Area" listings further above.

  .--------------.
 /  {Gas Ducter}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/zaboYXjKX9fSn75X9                     | ID: 109 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     42  ||   Strength:  88  ||    Drop: /                          |
|  HP:      3000  ||    Defence:  76  ||   Steal: /                          |
|  MP:       200  ||      Magic:  80  ||   Morph: /                          |
|                 ||   MDefence: 136  ||                                     |
|  EXP:      900  ||  Dexterity:  85  ||                                     |
|   AP:       75  ||       Luck:   0  ||                                     |
```

| GIL: 1100 | | Evade: 1 | |

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [VUL]	Darkness [-]
Poison [Absorb]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [-]
Water [-]	Stop [VUL]	Fury [-]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:

Corel Train "Cart Jumping" Screen

LOOKALIKES:

Smogger
Slalom

Gas Ducter's ATTACKS:

Manip Attack 1: Punch
Manip Attack 2: Smog Alert

Attack 1: <Punch> [128] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 16
Base Damage: 548 HP
Berserk Attack

Attack 2: Smog Alert [2FB] Physical
Target: One Opponent
Element: None
Att%: 100
Power: 20
Base Damage: 685 HP
Can't Cover
Status Inflict:
Darkness (100%)
Poison
Sadness
Silence

Gas Ducter's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/2 Chance start from 2nd Attack
1/2 Chance start from 3rd Attack

1ST ATTACK: Use <Punch> on Rnd Target

Follow-Up:

Gas Ducter's HP > 75%: 1/8 Chance use <Punch> on Rnd Target
7/8 Chance do nothing

Gas Ducter's HP <= 75%: 1/6 Chance use <Punch> on Rnd Target
5/6 Chance do nothing

Gas Ducter's HP <= 50%: 1/3 Chance use <Punch> on Rnd Target
2/3 Chance do nothing

Gas Ducter's HP <= 25%: 1/2 Chance use <Punch> on Rnd Target
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack

```
|                                                                                |
|  3RD ATTACK: Use Smog Alert on Rnd Target                                      |
|                                                                                |
|   Follow-Up:                                                                   |
|                                                                                |
|    Gas Ducter's HP  > 75%: 1/8 Chance Use Smog Alert on Rnd Target             |
|                            7/8 Chance do nothing                               |
|                                                                                |
|    Gas Ducter's HP <= 75%: 1/6 Chance Use Smog Alert on Rnd Target             |
|                            5/6 Chance do nothing                               |
|                                                                                |
|    Gas Ducter's HP <= 50%: 1/3 Chance Use Smog Alert on Rnd Target             |
|                            2/3 Chance do nothing                               |
|                                                                                |
|    Gas Ducter's HP <= 25%: 1/2 Chance Use Smog Alert on Rnd Target             |
|                            1/2 Chance do nothing                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gas Ducter:                        |   POWER req for Overflow:        |
|                                               |                                  |
| The Gas Ducter is a non-randomly encountered  |  Base Damage Overflow: 162       |
|  enemy, and can only be fought during the     |  Rnd Var Overflow  3x: 108       |
|  first two train 'hops' while embarking       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  on the Huge Materia Quest in Mt. Corel.                                       |
| You will be on a time limit for these battles, so be sure to dispatch the      |
|  Gas Ducter promptly. Its high MDef means that it will take two casts of       |
|  Beta to kill them. Given that the animation of Beta can be quite lengthy,     |
|  your best approach would be to use Physical blows, which should deal          |
|  around 750 HP. Your Physical Attacker will deal over 1000 HP, so use          |
|  Deathblow with Added Cut to kill them in one hit if your Deathblow            |
|  connects, which it should have approximately a 62% chance of doing.           |
| Magic Breath will not be enough to kill them in one hit, unless you have a     |
|  character set up with the Circlet and Magic Plus; in which case, Magic        |
|  Breath will hit for over 3250 HP.                                             |
| Be sure to have Ribbons equipped to defend against Smog Alert.                 |
\                                                                                /
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  .---------------.
 /  {Wolfmeister}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ca3vUCkomHqLMmcw9                     | ID: 10A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     43  ||   Strength: 140  ||    Drop: /                           |
|  HP:    10,000  ||    Defence: 100  ||   Steal: /                           |
|  MP:       200  ||      Magic: 100  ||   Morph: /                           |
|                 ||   MDefence: 240  ||                                      |
|  EXP:   10,000  ||  Dexterity: 124  ||                                      |
|   AP:      100  ||       Luck:   0  ||                                      |
|  GIL:      600  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Double]       |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
```

MAPS:	LOOKALIKES:
Corel Train "Cart Jumping" Screen	Iron Man

No Manipulate Attacks!

Wolfmeister's ATTACKS:

Attack 1: <Big Punch> [2FD]	Physical	Target: One Opponent Element: Hit Att%: 100 Power: 16 Base Damage: 1080 HP		
Attack 2: Heavy Sword [2FE]	Physical	Target: One Opponent Element: Cut Att%: 100 Power: 20 Base Damage: 1350 HP		
Attack 3: Atomic Ray [2FF]	Magical	Target: One Opponent Element: None Att%: 100 Power: 18 MP Cost: 20 MP Base Damage: 965 HP		
Attack 4: Big Guard [04C]	Magical 0 Dam	Target: All Allies Att%: 255 MP Cost: 56 MP	**Enemy Skill** Status Inflict: See Notes	

Wolfmeister's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/5 Chance start from 1st Attack
1/5 Chance start from 2nd Attack
1/5 Chance start from 3rd Attack
1/5 Chance start from 4th Attack
1/5 Chance start from 5th Attack

1ST ATTACK: Use <Big Punch> on Rnd Target
2ND ATTACK: Use <Big Punch> on Rnd Target
3RD ATTACK: Use Heavy Sword on Rnd Target

4TH ATTACK:

*If Wolfmeister's MP < 20, use <Big Punch> on Rnd Target

Wolfmeister's HP > 75%: 1/8 Chance use Atomic Ray on Rnd Target*
7/8 Chance use <Big Punch> on Rnd Target

Wolfmeister's HP <= 75%: 1/4 Chance use Atomic Ray on Rnd Target*
3/4 Chance use <Big Punch> on Rnd Target

Wolfmeister's HP <= 50%: 1/3 Chance use Atomic Ray on Rnd Target*
2/3 Chance use <Big Punch> on Rnd Target

Wolfmeister's HP <= 25%: 1/2 Chance use Atomic Ray on Rnd Target*
1/2 Chance use <Big Punch> on Rnd Target

```
|                                                                                |
|  5TH ATTACK:                                                                   |
|                                                                                |
|   Wolfmeister has Haste OR Barrier OR MBarrier:                                |
|                                                                                |
|    Use <Big Punch> on Rnd Target                                               |
|                                                                                |
|   Wolfmeister does not have Haste, Barrier AND MBarrier                        |
|                                                                                |
|      *If Wolfmeister's MP < 56, use <Big Punch> on Rnd Target                  |
|                                                                                |
|    Wolfmeister's HP  > 75%: 1/8 Chance use Big Guard on Self*                  |
|                             7/8 Chance use <Big Punch> on Rnd Target           |
|                                                                                |
|    Wolfmeister's HP <= 75%: 1/4 Chance use Big Guard on Self*                  |
|                             3/4 Chance use <Big Punch> on Rnd Target           |
|                                                                                |
|    Wolfmeister's HP <= 50%: 1/3 Chance use Big Guard on Self*                  |
|                             2/3 Chance use <Big Punch> on Rnd Target           |
|                                                                                |
|    Wolfmeister's HP <= 25%: 1/2 Chance use Big Guard on Self*                  |
|                             1/2 Chance use <Big Punch> on Rnd Target           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Wolfmeister:                      |   POWER req for Overflow:       |
|                                              |                                 |
| Wolfmeister is found in Battle Square:       |  Base Damage Overflow: 172      |
|  Set - 4  (Special Battles)    Battle - 5    |  Rnd Var Overflow  3x: 115      |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Wolfmeister is a non-randomly                                              |
|  encountered enemy that can only be fought on the third train 'hop' during     |
|  the Mt. Corel Huge Materia Quest. It leaves a generous amount of EXP.         |
| The Wolfmeister will never use Big Guard on the Player, and you cannot         |
|  Manipulate or inflict Confusion on the enemy, so you cannot learn the         |
|  Skill from the Wolfmeister. it will have a 100% chance of inflicted all       |
|  Allies with Haste, Barrier and MBarrier.                                      |
| You will be on a time limit for these battles, so try to take out the          |
|  Wolfmeister hastily. The easiest way to do this is to equip your              |
|  Physical Attacker with the Champion Belt and Elemental+Leviathan on their    |
|  Weapon. As standard, equip Deathblow with Added Cut; your Deathblow           |
|  chance will be roughly 64%.                                                   |
| Open with two casts of Laser or Demi2 (or T/S Bombs) to drop its HP to         |
|  25%, then attack it Physically. If it sets up Big Guard, you can use          |
|  DeBarrier (Destruct Materia), or cast a Holy Torch.                           |
| Alternatively, you could cast Haste on the Wolfmeister, which will prevent     |
|  it from using Big Guard altogether. Jut be mindful that you may cure it       |
|  of Haste if you have Added Effect+Time on your Weapon. Two uses of Magic      |
|  Hammer will stop it from using Big Guard, also.                               |
| If you face the Wolfmeister while in the Battle Square, then be mindful of     |
|  the fact that it has 20,000 HP. It will also have 175 Strength, and 125       |
|  Magic, which is rather strong. Be sure to cast Big Guard yourself when        |
|  battling the enemy.                                                           |
| The Wolfmeister is one of 105 enemies that are Immune to Peerless, which       |
|  isn't necessary seeing as there is no way for the Player to inflict the       |
|  enemy with Peerless.                                                          |
\                                                                                /
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  .-------------.
 /  {Eagle Gun}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
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| https://photos.app.goo.gl/2vJRKjypsfZxTckPA | ID: 10B |

Level: 46	Strength: 90	Drop: X-Potion [63] 100%
HP: 17,000	Defence: 86	Steal: Warrior Bangle [32] 40.63%
MP: 50	Magic: 50	Morph: /
	MDefence: 100	
EXP: 2000	Dexterity: 90	
AP: 90	Luck: 1	
GIL: 3800	Evade: 2	

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [Double]	Poison [-]	Paralyzed [-]
Earth [Nullify]	Confusion [-]	Darkness [-]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [-]
Water [Nullify]	Stop [VUL]	Fury [-]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Corel Train "Cart Jumping" Screen

LOOKALIKES:

No Manipulate Attacks!

Eagle Gun's ATTACKS:

Attack 1: <Claw> [20F] Physical
Target: One Opponent
Element: Punch
Att%: 130
Power: 16
Base Damage: 606 HP

Attack 2: Single Wing Fire [32E] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 606 HP

Attack 3: Dual Wing Fire [32F] Physical
Target: All Opponents Split Damage
Element: Shoot
Att%: 100
Power: 16
Base Damage: 606 HP

Eagle Gun's BATTLE PLAN: (Repeats)

1/2 Chance: Use <Claw> on Rnd Target

1/4 Chance: Use Single Wing Fire on Rnd Target
Follow-Up: 1/2 Chance use Single Wing Fire on Rnd Target
1/2 Chance do nothing

1/4 Chance: Use Dual Wing Fire on All Targets
Follow-Up: 1/2 Chance use Dual Wing Fire on All Targets
1/2 Chance do nothing

Notes On Eagle Gun:

POWER req for Overflow:

| The Eagle Gun is a non-randomly encountered enemy, and can only be faced on the fourth and final train 'hop' while undertaking the Mt. Corel Huge Materia Quest. with a large amount of HP, it is the strongest of the three enemies faced on the train, but can still be dispatched with the correct setup.

Be sure to remove the Leviathan Materia (if you used it for the previous battle), and replace it with Ramuh to exploit the Eagle Gun's weakness to Lightning.

As before, you can use Laser twice to drop the Eagle Gun's HP to 25%; however, you do not want to kill it until you have stolen the Warrior Bangle from it. You cannot obtain this piece of Armour (which has the 2nd highest Physical Def in the game) anywhere else, so be sure to leave yourself with enough time to obtain it. A Lv 41 Cid would have a 35.94% chance of stealing from the Eagle Gun.

There is an unused formation contained within the game's scene data with the Eagle Gun against the Mako Cannon Battle Background. This Formation is located amongst the other Formations found at the Mako Cannon (at the end of Disc 2), which suggests the Eagle Gun was originally intended to be randomly encountered there.

The Eagle Gun is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind.

| Base Damage Overflow: 166
| Rnd Var Overflow 3x: 111

NOTE - This is the Lv 37 CMD.Grand Horn
!! OPTIONAL BOSS !!

{CMD.Grand Horn}

https://photos.app.goo.gl/k96d3X41cX5BESpJ8 | ID: 11C

Level: 37	Strength: 100	Drop: Imperial Guard [63] 100%	
HP: 8000	Defence: 70	Steal: /	
MP: 300	Magic: 95	Morph: /	
	MDefence: 80		
EXP: 800	Dexterity: 79		
AP: 80	Luck: 30		
GIL: 9600	Evade: 5		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Fort Condor Shack

LOOKALIKES:

Grand Horn
CMD.Grand Horn Lv 25
CMD.Grand Horn Lv 37

No Manipulate Attacks!

CMD.Grand Horn Lv 37's ATTACKS:

Attack 1: <Punch> Target: One Opponent
[185] Physical Element: Hit

```
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                             Base Damage: 560 HP                            |
|                                                                            |
|  Attack 2:  Poison Breath       Target: One Opponent      Status Inflict:  |
|  [1E6]       Magical           Element: Poison             Poison (83%)   |
|                                  Att%: 90                                  |
|                                 Power: 12                                  |
|                                MP Cost: 10 MP                              |
|                             Base Damage: 594 HP                            |
|                                                                            |
|  Attack 3:  Grand Attack        Target: All Opponents     Split Damage     |
|  [315]       Physical          Element: Shoot                              |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                             Base Damage: 560 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   CMD.Grand Horn Lv 37's BATTLE PLAN: (Repeats)                            |
|                                                                            |
|  All Targets with Poison:                                                  |
|                                                                            |
|   Select Rnd Target                                                        |
|                                                                            |
|    Use <Punch> on selected Target                                          |
|                                                                            |
|    Follow-Up: 1/2 Chance use <Punch> on selected Target; If Target has     |
|                    Death, select Rnd Target                                |
|               1/2 Chance do nothing                                        |
|                                                                            |
|                                                                            |
|  At least one Target without Poison:                                       |
|                                                                            |
|   Select Rnd Target                                                        |
|                                                                            |
|    Use Poison Breath on selected Target                                    |
|                                                                            |
|    Follow-Up: Use <Punch> on selected Target; If Target has Death, select  |
|                Rnd Target                                                  |
|                                                                            |
|    Follow-Up: 1/2 Chance use <Punch> on selected Target; If Target has     |
|                    Death, select Rnd Target                                |
|               1/2 Chance do nothing                                        |
|                                                                            |
|                                                                            |
|  DEATH: Use Grand Attack on All Targets                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On CMD.Grand Horn Lv 37:            |   POWER req for Overflow:    |
|                                             |                              |
| The CMD.Grand Horn Lv 37 can only be fought |  Base Damage Overflow: 160   |
|  if you fail the For Condor Mini-Game during|  Rnd Var Overflow  3x: 107   |
|  the Materia Quest on Disc 2. If you defeat o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the CMD.Grand Horn, then you will sill                                    |
|  obtain the Huge Materia, and the quest will be successful.                |
| If, however, you lose to the enemy, then you will not be met with a Game   |
|  Over. Instead, you will spawn at the entrance to Fort Condor, with no way |
|  to return, as the rope ladder will have been retracted. The mission will  |
|  be considered as failed, and you will have lost the Huge Materia. You can |
|  still obtain the Yellow Huge Materia, so long as you do not fail any more |
|  missions (it's the Blue Huge Materia that you will have lost forever).    |
| It is recommended that you purposely lose the Fort Condor Mini-Game to     |
```

battle the CMD.Grand Horn Lv 37, as you will be able to get early access to the Imperial Guard this way, which has the best overall defence in the game (unless you are playing on the earlier versions, in which case your MDefence will be set to your Spirit stat, and the MDefence boost from the Imperial Guard will be obsolete).

If you do not obtain the Imperial Guard from the CMD.Grand Horn Lv 37, then you can still obtain one later on in the game from the North Crater Swamp Area. It is possible to dupe yourself a third Imperial Guard via the use of the North Crater Item Dupe trick; however, you will have to choose the least-optimal route to get an extra piece. The alternative method to obtain a set of Imperial Guards is to exploit the 'Repeat Boss Glitch'; visit the "Top Farming Locations" section in Helpful Lists for more information on hot to perform the Repeat Boss Glitch.

The CMD.Grand Horn is not difficult to defeat. Three uses of Magic Breath should be enough to destroy it. If you do not have Magic Breath, or you are under-levelled, then you can exploit its vulnerability to Poison, Slow and Stop.

None of the CMD.Grand Horn Lv 37's attacks deal very much damage, just be mindful of the fact that it will use a counter attack upon death, which will deal around 290 HP to all characters. If this attack kills your Party, you will fail the Fort Condor mission.

The CMD.Grand Horn Lv 37 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The CMD.Grand Horn Lv 37 one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

NOTE - This is Ultimate Weapon fight at Mideel
!! SUPER BOSS BATTLE !!

{Ultimate Weapon}

https://photos.app.goo.gl/xFxJwrLp4fsd5pQb9 | ID: 14D

Level: 61	Strength: 100	Drop: /	
HP: 100,000	Defence: 120	Steal: Curse Ring [32] 40.63%	
MP: 400	Magic: 170	Morph: /	
	MDefence: 100		
EXP: 0	Dexterity: 120		
AP: 0	Luck: 50		
GIL: 0	Evade: 3		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [-]		
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:

Mideel Village Close-Up Screen

LOOKALIKES:

Ultimate Weapon
Ultimate Weapon
Ultimate Weapon

Ultimate Weapon's ATTACKS: (Mideel)

No Manipulate Attacks!

```
|                                                                          |
|  Attack 1: <Claw>              Target: One Opponent                      |
|  [249]       Physical         Element: Punch                             |
|                                  Att%: 100                               |
|                                 Power: 32                                |
|                           Base Damage: 2100 HP                           |
|                                                                          |
|  Attack 2:  Shadow Flare       Target: One Opponent      **Enemy Skill**  |
|  [05E]       Magical          Element: None              Never Used       |
|                                  Att%: 100               Reflectable      |
|                                 Power: 125                               |
|                               MP Cost: 100 MP                            |
|                           Base Damage: 10,828 HP                         |
|                                                                          |
|  Attack 3:  Quake2             Target: All Opponents     Reflectable      |
|  [025]       Magical          Element: Earth             Split Damage     |
|                                  Att%: 100                               |
|                                 Power: 24                                |
|                               MP Cost: 28 MP                             |
|                           Base Damage: 2079 HP                           |
|                                                                          |
|  Attack 4:  Ultima Beam        Target: All Opponents     No Split Damage  |
|  [39E]       Magical          Element: Hidden                            |
|                                  Att%: 100                               |
|                                 Power: 24                                |
|                               MP Cost: 40 MP                             |
|                           Base Damage: 2079 HP                           |
|                                                                          |
|  Attack 5: <(Report)>          Target: Self              Escapes Battle   |
|  [164]       Physical 0 Dam      Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ultimate Weapon (Mideel)'s BATTLE PLAN:                                |
|                                                                          |
|  SETUP: Disable default Death Handling                                   |
|                                                                          |
|                                                                          |
|  1ST ATTACK: Use Quake2 on All Targets                                   |
|  2ND ATTACK: Use <Claw> on Rnd Target                                    |
|  3RD ATTACK: Use Ultima Beam on All Targets                              |
|                                                                          |
|  4TH ATTACK: Use <(Report)> on Self, remove Self from Battle, leave no   |
|               rewards, end Battle                                        |
|              Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP] |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   Damage taken this Battle <= 20,000: Do nothing                         |
|                                                                          |
|   Damage taken this Battle > 20,000:                                     |
|                                                                          |
|    Use <(Report)> on Self, remove Self from Battle, leave no rewards, end |
|     Battle                                                               |
|    Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP]          |
|    If Ultimate Weapon's HP <= 20,000, set GlobalVar [Ultimate Weapon     |
|     Final Battle Active]                                                 |
|                                                                          |
|                                                                          |
|  DEATH: Use <(Report)> on Self, remove Self from Battle, leave no rewards, |
|          end Battle                                                      |
```

Set GlobalVar [Ultimate Weapon's HP] to 20,000
set GlobalVar [Ultimate Weapon Final Battle Active]

Notes On Ultimate Weapon: (Mideel)

The Ultimate Weapon you fight in Mideel is the only mandatory encounter with the Boss; the other three encounters are optional. You will not be able to kill Ultimate on your first face-off, as it will flee the battle once its HP has dropped below 80,000, or, four turns have passed. You can defeat Ultimate Weapon properly once Diamond Weapon has been defeated towards the end of Disc 2.

Ultimate Weapon has the potential to wipe out your Party, so be prepared! Ultima Beam is the only attack in the game to use the 'Hidden' Element that *doesn't* deal 0 damage, which means this can be exploited via the use of the Elemental Materia. Link the Materia with any non-elemental Materia (besides other Support Materia and Restorative Materia) such as HP Plus. This way you will halve/negate/absorb the damage done via Ultima Beam.

You can also equip Tetra Elementals to absorb the damage dealt via Quake2, or use a Reflect Ring to reflect the damage back onto Ultimate. Keep your characters in the Back Row to defend from Claw, and use Big Guard.

When Ultimate Weapon flees the Battle, its HP will be stored for the next time you encounter the Boss. If you were to deal 80,000 HP or more in this battle, it will trigger the 'Final Battle at Cosmo Canyon' Flag to be activated; however, you will still need to battle it once above the crater near Junon before it flies off towards Cosmo Canyon.

The only way to deal 80,000+ HP in one hit is via the use of the Knights of The Round Materia, which can become available to the Player prior to the Gold Saucer re-opening. This is achieved by exploiting the broken RNG mechanics within the Chocobo Stables. You will need to equip your strongest Magical attacker with the Magic Plus Materia, Circlet, and as many Magic boosting Materia as possible to be able to pull it off; your attacks will need to deal at 6153 HP on average to deal 80,000 HP in total.

Once the Battle begins, cast Big Guard on yourself, then try to inflict Ultimate Weapon with Slow. Do not worry about trying to drain its health; your main focus is to try to steal the Curse Ring from it, which is an Accessory that significantly boosts your stats, while also placing the wearer in Death Sentence (can be negated using the Death Force Enemy Skill).

A Lv 41 Cid would have a 20.31% chance of stealing from Ultimate Weapon. If it flees the battle without a successful steal attempt, reload your save if you wish; you will have already had the opportunity to obtain one from the Weapon Store in Mideel. If you missed that opportunity, then the Ultimate Weapon fought in Mideel will be your last chance to obtain one. The Curse Ring is best paired with Tifa, once she has obtained the Master Fist from Shinra HQ at the end of Disc 2.

Once you have successfully stolen from Ultimate Weapon, use Neo Bahamut, Bahamut and Magic Breath to get a head start on the future encounters with the Boss.

The standard Victory Fanfare will not play out following this battle, and the "Weapon Raid" Theme will play throughout.

Ultimate Weapon is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Ultimate Weapon is one of 86 enemies that is immune to Seizure. It is also immune to Peerless, along with 104 other enemies, and also immune to Regen along with 14 other enemies.

POWER req for Overflow:

Base Damage Overflow: 180
Rnd Var Overflow 3x: 120

```
'~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||               {Ancient Forest}              ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - Once the Gold Saucer has reopened (after Cloud rejoins the Party),
         you should take the time to try to breed a Green Chocobo; this way
         you will have early access to the Ancient Forest and the treasures
         it holds. You will be able to access the Ancient Forest without the
         aid of a Chocobo once Ultimate Weapon has been defeated, which can
         be done just prior to the Raid on Midgar.

      - The Ho-chu is a unique enemy, and should have been fought within the
         Ancient Forest; however, due to oversights in development, the Ho-
         chu was not included in any of the encounters contained there
         within. This makes the Ho-chu a Battle Square-only enemy, and as
         such I have *not* included the Ho-chu's information within the
         "Elements And Statuses" and "Enemy Loot" sections just below.

oo............................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                            ||
||   Screens:                                              Training Rating:  ||
||                                                                            ||
||  Ancient Forest 1st Screen (Supershot ST)               ****   BEST       ||
||  Ancient Forest 2nd Screen (Slash-All)                  ****              ||
||  Ancient Forest Treetops (Typhon)                       ****              ||
||  Ancient Forest 3rd Screen (No Items)                   ****   BEST       ||
||  Ancient Forest Final Cavern (Apocalypse)               ****              ||
\|                                                                            |/
 \                                                                            /
  |      Enemies:                                                            |
  |                                                                          |
  |  L4  Rilfsak                                                             |
  |      Diablo                                                              |
  |  L4  Epiolnis                                                            |
  |      Ho-chu                                                              |
  \                                                                          /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                           ELEMENTS TO USE: None!                          ]
 [                                                                            ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                              ]
 [                                                                            ]
 [       Poison - Epiolnis          - Absorb                                  ]
 [                                                                            ]
 [         Fire - Diablo            - Nullify                                 ]
 [          Ice - Diablo            - Nullify                                 ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                         ELEMENTS USED BY ENEMIES:                          ]
```

```
[                                                                          ]
[         Fire - Diablo            - Flame                                 ]
[          Ice - Diablo            - Cold                                  ]
[       Poison - Epiolnis          - Acid Rain                             ]
[                                                                          ]
[          Hit - Rilfsak           - Blood Suck                            ]
[          Hit - Diablo            - Horn Bomber                           ]
[          Hit - Epiolnis          - Bird Kick                             ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                          ]
[                                                                          ]
[       Poison - Epiolnis          - Acid Rain  (100% Inflict)             ]
[     Darkness - Rilfsak           - Autumn Leaves  (47%  Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Death, Sleep, Confusion, Silence, Slow, Stop, Petrify, D. Sentence,    ]
[   Paralyzed                                                              ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'


                            oo~~~~~~~~~~~~~~oo
                            ||  ENEMY LOOT  ||
                            oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 X-POTION  |                   |                        |                   |
-----------'                   |                        |                   |
      | Rilfsak           [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 WIZARD BRACELET  |            |                        |                   |
------------------'            |                        |                   |
      |                        | Epiolnis          [8]  |                   |
      '-------------------------------------------------------------------'


                          oo~~~~~~~~~~~~~~~~~~~oo
                          ||  ENEMY ENCOUNTERS  ||
                          oo~~~~~~~~~~~~~~~~~~~oo


 SCREEN GROUPING 1: ****   BEST                        Area Enc Rate:

  Ancient Forest 1st Screen (Supershot ST)             128  Low
  Ancient Forest 3rd Screen (No Items)                 128  Low

   Average:   EXP: 2400.8     AP: 167.1     GIL: 2455.1      Enemy QTY: 2.39

.-------------------------------------------------------------------------.
|  [21.1%]  Nrml Bat #1  EXP - 3000    1st Row: 1x Rilfsak                |
|                        AP  - 210     2nd Row: 2x Rilfsak                |
|                        GIL - 2700                                #788    |
|                                                                         |
|  [19.9%]  Nrml Bat #2  EXP - 1900    1st Row: 2x Epiolnis               |
|                        AP  - 140                                        |
|                        GIL - 3000                                #789    |
|                                                                         |
|  [17.6%]  Nrml Bat #3  EXP - 1100    1st Row: 1x Diablo                 |
```

```
|        Pre-Emp OFF     AP  - 70                                          |
|                        GIL - 1100                                  #790  |
|                                                                          |
|  [16.4%]  Nrml Bat #4  EXP - 3100    1st Row: 1x Diablo, 2x Rilfsak      |
|        Pre-Emp OFF     AP  - 210                                         |
|                        GIL - 2900                                  #791  |
|                                                                          |
|  [6.25%]  Back Attack  EXP - 2000    1st Row: 2x Rilfsak                 |
|            Run = 2     AP  - 140                                         |
|                        GIL - 1800                                  #792  |
|                                                                          |
|  [12.5%]  Side Attack  EXP - 3000    1st Row: 3x Rilfsak                 |
|                        AP  - 210                                         |
|                        GIL - 2700                                  #793  |
|                                                                          |
|  [6.25%]  Pinc Attack  EXP - 3000    1st Grp: 1x Rilfsak                 |
|                        AP  - 210     2nd Grp: 2x Rilfsak                 |
|                        GIL - 2700                                  #794  |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 2: ****                              Area Enc Rate:

  Ancient Forest 2nd Screen (Slash-All)               128  Low
  Ancient Forest Treetops (Typhon)                    128  Low

   Average:   EXP: 2284.4     AP: 158.6     GIL: 2448.4      Enemy QTY: 2.27

.--------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 3000    1st Row: 1x Rilfsak                 |
|                        AP  - 210     2nd Row: 2x Rilfsak                 |
|                        GIL - 2700                                  #788  |
|                                                                          |
|  [26.6%]  Nrml Bat #2  EXP - 1900    1st Row: 2x Epiolnis                |
|                        AP  - 140                                         |
|                        GIL - 3000                                  #789  |
|                                                                          |
|  [23.4%]  Nrml Bat #3  EXP - 1100    1st Row: 1x Diablo                  |
|        Pre-Emp OFF     AP  - 70                                          |
|                        GIL - 1100                                  #790  |
|                                                                          |
|  [21.9%]  Nrml Bat #4  EXP - 3100    1st Row: 1x Diablo, 2x Rilfsak      |
|        Pre-Emp OFF     AP  - 210                                         |
|                        GIL - 2900                                  #791  |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 3: ****                              Area Enc Rate:

  Ancient Forest Final Cavern (Apocalypse)            48   High

   Average:   EXP: 2154.9     AP: 143.9     GIL: 2260.2      Enemy QTY: 2.05

.--------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 2200    1st Row: 1x Diablo                  |
|                        AP  - 140     2nd Row: 1x Diablo                  |
|                        GIL - 2200                                  #976  |
|                                                                          |
|  [30.1%]  Nrml Bat #2  EXP - 2950    1st Row: 2x Rilfsak                 |
|        Pre-Emp OFF     AP  - 210     2nd Row: 1x Epiolnis                |
```

```
|                       GIL - 3300                                      #977 |
|                                                                             |
|  [24.6%]  Nrml Bat #3  EXP - 1100    1st Row: 1x Diablo                     |
|        Pre-Emp OFF     AP  - 70                                             |
|                        GIL - 1100                                      #978 |
|                                                                             |
|  [12.5%]  Back Attack  EXP - 2200    1st Row: 2x Diablo                     |
|            Run = 2     AP  - 140                                            |
|                        GIL - 2200                                      #979 |
'-----------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo


  .-----------.
 /  {Rilfsak}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/NQeCmPRY1GoiZtjf8                    | ID: 105 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     40  ||   Strength:  60  ||    Drop: X-Potion  [8] 14.06%       |
|  HP:      2000  ||    Defence:  90  ||   Steal: /                          |
|  MP:       500  ||      Magic: 100  ||   Morph: /                          |
|                 ||   MDefence: 170  ||                                      |
|  EXP:     1000  ||  Dexterity:  58  ||                                      |
|   AP:       70  ||       Luck:   5  || Back Damage: Normal (2x Damage)     |
|  GIL:      900  ||      Evade:   2* || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:      |
|                                                         |                    |
| Ancient Forest 1st Screen (Supershot ST)          63% |                    |
| Ancient Forest 2nd Screen (Slash-All)             50% |                    |
| Ancient Forest Treetops (Typhon)                  50% |                    |
| Ancient Forest 3rd Screen (No Items)              63% |                    |
| Ancient Forest Final Cavern (Apocalypse)          30% |                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Blood Suck         |
|   Rilfsak's ATTACKS:                  |  Manip Attack 2: Autumn Leaves      |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Blood Suck>          Target: One Opponent      Berserk Attack   |
|  [239]       Physical          Element: Hit               Drains HP        |
|                                   Att%: 255                                 |
|                                  Power: 16                                  |
|                             Base Damage: 285 HP                             |
|                                                                             |
|  Attack 2:  Autumn Leaves        Target: All Opponents     Split Damage     |
|  [289]       Physical          Element: None              Status Inflict:  |
```

```
|                                  Att%: 95                  Darkness (47%)  |
|                                 Power: 20                                  |
|                            Base Damage: 356 HP                             |
|                                                                            |
|  Attack 3: <Dodge>              Target: Self              Evade Animation  |
|  [23A]       Physical 0 Dam       Att%: Auto Hit                           |
|                                                                            |
|  Attack 4: <Exchange>           Target: Self              Evade Animation  |
|  [288]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Rilfsak's BATTLE PLAN: (Repeats)                                         |
|                                                                            |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                          |
|                  1/4 Chance start from 2nd Attack                          |
|                  1/4 Chance start from 3rd Attack                          |
|                  1/4 Chance use Autumn Leaves on All Targets               |
|                                                                            |
|   Autumn Leaves was used: 1/3 Chance jump to 1st Attack for next turn      |
|                           1/3 Chance jump to 2nd Attack for next turn      |
|                           1/3 Chance jump to 3rd Attack for next turn      |
|                                                                            |
|                                                                            |
|  1ST ATTACK: Use <Blood Suck> on Target with Highest Current HP            |
|  2ND ATTACK: Use <Blood Suck> on Target with Highest Current HP            |
|  3RD ATTACK: Skip a turn                                                   |
|                                                                            |
|                                                                            |
|  COUNTER: [Magical Attacks Only]                                           |
|                                                                            |
|   Autumn Leaves used twice OR Rilfsak's HP > 33%: Do nothing               |
|                                                                            |
|   Autumn Leaves used less than two times AND Rilfsak's HP <= 33%:          |
|                                                                            |
|    1/2 Chance: Use Autumn Leaves on All Targets                            |
|    1/2 Chance: Do nothing                                                  |
|                                                                            |
|                                                                            |
|  COUNTER: [All Actions made by All Players and Enemies]                    |
|                                                                            |
|   7/8 Chance: Set Evade to 255 until the next action is performed          |
|   1/8 Chance: Do nothing                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Rilfsak:                      |   POWER req for Overflow:       |
|                                          |                                 |
| The Rilfsak's attacks deal very low damage, |  Base Damage Overflow: 167   |
|  and as such, they are not a threat. They  |  Rnd Var Overflow  3x: 112   |
|  will try to inflict you with Darkness, so |  Rnd Var Overflow  4x:  84   |
|  equip Ribbons.                          |  Rnd Var Overflow  6x:  56   |
| Every single Action will trigger the 7/8   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  chance of the Rilfsak setting its Evade to                                |
|  255, regardless of the Target or the Caster. This includes Actions made   |
|  by the Rilfsak. Even Actions such as Change/Defend will trigger the       |
|  Counter chance.                                                           |
| Once the Rilfsak has set its Evade to 255, all Physical attacks will only  |
|  have a 1% chance of connecting. Every action performed by both the Player |
|  and enemy will set the Rilfsak's Evade back to 1, and a fresh 7/8 chance  |
|  of the Counter script will then occur with every fresh action.            |
| Use L4 Suicide, then follow up with Matra Magic to easily defeat them. The |
|  Epiolnis they appear alongside are also susceptible to L4 Suicide. You    |
|  could optionally put Vincent in your party, and equip him with the Long   |
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|  Barrel R which has an att% of 255. Give him the Champion Belt, Added Cut  |
|  with Deathblow, Counter Attack, and all the other attributes you would    |
|  apply to your Physical Attacker (such as Slash-All, which you will obtain |
|  while in the Ancient Forest).                                              |
| The Rilfsak encounters normally allow for a Pre-Emptive Strike; however,   |
|  the encounters in the final Cavern screen have made use of the "Pre-Emp   |
|  OFF" Flag. This was likely done in error, as the Diablo in the cavern     |
|  *can* be back-attacked, where they can't be normally.                     |
| The Rilfsak is one of a number 'elevated' enemies that Nullifies the Earth |
|  Element, but will no take double damage from Wind.                        |
\                                                                             /
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  .----------.
 /  {Diablo}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/QbCye2augFM9wprU9                    | ID: 106 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     41  ||   Strength: 100  ||    Drop: /                          |
|  HP:      4000  ||    Defence:  80  ||   Steal: /                           |
|  MP:       200  ||      Magic:  86  ||   Morph: /                           |
|                 ||   MDefence: 110  ||                                      |
|  EXP:     1100  ||  Dexterity:  75  ||                                      |
|   AP:       70  ||       Luck:  10  || Back Damage: Normal (2x Damage)      |
|  GIL:     1100  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Nullify]      |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Nullify]      |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Ancient Forest 1st Screen (Supershot ST)         34% |  Velcher Task        |
| Ancient Forest 2nd Screen (Slash-All)            45% |                      |
| Ancient Forest Treetops (Typhon)                 45% |                      |
| Ancient Forest 3rd Screen (No Items)             34% |                      |
| Ancient Forest Final Cavern (Apocalypse)         70% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Horn Bomber       |
|   Diablo's ATTACKS:                      |  Manip Attack 2: Flame             |
|                                          |  Manip Attack 3: Cold              |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Horn Bomber>        Target: One Opponent      Berserk Attack   |
|  [28A]       Physical          Element: Hit                                 |
|                                   Att%: 95                                 |
|                                  Power: 30                                 |
|                            Base Damage: 1147 HP                            |
|                                                                            |
|  Attack 2:  Flame               Target: One Opponent                       |
|  [28B]       Magical           Element: Fire                               |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                                 MP Cost: 16 MP                             |
```

```
|                            Base Damage: 762 HP                              |
|                                                                             |
|  Attack 3:  Cold               Target: One Opponent                         |
|  [28C]       Magical          Element: Ice                                  |
|                                  Att%: 95                                   |
|                                 Power: 16                                   |
|                               MP Cost: 16 MP                                |
|                            Base Damage: 762 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Diablo's BATTLE PLAN: (Repeats)                                           |
|                                                                             |
|  Use <Horn Bomber> on Rnd Target                                            |
|                                                                             |
|                                                                             |
|  COUNTER:                                                                   |
|                                                                             |
|  [Fire, Fire2, Fire3, Flare, Mute Mask, War Gong, Loco Weed, Impaler, Ink]  |
|                                                                             |
|    Use Cold on Last Mag Attacker for next turn                              |
|                                                                             |
|                                                                             |
|  COUNTER:                                                                   |
|                                                                             |
|  [Ice, Ice2, Ice3, Freeze, Fire Fang, Fire Veil, Antarctic Wind, T/S Bomb]  |
|                                                                             |
|    Use Flame on Last Mag Attacker for next turn                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Diablo:                          |   POWER req for Overflow:     |
|                                             |                               |
| The Diablo's AI Script does not work as     |  Base Damage Overflow: 164    |
|  intended. It does not check for the Command |  Rnd Var Overflow  3x: 109    |
|  ID used, just the Attack ID. Because of    |  Rnd Var Overflow  4x:  82    |
|  this, using an Item that shares the same   |  Rnd Var Overflow  6x:  55    |
|  Attack ID as one if the abilities that it  o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  checks for will also trigger the Counter                                   |
|  Script.                                                                    |
| The Diablo should also have reacted to Beta, Flame Thrower, Ifrit Summon    |
|  and Phoenix Summon, with the said abilities triggering the use of Cold.    |
|  The Shiva Summon should have triggered the use of Flame.                   |
| Avoid using Beta and Magic Breath against the Diablo, as it will just       |
|  Nullify the Elements. Stick to Aqualung, Trine, or basic Physical blows    |
|  to kill the enemy.                                                         |
| The Diablo is considered to be a 'Powerful' enemy, and as such the "Pre-    |
|  Emp" Flag should have been disabled for encounters that contain the        |
|  Diablo. An oversight means that you have a chance to initiate a Pre-       |
|  Emptive Strike against the 2x Diablo encounter in the final Cavern         |
|  (Formation ID #976).                                                       |
\                                                                             /
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 /  {Epiolnis}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/yAh2ECUqChcpktaz5                  | ID: 107 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     36  ||   Strength:  90  ||    Drop: /                        |
|  HP:      1800  ||    Defence:  58  ||   Steal: Wizard Bracelet [8] 10.94% |
|  MP:        90  ||      Magic:  50  ||   Morph: /                        |
|                 ||   MDefence: 100  ||                                    |
|  EXP:      950  ||  Dexterity:  86  ||                                    |
```

AP: 70	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 1500	Evade: 1	Susceptible to L4 Suicide

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [-]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [Absorb]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Ancient Forest 1st Screen (Supershot ST)	20%	Levrikon
Ancient Forest 2nd Screen (Slash-All)	27%	
Ancient Forest Treetops (Typhon)	27%	
Ancient Forest 3rd Screen (No Items)	20%	
Ancient Forest Final Cavern (Apocalypse)	30%	

Epiolnis' ATTACKS:

Manip Attack 1: Bird Kick
Manip Attack 2: Catapult
Manip Attack 3: Acid Rain

Attack 1: Bird Kick [1B6] Physical
Target: One Opponent
Element: Hit
Att%: 108
Power: 16
Base Damage: 393 HP
Berserk Attack

Attack 2: Catapult [28D] Magical
Target: One Opponent
Element: None
Att%: 95
Power: 16
Base Damage: 393 HP

Attack 3: Acid Rain [28E] Magical
Target: One Opponent
Element: Poison
Att%: 95
Power: 20
MP Cost: 15 MP
Base Damage: 645 HP
Status Inflict: Poison (100%)

Epiolnis' BATTLE PLAN: (Repeats)

OPENING ATTACK: Use Bird Kick on Rnd Target

THEREAFTER: 1/2 Chance use Bird Kick on Rnd Target
1/4 Chance use Catapult on Rnd Target
1/4 Chance use Acid Rain on Target with Highest Current HP

Notes On Epiolnis:

The Epiolnis are not a tough enemy, and can easily be defeated via the use of L4 Suicide or regular Attacks.
You do not need to try to steal Wizard

POWER req for Overflow:

Base Damage Overflow: 156
Rnd Var Overflow 3x: 104
Rnd Var Overflow 4x: 78
Rnd Var Overflow 6x: 52

```
|  Bracelets from the Epiolnis, as they can be o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  bought Mideel for 12,000 gil a piece. If                                    |
|  you were short of gil, then you could try to farm this eight-slotted       |
|  piece of Armour (with low defences) to sell for 6000 gil each. A Lv 45     |
|  Cloud would have a 12.5% chance of stealing from the Epiolnis. Use Frog    |
|  Song or Bad Breath to incapacitate the enemy while you attempt to steal    |
|  from it.                                                                    |
| The Epiolnis encounters normally allow for a Pre-Emptive Strike; however,   |
|  the encounters in the final Cavern screen have made use of the "Pre-Emp    |
|  OFF" Flag. This was likely done in error, as the Diablo in the cavern      |
|  *can* be back-attacked, where they can't be normally.                      |
\                                                                              /
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  .----------.
 /  {Ho-chu}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/EQVMLngLjqiULwNA8                      | ID: 108 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     39  ||   Strength:  96  ||    Drop: /                          |
|  HP:      4300  ||    Defence:  68  ||   Steal: Circlet  [8]  10.94%        |
|  MP:       290  ||      Magic:  86  ||   Morph: Ribbon                      |
|                 ||   MDefence:  94  ||                                      |
|  EXP:      750  ||  Dexterity:  95  ||                                      |
|   AP:       70  ||       Luck:  20  ||                                      |
|  GIL:     2500  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [Absorb]       |    Silence  [VUL]   |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Double]       |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:        |
|                                                       |                      |
| Battle Square Only!                                   |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Whip Sting         |
|   Ho-chu's ATTACKS:                    |  Manip Attack 2: Big Pollen         |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1:  Whip Sting          Target: One Opponent      Berserk Attack     |
|  [28F]       Physical          Element: None              Status Inflict:   |
|                                   Att%: 95                 Paralyzed (99%)   |
|                                  Power: 16                                   |
|                            Base Damage: 564 HP                               |
|                                                                              |
|  Attack 2:  Big Pollen          Target: All Opponents     Split Damage       |
|  [290]       Magical           Element: None              Status Inflict:   |
|                                   Att%: 95                 Sleep (47%)       |
|                                  Power: 16                                   |
|                            Base Damage: 750 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Ho-chu's BATTLE PLAN: (Repeats)                                            |
|                                                                              |
```

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|  OPENING ATTACK: Use Big Pollen on All Targets                          |
|                                                                         |
|                                                                         |
|  THEREAFTER:                                                            |
|                                                                         |
|   At least one Target without Confusion:                                |
|                                                                         |
|    1/4 Chance: Use Big Pollen on All Targets                            |
|    3/4 Chance: Use Whip Sting on Rnd Target                             |
|                                                                         |
|   All Targets with Confusion:                                           |
|                                                                         |
|    1/8 Chance: Use Big Pollen on All Targets                            |
|    7/8 Chance: Use Whip Sting on Rnd Target                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ho-chu:                          |   POWER req for Overflow:   |
|                                             |                             |
| Ho-chu is found in Battle Square:           |  Base Damage Overflow: 159  |
|  Set - 3  (After Highwind)     Battle - 8   |  Rnd Var Overflow  3x: 106  |
|  Set - 4  (Special Battles)    Battle - 2   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                         |
| The infamous Ho-chu was phased out of the final release of FFVII, and can  |
|  only be encountered in the Battle Square (same as the Tonberry). It was   |
|  likely that the Ho-chu was intended to be a forced encounter if the       |
|  Player walks into the Venus Flytrap. An unused Formation (#795) can be    |
|  found placed amongst the other Ancient Forest enemies, containing the Ho- |
|  chu (with a Jungle Battle Background). This Formation makes use of the    |
|  "Can't Escape" Flag (but not the "Pre-Emp OFF" Flag).                     |
| A flaw exists with the Ho-chu's AI Script. It will perform a check for     |
|  the Confusion Status, and there is no way for the Player to become        |
|  inflicted with Confusion unless it is self-inflicted. None of the enemies |
|  in the Ancient Forest inflict you with Confusion.                         |
| As with the Marlboro, the Ho-chu is weak to Water-based attacks. Two casts |
|  of Aqualung should be enough to kill it, even in the Battle Square when   |
|  it has 8600 HP. If you have lost the use of the Command materia, then     |
|  consider using Dragon Scales, which will hit for 5632 - 6008 HP.          |
| Make sure to have your Ribbons equipped for the Battle Square (as          |
|  standard). If you have lost the use of your Accessory, then consider      |
|  using a Vaccine to defend against Status changes. *Do not* use a Vaccine  |
|  if you are fighting the Ho-chu on the second Battle in the Special        |
|  Battles, as the Statuses inflicted via the handicaps will become fixed,   |
|  and you won't be able to cure yourself of the Statuses (unless you use    |
|  White Wind or DeSpell; a Holy Torch will *not* cure Resist).              |
| The Ho-chu is the perfect candidate to obtain a third Ribbon from. Wait    |
|  until you have obtained Yuffie's Conformer, and equip Elemental+Leviathan |
|  on her Weapon. You will have a 25% chance of encountering the Ho-chu in   |
|  the final Battle; alternatively, you could wait until you have defeated   |
|  Ultimate Weapon, at which point the Special Battles will become           |
|  available and you will always encounter the Ho-chu on the 2nd Battle. You |
|  cannot use Yuffie for the Special Battles. Master Tonberrys can also be   |
|  Morphed into Ribbons; Yuffie's Conformer will deal 4.8125x normal damage  |
|  against them, so they are not too difficult to Morph from the M Tonberry. |
| If you wished to obtain a Circlet (Magical equivalent of the Champion      |
|  Belt), then you would have an easier time trying to steal from the Snow   |
|  enemy in the Great Glacier. You can also steal them from the Flying       |
|  version of Ultimate Weapon. A Lv 46 Cloud would have a 12.5% chance of    |
|  stealing from the Ho-chu.                                                 |
| The Ho-chu is one of 105 enemies that are Immune to Peerless, which isn't  |
|  necessary seeing as there is no way for the Player to inflict the enemy   |
|  with Peerless.                                                            |
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              o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
              ||        {Junon Paths Towards Reactor}        ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - The "Corridor Outside Conference Room" does not need to be re-
        visited; however, the encounters will have permanently changed from
        the last time you were there, so it is necessary to include the
        encounters.

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||  Junon Airport 2nd Visit                            ***              ||
||  Junon Corridor Outside Conference Room 2nd Visit   ***              ||
||  Junon "T" Intersection (Sound The Alarm)           ***              ||
||  Junon Small Service Lift Towards Reactor           N/A              ||
||  Junon Paths Towards Reactor 1st Screen             ***              ||
||  Junon Paths Towards Reactor 2nd Screen             ****   BEST      ||
||  Junon Paths Towards Reactor 3rd Screen             ****   BEST      ||
||  Junon Underwater Pipe 1st Screen                   **               ||
||  Junon Underwater Pipe 2nd Screen                   **               ||
\|                                                                       |/
 \                                                                       /
  |      Enemies:                  Enemy Skills:                        |
  |                                                                     |
  |      Roulette Cannon                                                |
  |      Pedestal                                                       |
  |      SOLDIER:2nd                                                    |
  |      Death Machine             Matra Magic                          |
  |      Slalom                                                         |
  |  L4  Submarine Crew                                                 |
  |      Guard System                                                   |
  |  L4  Quick Machine Gun                                              |
  |  L4  Rocket Launcher                                                |
  |  L4  Ghost Ship                                                     |
  |  L4  Corvette                                                       |
  |      Diver Nest                                                     |
   \                                                                   /
    0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 NOTE - The Corvette is one of three enemies in the game that take Double
        Damage from Confusion-Based Attacks.

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO USE:                             ]
 [                                                                         ]
 [    Lightning - Roulette Cannon   - Double                               ]
 [    Lightning - Quick Machine Gun - Double                               ]
```

```
[    Lightning - Rocket Launcher   - Double                                ]
[         Holy - Ghost Ship        - Double                                ]
[  Restorative - Ghost Ship        - Absorb                                ]
[                                                                          ]
[    Confusion - Corvette          - Double                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                            ]
[                                                                          ]
[       Poison - Slalom            - Absorb                                ]
[        Death - Ghost Ship        - Absorb                                ]
[                                                                          ]
[    Lightning - Guard System      - Nullify                               ]
[        Earth - Ghost Ship        - Nullify                               ]
[        Earth - Corvette          - Nullify                               ]
[        Earth - Diver Nest        - Nullify                               ]
[       Poison - Roulette Cannon   - Nullify                               ]
[      Gravity - Ghost Ship        - Nullify                               ]
[                                                                          ]
[        Water - Ghost Ship        - Halve                                 ]
[        Water - Corvette          - Halve                                 ]
[        Water - Diver Nest        - Halve                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS USED BY ENEMIES:                       ]
[                                                                          ]
[         Wind - Diver Nest        - Tornade Wave                          ]
[                                                                          ]
[          Cut - SOLDIER:2nd       - Fight                                 ]
[          Cut - SOLDIER:2nd       - Sword of Doom                         ]
[          Cut - Ghost Ship        - Fight                                 ]
[          Cut - Corvette          - Gash                                  ]
[          Cut - Corvette          - Spinning Blow                         ]
[          Hit - Slalom            - Punch                                 ]
[          Hit - Corvette          - Slap                                  ]
[          Hit - Diver Nest        - Bodyblow                              ]
[        Shoot - Roulette Cannon   - Fire Roulette                         ]
[        Shoot - Death Machine     - W Machine Gun                         ]
[        Shoot - Submarine Crew    - Machine Gun                           ]
[        Shoot - Quick Machine Gun - Machine Gun                           ]
[        Shoot - Rocket Launcher   - Rocket Launcher                       ]
[        Shoot - Ghost Ship        - St.Elmos Fire                         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          STATUSES TO DEFEND FROM:                        ]
[                                                                          ]
[       Poison - Slalom            - Smog           (87%  Inflict)         ]
[    Confusion - Rocket Launcher   - Confu Missile  (100% Inflict)         ]
[     Darkness - Slalom            - Smog           (91%  Inflict)         ]
[         Fury - Corvette          - Slap           (47%  Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                              ]
[                                                                          ]
[   Death, Silence, Slow                                                   ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP	STEAL	MORPH

HI-POTION			
			Slalom
			Quick Machine Gun
			Rocket Launcher
X-POTION			
	Roulette Cannon [63]		
	SOLDIER:2nd [8]		
	Diver Nest [2]		
PHOENIX DOWN			
	Ghost Ship [8]	Ghost Ship [32]	
HYPER			
		Corvette [8]	
REMEDY			
		SOLDIER:2nd [8]	
SMOKE BOMB			
		Slalom [8]	
LOCO WEED			
	Corvette [8]		
DEADLY WASTE			
	Slalom [8]		
LIGHT CURTAIN			
			Corvette
MOLOTOV			
	Guard System [8]		
S-MINE			
	Submarine Crew [8]		
8-INCH CANNON			
		Submarine Crew [8]	
GUIDE BOOK			
			Ghost Ship
W MACHINE GUN			
		Death Machine [8]	

```
      '----------------------+----------------------+-------------------|
 SHINRA BETA  |               |                      |                   |
--------------'               |                      |                   |
      | Submarine Crew    [8] |                      |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

NOTE - The averages assumes you to kill every Quick Machine Gun/Rocket Launcher that spawns in. A bug in the AI script prevents you from killing both the Quick Machine Gun *and* the Rocket Launcher that is part of the same Guard System.

SCREEN GROUPING 1: *** Area Enc Rate:

Junon Airport 2nd Visit 48 High

Average: EXP: 2032.8 AP: 171.6 GIL: 1926.6 Enemy QTY: 2.49

[32.8%]	Nrml Bat #1	EXP - 1200 AP - 100 GIL - 1600	1st Row: 1x Roulette Cannon	#744
	Pre-Emp OFF Run = 2			
[30.1%]	Nrml Bat #2	EXP - 2000 AP - 170 GIL - 1500	1st Row: 2x SOLDIER:2nd	#745
[24.6%]	Nrml Bat #3	EXP - 3200 AP - 270 GIL - 3100	1st Row: 2x SOLDIER:2nd, 1x Roulette Cannon	#746
	Pre-Emp OFF			
[12.5%]	Pinc Attack	EXP - 2000 AP - 170 GIL - 1500	1st Grp: 1x SOLDIER:2nd 2nd Grp: 1x SOLDIER:2nd	#747

SCREEN GROUPING 2: *** Area Enc Rate:

Junon Corridor Outside Conference Room 2nd Visit 48 High
Junon "T" Intersection (Sound The Alarm) 48 High
Junon Paths Towards Reactor 1st Screen 48 High

Average: EXP: 1412.5 AP: 137.9 GIL: 2782.0 Enemy QTY: 1.92

[28.1%]	Nrml Bat #1	EXP - 1400 AP - 140 GIL - 3000	1st Row: 2x Slalom	#748
[25.8%]	Nrml Bat #2	EXP - 2100 AP - 210 GIL - 4500	1st Row: 1x Slalom 2nd Row: 2x Slalom	#749
[21.1%]	Nrml Bat #3	EXP - 900	1st Row: 1x Death Machine	

```
|        Pre-Emp OFF     AP  - 80                                          |
|                        GIL - 1200                                  #750  |
|                                                                          |
|  [12.5%]  Back Attack  EXP - 1400    1st Row: 2x Slalom                  |
|            Run = 2     AP  - 140                                         |
|                        GIL - 3000                                  #751  |
|                                                                          |
|  [12.5%]  Side Attack  EXP - 900     1st Row: 1x Death Machine           |
|                        AP  - 80                                          |
|                        GIL - 1200                                  #752  |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 3:                                 Area Enc Rate:

  Junon Small Service Lift Towards Reactor          OFF
  Junon Paths Towards Reactor 1st Screen            48   High

.--------------------------------------------------------------------------.
|         Forced Attack  EXP - 1700    1st Row: 2x Submarine Crew          |
|       Can't Escape     AP  - 160                                         |
|                        GIL - 1000                                  #763  |
'--------------------------------------------------------------------------'


 SCREEN GROUPING 4: ****   BEST                     Area Enc Rate:

  Junon Paths Towards Reactor 2nd Screen            48   High
  Junon Paths Towards Reactor 3rd Screen            48   High

   Average:   EXP: 2274.8     AP: 197.3     GIL: 2563.8      Enemy QTY: 2.65

.--------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 1800    1st Row: 1x Death Machine           |
|        Pre-Emp OFF     AP  - 160     2nd Row: 1x Death Machine           |
|                        GIL - 2400                                  #753  |
|                                                                          |
|  [23.2%]  Nrml Bat #2  EXP - 1700    1st Row: 1x Guard System + Rocket   |
|        Pre-Emp OFF     AP  - 140              Launcher + Quick Machine Gun|
|                        GIL - 1500                                  #756  |
|                                                                          |
|  [20.5%]  Nrml Bat #3  EXP - 2400    1st Row: 2x Slalom                  |
|                        AP  - 225     2nd Row: 1x SOLDIER:2nd             |
|                        GIL - 3750                                  #754  |
|                                                                          |
|  [19.1%]  Nrml Bat #4  EXP - 3400    1st Row: 1x Guard System + Rocket   |
|        Pre-Emp OFF     AP  - 280              Launcher + Quick Machine Gun|
|                        GIL - 3000    2nd Row: 1x Guard System + Rocket   |
|                                              Launcher + Quick Machine Gun|
|                                                                    #757  |
|  [3.13%]  Back Att #1  EXP - 2000    1st Row: 2x SOLDIER:2nd             |
|            Run = 2     AP  - 170                                         |
|                        GIL - 1500                                  #755  |
|                                                                          |
|  [3.13%]  Back Att #2  EXP - 1400    1st Row: 2x Slalom                  |
|            Run = 2     AP  - 140                                         |
|                        GIL - 3000                                  #751  |
|                                                                          |
|  [6.25%]  Pinc Attack  EXP - 3000    1st Grp: 1x SOLDIER:2nd             |
|                        AP  - 255     2nd Grp: 2x SOLDIER:2nd             |
```

```
|                        GIL - 2250                                    #760 |
'-----------------------------------------------------------------------'


 SCREEN GROUPING 5: **                                Area Enc Rate:

  Junon Underwater Pipe 1st Screen                     48   High
  Junon Underwater Pipe 2nd Screen                     48   High

   Average:   EXP: 1700.2     AP: 82.3      GIL: 2644.5      Enemy QTY: 1.37

.-----------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 1340    1st Row: 1x Diver Nest                |
|        Pre-Emp OFF     AP  - 60                                           |
|                        GIL - 1250                                    #764 |
|                                                                            |
|  [30.1%]  Nrml Bat #2  EXP - 1600    1st Row: 1x Ghost Ship                |
|        Pre-Emp OFF     AP  - 60                                           |
|                        GIL - 2000                                    #765 |
|                                                                            |
|  [24.6%]  Nrml Bat #3  EXP - 2100    1st Row: 2x Corvette                  |
|        Pre-Emp OFF     AP  - 120                                          |
|                        GIL - 4400                                    #766 |
|                                                                            |
|  [12.5%]  Pinc Attack  EXP - 2100    1st Grp: 1x Corvette                  |
|        Pre-Emp OFF     AP  - 120     2nd Grp: 1x Corvette                  |
|                        GIL - 4400                                    #767 |
'-----------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

 NOTE - The SOLDIER:2nd and Roulette Cannon can also be fought here; however,
        I will not be duplicating their entries. You can find those enemies
        within the "Junon Escape" listings further above.

  .-----------------.
 /  {Death Machine}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/yaRYhc8S4Z21knqj9                    | ID:  EE |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  72  ||    Drop: /                         |
|  HP:      2500  ||    Defence:  58  ||   Steal: W Machine Gun  [8] 10.94%  |
|  MP:       150  ||      Magic:  25  ||   Morph: /                         |
|                 ||   MDefence:  60  ||                                     |
|  EXP:      900  ||  Dexterity:  66  ||                                     |
|   AP:       80  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:     1200  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
```

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Corridor Outside Conference Room 2nd	34%	Sweeper
Junon "T" Intersection (Sound The Alarm)	34%	Custom Sweeper
Junon Paths Towards Reactor 1st Screen	34%	
Junon Paths Towards Reactor 2nd Screen	24%	
Junon Paths Towards Reactor 3rd Screen	24%	

Death Machine's ATTACKS:

Manip Attack 1: W Machine Gun
Manip Attack 2: 100 Needles
Manip Attack 3: Matra Magic

Attack 1: W Machine Gun
[118] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 28
Base Damage: 535 HP
Berserk Attack

Attack 2: 100 Needles
[2FC] Physical
Target: One Opponent
Element: None
Att%: 100
Power: 20
Base Damage: 382 HP
Can't Cover

Attack 3: Matra Magic
[052] Magical
Target: All Opponents
Element: None
Att%: 100
Power: 11
MP Cost: 8 MP
Base Damage: 247 HP
Enemy Skill
Reflectable
No Split Damage

Death Machine's BATTLE PLAN: (Repeats)

1ST ATTACK: Use 100 Needles on Rnd Target

2ND ATTACK: Use W Machine Gun on Rnd Target
Follow-Up: 1/2 Chance use W Machine Gun on Rnd Target
1/2 Chance do nothing

3RD ATTACK: Same as 2nd Attack

After 3rd Attack: jump to 1st Attack for next turn

4TH ATTACK: Use W Machine Gun on Last Attacker; If Last Attacker has Death, select Rnd Target

Follow-Up: 1/2 Chance use W Machine Gun on Last Attacker; If Last Attacker has Death, select Rnd Target
1/2 Chance do nothing

After 4th Attack: Jump to 1st Attack for next turn

5TH ATTACK: Use 100 Needles on Last Attacker; If Last Attacker has Death, select Rnd Target

Follow-Up: 1/2 Chance use 100 Needles on Last Attacker; If Last Attacker has Death, select Rnd Target

1/2 Chance do nothing

Follow-Up: Use W Machine Gun on Last Attacker; If Last Attacker has Death, select Rnd Target

Follow-Up: 1/2 Chance use W Machine Gun on Last Attacker; If Last Attacker has Death, select Rnd Target
1/2 Chance do nothing

After 5th Attack: Jump to 1st Attack for next turn

6TH ATTACK: Use Matra Magic on All Targets
Follow-Up: 1/2 Chance use Matra Magic on All Targets
1/2 Chance do nothing

After 6th Attack: Jump to 1st Attack for next turn

COUNTER: [All Physical and Magical Attacks]

Death Machine's HP > 83%: Do nothing

Death Machine's HP <= 83%: Jump to 4th Attack the first time Death Machine's HP drops below 83%

Death Machine's HP <= 66%: Jump to 5th Attack the first time Death Machine's HP drops below 66%

Death Machine's HP <= 50%: Jump to 5th Attack the first time Death Machine's HP drops below 50%

Death Machine's HP <= 33%: Jump to 6th Attack the first time Death Machine's HP drops below 33%

Notes On Death Machine:

The Death Machine can be encountered as early as Disc 1 by travelling back to Junon once the Player has obtained the Buggy. Head to the "T" Intersection where the guards are being drilled, and interact with the red panel to activate random encounters. This is not a glitch; the developers intended you to be able to face these foes on Disc 1.

If you are facing the Death Machine when the game naturally intends you to on Disc 2, then they can easily be defeated using Physical blows. Beta should be enough to kill them in one.

If you are facing them on Disc 1, however, then you will need to be prepared. Put your characters in the Back Row, and cast Big Guard. When it uses Matra Magic twice, it can wipe out your Party. Cast Laser twice, then follow up with Beta or Aqualung to kill them. You can use Frog Song on them if you have learned the Enemy Skill to incapacitate them.

You do not need to steal the W Machine Gun from them, as the Weapon for Barret can be obtained from a chest in Mt. Corel.

Do not confuse the Death Machine's 100 Needles attack with the Cactuer's 1000 Needles attack; 100 Needles uses the regular Physical formula, and does not deal a fixed amount of damage.

The Death Machine cannot be Back-Attacked, but it can be Side-Attacked.

POWER req for Overflow:

Base Damage Overflow:	156
Rnd Var Overflow 3x:	104
Rnd Var Overflow 4x:	78
Rnd Var Overflow 6x:	52

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 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .----------.
 /  {Slalom}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/GksNwTTKeq4ZNXw46                     | ID:  EF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     37  ||   Strength:  70  ||    Drop: Deadly Waste  [8] 14.06%   |
|  HP:      1600  ||    Defence:  74  ||   Steal: Smoke Bomb    [8] 10.94%   |
|  MP:        30  ||      Magic:  45  ||   Morph: H-Potion                   |
|                 ||   MDefence:  80  ||                                     |
|  EXP:      700  ||  Dexterity:  60  ||                                     |
|   AP:       70  ||       Luck:  12  || Back Damage: Normal (2x Damage)     |
|  GIL:     1500  ||      Evade:  10  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [-]     |
|       Poison  [Absorb]       |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Junon Corridor Outside Conference Room 2nd       66% |  Smogger             |
| Junon "T" Intersection (Sound The Alarm)         66% |  Gas Ducter          |
| Junon Paths Towards Reactor 1st Screen           66% |                      |
| Junon Paths Towards Reactor 2nd Screen           24% |                      |
| Junon Paths Towards Reactor 3rd Screen           24% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Punch             |
|   Slalom's ATTACKS:                      |  Manip Attack 2: Smog              |
|                                          |  Manip Attack 3: Smog              |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Punch>              Target: One Opponent      Berserk Attack   |
|  [128]       Physical          Element: Hit                                |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 310 HP                             |
|                                                                            |
|  Attack 2:  Smog                Target: One Opponent      Can't Cover      |
|  [129]       Physical          Element: None              Status Inflict:  |
|                                   Att%: 90                 Poison (87%)    |
|                                  Power: 12                                 |
|                            Base Damage: 232 HP                             |
|                                                                            |
|  Attack 3:  Smog                Target: One Opponent      Can't Cover      |
|  [12A]       Physical          Element: None              Status Inflict:  |
|                                   Att%: 105                Darkness (91%)  |
|                                  Power: 12                                 |
|                            Base Damage: 232 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Slalom's BATTLE PLAN: (Repeats)                                          |
|                                                                            |
|  OPENING ATTACK: 1/2 Chance start from 2nd Attack                          |
|                  1/2 Chance start from 3rd Attack                          |
```

1ST ATTACK: Use <Punch> on Rnd Target

Follow-Up:

Slalom's HP > 75%: 1/8 Chance use <Punch> on Rnd Target
7/8 Chance use do nothing

Slalom's HP <= 75%: 1/6 Chance use <Punch> on Rnd Target
5/6 Chance use do nothing

Slalom's HP <= 50%: 1/3 Chance use <Punch> on Rnd Target
2/3 Chance use do nothing

Slalom's HP <= 25%: 1/2 Chance use <Punch> on Rnd Target
1/2 Chance use do nothing

2ND ATTACK: Same as 1st Attack

3RD ATTACK: Use Smog [Poison] on Rnd Target

Follow-Up:

Slalom's HP > 75%: 1/8 Chance use Smog [Darkness] on Rnd Target
7/8 Chance use do nothing

Slalom's HP <= 75%: 1/6 Chance use Smog [Darkness] on Rnd Target
5/6 Chance use do nothing

Slalom's HP <= 50%: 1/3 Chance use Smog [Darkness] on Rnd Target
2/3 Chance use do nothing

Slalom's HP <= 25%: 1/2 Chance use Smog [Darkness] on Rnd Target
1/2 Chance use do nothing

Notes On Slalom:

The Slalom can be encountered as early as Disc 1 by travelling back to Junon once the Player has obtained the Buggy. Head to the "T" Intersection where the guards are being drilled, and interact with the red panel to activate random encounters. This is not a glitch; the developers intended you to be able to level up against these foes on Disc 1.

The Slalom can be very easily defeated when you encounter them on Disc 2. One blast of Trine may be enough to kill them in one. Your Deathblow chance will be approximately 52%.

If you are encountering the Slalom on Disc 1, then be sure to equip the Star Pendent and Silver Glasses to protect from Poison and Darkness, respectively. Use Aqualung and Beta to kill them in two hits.

The main reason to want to battle the Slalom (regardless of what Disc you are on) is to obtain some Smoke Bombs. These Battle Items will enable you to flee the Battle, and can be a huge help in the Battle Square, seeing as you will retain the BP earned during that Battle. A Lv 46 Cloud would have a 12.5% chance of stealing from the Slalom. If you were trying to steal from them on Disc 1, then a Lv 22 Cloud would have a 7.81% chance of stealing from them.

POWER req for Overflow:

Base Damage Overflow:	161
Rnd Var Overflow 3x:	108
Rnd Var Overflow 4x:	81
Rnd Var Overflow 6x:	54

| The Slalom is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Slalom is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

{Submarine Crew}

https://photos.app.goo.gl/moartj5nqj6zYgbA8 | ID: F9

Level:	32	Strength:	75	Drop 1: S-mine	[8] 14.06%
HP:	1500	Defence:	56	Drop 2: Shinra Beta	[8] 12.09%
MP:	85	Magic:	25	Steal: 8-inch Cannon	[8] 10.94%
		MDefence:	74	Morph: /	
EXP:	850	Dexterity:	55		
AP:	80	Luck:	0		
GIL:	500	Evade:	1	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Small Service Lift Towards Reactor		MP
Junon Paths Towards Reactor 1st Screen		Grenade Combatant
Junon Reactor Inner Reactor Screen		Marine
Junon Reactor Grey Submarine Dock (Leviathan Scales)		Attack Squad
Blue Submarine Interior Hall W Save Point		Captain
Blue Submarine Cockpit		Underwater MP
Red Submarine Interior Hall		
Red Submarine Cockpit		

Submarine Crew's ATTACKS:

Manip Attack 1: Machine Gun
Manip Attack 2: Hand Grenade

Attack 1: <Machine Gun> — Berserk Attack
[110] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 300 HP

Attack 2: Hand Grenade — Never Used
[17C] Physical
Target: One Opponent
Element: Shoot
Att%: 70
Power: 35
Base Damage: 656 HP

Submarine Crew's BATTLE PLAN:

OPENING ATTACK:

Formation ID is NOT [#786]: Do nothing

Formation ID is [#786]: (Submarine Cockpit Battle)
Display String: [“Eyaaarrrgh!”]

PHASE 1: (Repeats)

Submarine Crew's HP > 75%: Use <Machine Gun> on Rnd Target

PHASE 2: (Repeats)

Submarine Crew's HP <= 75%: Use <Machine Gun> on Target with Lowest Current HP

DEATH: Formation ID is NOT [#786]: Do nothing

Formation ID is [#786]: (Submarine Cockpit Battle)

Submarine Crew [A] has been killed:
Display String: [“Captain… I can't hold on any longer!”]

Submarine Crew [B] has been killed:
Display String: [“The Special Pose…”]

Notes On Submarine Crew:

The Submarine Crew cannot be randomly encountered, and only appear during the Junon Huge Materia mission. They are very weak, and can be taken out with just a few Physical blows. You could use L4 Suicide if you wish, or, Trine should be enough to kill them in one.

Shinra Betas are useless at this point in the game; however, they are permanently missable. If you did not manage to obtain one from the Marine on the Cargo Ship on Disc 1, then the Submarine Crew is the last means to obtain this piece of Armour.

8-inch Cannons can help for the Battle Square, as they have a Base Damage of 3200. The item is permanently missable, so you should try to obtain at least one if you have not already. A Lv 46 Cloud would have a 14.06% chance of stealing from the Submarine Crew. Note that the Grosspanzer-Big will drop 8-inch Cannons as a 100% drop rate.

A possible flaw exists with the Submarine Crew's AI Script. As with the Grenade Combatant, a check is performed to see how many times it has used its Attack. Normally, Hand Grenade will be used three times before it starts using Machine Gun; however, with the Submarine Crew, it counts how many times Machine Gun has been used, only to continue using Machine Gun once 'Count' equals 0. This is likely not an error, but a lazy way of copy + pasting, then varying the script slightly as to not be identical.

The optional forced encounter with the Submarine Crew on the Submarine's Cockpit can be fought from both the Blue and Red Submarine (Formation ID #786). These NPCs are the same Shinra troops that you performed with during Rufus' send-off on Disc 1. If you opt to kill them in the Grey Submarine then fail the mission, you will be still able to kill the same enemies on the red Submarine, which seems to be an oversight.

POWER req for Overflow:

Base Damage Overflow: 155
Rnd Var Overflow 3x: 104

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  .----------------.
 /  {Guard System}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ru9YST91V9ToC2EM9                      | ID:  F3 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     35  ||   Strength:  55  ||    Drop: Molotov  [2] 4.69%         |
|  HP:      2200  ||    Defence:  70  ||   Steal: /                          |
|  MP:       200  ||      Magic:  56  ||   Morph: /                          |
|                 ||   MDefence:  50  ||                                      |
|  EXP:     1100  ||  Dexterity:  67  ||                                      |
|   AP:       80  ||       Luck:   0  ||                                      |
|  GIL:     1200  ||      Evade:   0  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Nullify]      |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Junon Paths Towards Reactor 2nd Screen           67% |  Warning Board      |
| Junon Paths Towards Reactor 3rd Screen           67% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Guard System's ATTACKS:            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Vanish>            Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Guard System's BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  OPENING ATTACK: 1/2 Chance Display String: [Warning! Warning!]           |
|                  1/2 Chance Display String: [Leave at once!!]             |
|                                                                           |
|  THEREAFTER: Allows Quick Machine Gun or Rocket Launcher to spawn in      |
|                                                                           |
|                                                                           |
|  DEATH: Disable Death Animation, use <Vanish> on Self, end Battle         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Guard System:                     |   POWER req for Overflow:  |
|                                              |                            |
| The Guard System by themselves do nothing.   |  Base Damage Overflow: 160 |
|  After the initial message has appeared they |  Rnd Var Overflow  3x: 107 |
|  will spawn in either the Quick Machine Gun, o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  or the Rocket Launcher; whichever ATB bar                                |
|  fills up first. Only these enemies can attack the Player.                |
| Once The Guard System has spawned in an enemy, it can swap that enemy out |
|  with its counterpart from time to time.                                  |
| Once you have killed the enemy that the Guard System spawns in, the Guard |
|  System will sit there doing nothing until you kill it. This is a bug;    |
|  once you'd killed either enemy that it spawns, it should have then       |
|  continued to spawn in its counterpart until that enemy was killed, at    |
```

```
|  which point the Guard System would go into idle mode. An oversight in     |
|  scripting means that the killed Quick Machine Gun/Rocket Launcher is       |
|  still flagged as active, and as such its counterpart thinks it is still    |
|  alive.                                                                     |
| You do not need to kill its counterparts to end the Battle, however, you    |
|  will gain additional Battle Spoils if you do kill the Quick Machine Gun/   |
|  Rocket Launcher.                                                           |
| While the Guard System Nullifies lightning-based Attacks, its counter-      |
|  parts take Double Damage from Lightning. Aqualung or Beta should be        |
|  strong enough to kill them in one. Your Deathblow chance will be above     |
|  65%.                                                                       |
| The Guard System cannot be Back-Attacked or Side-Attacked, meaning that     |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.         |
| The Guard System is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. The       |
|  Guard System is one of 86 enemies that are immune to Seizure. It is also   |
|  immune to Peerless, along with 104 other enemies.                          |
\                                                                             /
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  .---------------------.
 /  {Quick Machine Gun}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/E6NYsUJDQdRfUciYA                  | ID:  F4 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     20  ||   Strength: 130  ||    Drop: /                        |
|  HP:      1000  ||    Defence:  50  ||   Steal: /                        |
|  MP:         0  ||      Magic:  15  ||   Morph: Hi-Potion                |
|                 ||   MDefence:  30  ||                                   |
|  EXP:      600  ||  Dexterity:  69  ||                                   |
|   AP:       60  ||       Luck:   0  ||                                   |
|  GIL:      300  ||      Evade:   0  || Susceptible to L4 Suicide         |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Junon Paths Towards Reactor 2nd Screen          67% |  Proto Machine Gun  |
| Junon Paths Towards Reactor 3rd Screen          67% |  Machine Gun        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Quick Machine Gun's ATTACKS:       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Machine Gun         Target: One Opponent                      |
|  [110]       Physical          Element: Shoot                           |
|  [2DE]                            Att%: 100                             |
|                                  Power: 16                              |
|                            Base Damage: 454 HP                          |
|                                                                           |
|  Attack 2: <Appear>             Target: Self              Appearing       |
|  [14F]       Physical 0 Dam       Att%: Auto Hit           Animation      |
```

Attack 3: <Vanish>	Target: Self	Disappearing
[14E] Physical 0 Dam	Att%: Auto Hit	Animation

Quick Machine Gun's BATTLE PLAN: (Repeats)

NOTE - The Quick Machine Gun's "Spcl Attack" is activated from the Rocket Launcher's AI Script. It is deactivated once it has been used once.

OPENING ATTACK:

At least one Target without Confusion OR Spcl Attack activated:

Use <Appear> on Self, appears into Battle

Follow-Up: Use <Machine Gun> on 2nd Target; If 2nd Target has Death, do nothing
Follow-Up: Use <Machine Gun> on 1st Target; If 1st Target has Death, do nothing
Follow-Up: Use <Machine Gun> on 3rd Target; If 3rd Target has Death, do nothing

All Targets with Confusion:

Use <Appear> on Self, appears into Battle
Follow-Up: Use <Machine Gun> on Rnd Target

THEREAFTER:

1/4 Chance: Use <Vanish> on self, disappears from Battle, activates Rocket Launcher's Spcl Attack when it spawns in

1/4 Chance: Use <Vanish> on self, disappears from Battle

1/4 Chance: Use Machine Gun on Rnd Target

1/4 Chance: Use <Machine Gun> on 2nd Target; If 2nd Target has Death, do nothing
Follow-Up: Use <Machine Gun> on 1st Target; If 1st Target has Death, do nothing
Follow-Up: Use <Machine Gun> on 3rd Target; If 3rd Target has Death, do nothing

Notes On Quick Machine Gun:

The "1st Target", "2nd Target" & "3rd Target" refers to the right-most, central, and left-most characters, respectively.

The Quick Machine Gun is not a stand-alone enemy; it part of the Guard System and will only spawn in after the Guard System has displayed its warning message, which it will do so after one turn.

The Quick Machine Gun is one of two enemies that could spawn in after the Guard System's message, the other being the Rocket Launcher. The enemy to fill up its ATB gauge first will be the enemy to spawn in first.

Occasionally, the Quick Machine Gun will retreat back into the Guard System, at which point the two enemy variants have the same chances of

POWER req for Overflow:

Base Damage Overflow: 153
Rnd Var Overflow 3x: 102

| appearing again. |
| Once you have killed either the Quick Machine Gun or the Rocket Launcher, the Guard System will no longer spawn in any enemies, and will just sit there till you kill it. This is a bug; the AI script does a check to see if its counterpart is still alive, which will always fail seeing as the Quick Machine Gun cannot spawn in after you've killed the Rocket Launcher, and vice-versa, which was not the intention. |
| There are various flags used in this Battle, one which will dictate if an enemy is "Alive" and one which will indicate if an enemy is "Active". The check the Quick Machine Gun/Rocket Launcher performs is to see if its counterpart is "Active", and this flag does not get set to 0 upon death. So, the inactive enemy thinks that the other enemy is still active, even even though it is flagged as being dead. |
| You do not need to kill the Quick Machine Gun/Rocket Launcher to end the Battle; just killing the Guard System is enough; however, you will gain additional Battle Spoils if you do kill the Guard System's counterpart. Seeing as you cannot kill both counterparts, the maximum EXP/AP/Gil you can earn is capped to the value of the Guard System's Spoils plus the Quick Machine Gun *or* Rocket Launcher's Spoils. |
| Each variant of enemy has a "Special Attack", which is sometimes used when it spawns in; The Quick Machine Gun activates the Rocket Launcher's Spcl Attack, and the Rocket Launcher activates the Quick Machine Gun's Spcl Attack. |
| While the Guard System Nullifies Lightning, the Quick Machine Gun and Rocket Launcher both take Double Damage from Lightning-based Attacks. Trine should not be necessary, as your Physical blows should easily kill them. You could use L4 Suicide, if you wished. |
| Two identical versions of Machine Gun is used; one when attacks a single target, and one when it uses its 3x combo. |
| The Quick Machine Gun cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage. |
| The Quick Machine Gun is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Quick Machine Gun is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies. |

NOTE - This is Rocket Launcher Version 2 found in Junon, NOT the one found in Sector 4

{Rocket Launcher}

https://photos.app.goo.gl/B3CVdSYrAYaJgwQV6 | ID: F5

Level:	20	Strength:	130	Drop:	/
HP:	1000	Defence:	50	Steal:	/
MP:	0	Magic:	15	Morph:	Hi-Potion
		MDefence:	30		
EXP:	600	Dexterity:	69		
AP:	60	Luck:	0		
GIL:	300	Evade:	0	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[Double]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[-]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[-]
Water	[-]	Stop	[VUL]	Fury	[-]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]

Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Paths Towards Reactor 2nd Screen	67%	Proto Machine Gun
Junon Paths Towards Reactor 3rd Screen	67%	Machine Gun

No Manipulate Attacks!

Rocket Launcher's ATTACKS:

Attack 1: Rocket Launcher [123] Physical	Target: One Opponent Element: Shoot Att%: 75 Power: 24 Base Damage: 681 HP	Can't Cover	
Attack 2: Confu Missile [2DF] Physical	Target: One Opponent Element: None Att%: 95 Power: 20 Base Damage: 567 HP	Can't Cover Status Inflict: Confusion (100%)	
Attack 3: <Appear> [14F] Physical 0 Dam	Target: Self Att%: Auto Hit	Appearing Animation	
Attack 4: <Vanish> [14E] Physical 0 Dam	Target: Self Att%: Auto Hit	Disappearing Animation	

Rocket Launcher's BATTLE PLAN: (Repeats)

NOTE - The Rocket Launcher's "Spcl Attack" is activated from the Quick Machine Gun's AI Script. It is deactivated once it has been used once.

OPENING ATTACK:

At least one Target without Confusion:

Use <Appear> on Self, appears into Battle
Follow-Up: 1/4 Chance use Confu Missile on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target
3/4 Chance use Rocket Launcher on Rnd Target

All Targets with Confusion OR Spcl Attack activated:

Use <Appear> on Self, appears into Battle
Follow-Up: Use Rocket Launcher on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

THEREAFTER:

1/4 Chance: Use <Vanish> on self, disappears from Battle, activates Quick Machine Gun's Spcl Attack when it spawns in

1/4 Chance: Use <Vanish> on self, disappears from Battle

1/4 Chance: Use Confu Missile on Rnd Target without Confusion; If all Targets have Confusion, select Rnd Target

1/4 Chance: Use Rocket Launcher on Rnd Target

Notes On Rocket Launcher: (Junon)	POWER req for Overflow:
This Rocket Launcher looks identical to the Rocket Launcher found in Sector 4 at the beginning of the game.	Base Damage Overflow: 153 Rnd Var Overflow 3x: 102

The Rocket Launcher is not a stand-alone enemy; it part of the Guard System and will only spawn in after the Guard System has displayed its warning message, which it will do so after one turn.

The Rocket Launcher is one of two enemies that could spawn in after the Guard System's message, the other being the Quick Machine Gun. The enemy to fill up its ATB gauge first will be the enemy to spawn in first.

The Rocket Launcher is slightly stronger than the Quick Machine Gun, and will also inflict the Player with Confusion. Be sure to wear Ribbons.

Occasionally, the Rocket Launcher will retreat back into the Guard System, at which point the two enemy variants have the same chances of appearing again.

Once you have killed either the Rocket Launcher or the Quick Machine Gun, the Guard System will no longer spawn in any enemies, and will just sit there till you kill it. This is a bug; the AI script does a check to see if its counterpart is still alive, which will always fail seeing as the Rocket Launcher cannot spawn in after you've killed the Quick Machine Gun, and vice-versa, which was not the intention.

There are various flags used in this Battle, one which will dictate if an enemy is "Alive" and one which will indicate if an enemy is "Active". The check which the Rocket Launcher/Quick Machine Gun performs is to see if its counterpart is "Active", and this flag does not get set to 0 upon death. So, the inactive enemy thinks that the other enemy is still active, even though it is flagged as being dead.

You do not need to kill the Quick Rocket Launcher/Machine Gun to end the Battle; just killing the Guard System is enough; however, you will gain additional Battle Spoils if you do kill the Guard System's counterpart. Seeing as you cannot kill both counterparts, the maximum EXP/AP/Gil you can earn is capped to the value of the Guard System's Spoils plus the Rocket Launcher *or* Quick Machine Gun's Spoils.

Each variant of enemy has a "Special Attack" which is sometimes used when it spawns in; The Rocket Launcher activates the Quick Machine Gun's Spcl Attack, and the Quick Machine Gun activates the Rocket Launcher's Spcl Attack.

While the Guard System Nullifies Lightning, the Rocket Launcher and Quick Machine Gun both take Double Damage from Lightning-based Attacks. Trine should not be necessary, as your Physical blows should easily kill them. You could use L4 Suicide, if you wished.

The Rocket Launcher cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Rocket Launcher is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Rocket Launcher is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

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/ {Ghost Ship} \

https://photos.app.goo.gl/FQsWzuz42dPRL6BH9	ID: F6

Level: 44	Strength: 80	Drop: Phoenix Down [8] 14.06%

HP: 6600		Defence: 70		Steal: Phoenix Down [32] 40.63%
MP: 100		Magic: 68		Morph: Guide Book
		MDefence: 80		
EXP: 1600		Dexterity: 80		
AP: 60		Luck: 1		
GIL: 2000		Evade: 5		Susceptible to L4 Suicide

Fire	[-]	Death	[Absorb]	Petrify	[VUL]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[Nullify]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[Halve]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[Double]	Small	[-]	Manipulate	[-]
Restorative	[Absorb]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Underwater Pipe 1st Screen	30%	
Junon Underwater Pipe 2nd Screen	30%	

Ghost Ship's ATTACKS:

Manip Attack 1: Fight

Attack 1: <Fight>	Target: One Opponent	Berserk Attack	
[362] Physical	Element: Cut		
	Att%: 95		
	Power: 16		
	Base Damage: 410 HP		
Attack 2: St.Elmos Fire	Target: One Opponent	Can't Cover	
[388] Physical	Element: Shoot		
	Att%: 100		
	Power: 16		
	Base Damage: 410 HP		
Attack 3: Goannai	Target: One Opponent	Ejects From Bat	
[389] Physical 0 Dam	Att%: Auto Hit	Flag as Dead	

Ghost Ship's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/6 Chance start from 1st Attack
1/6 Chance start from 2nd Attack
1/6 Chance start from 3rd Attack
1/6 Chance start from 4th Attack
1/6 Chance start from 5th Attack
1/6 Chance start from 6th Attack

1ST ATTACK: Use <Fight> on Rnd Target
Follow-Up: 1/3 Chance use <Fight> on Rnd Target, jump to 4th Attack for next turn
2/3 Chance do nothing

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

4TH ATTACK: Use <Fight> on Rnd Target

```
|   Follow-Up: 1/3 Chance use <Fight> on Rnd Target                          |
|              2/3 Chance do nothing                                         |
|                                                                            |
|  5TH ATTACK: Use St.Elmos Fire on Rnd Target                               |
|                                                                            |
|  6TH ATTACK:                                                               |
|                                                                            |
|   Goannai used twice: Use <Fight> on Rnd Target                            |
|                                                                            |
|   Goannai used less than twice:                                            |
|                                                                            |
|    1/2 Chance: Use Goannai on Target with Highest Current HP               |
|    1/2 Chance: Use <Fight> on Rnd Target                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ghost Ship:                    |   POWER req for Overflow:        |
|                                           |                                  |
| Ghost Ship is found in Battle Square:     |  Base Damage Overflow: 160       |
|  Set - 3  (After Highwind)     Battle - 8 |  Rnd Var Overflow  3x: 107       |
|                                           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| While the Ghost's Ship's attacks are not                                   |
|  very strong, it can eject your characters from the Battle, flagging them  |
|  as dead, which can be hazardous if you are off-guard.                     |
| You will want to try to Morph the Ghost Ship into the Guide Book, which    |
|  can be traded with the Kalm Traveller for the Underwater Materia. This    |
|  way you can defeat Emerald Weapon without the 20 minute time-limit. Use   |
|  L4 Suicide, then follow up with Morph. You will be able to revisit the    |
|  Underwater Pipe at any point in the game following the Submarine Mission, |
|  if you missed your first opurtunitty to obtain the Guide Book.            |
| The Ghost Ship is considered an "Undead" enemy, which means that they will |
|  take damage from healing items and spells such as Cure, Potions etc.      |
|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Ghost Ship, whereas a Megalixir/Elixir/X-Potion has a 100% chance.        |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Ghost Ship takes Double Damage from the Holy Element, which you will have |
|  access to by now (Alexander Materia).                                     |
| The Ghost Ship is one of four enemies that absorbs the Death Status,       |
|  meaning that Physical attacks performed by Players with Added Effect +    |
|  Death Status on their Weapon (Destruct Materia) will cure the Ghost Ship. |
|  The other three enemies that absorb Death are the Ghost, Zenene, and      |
|  Dragon Zombie.                                                            |
| The Ghost Ship should be feared, especially if you encounter them in the   |
|  Battle Square. Use L4 Suicide to take them out quickly, or use an X-      |
|  Potion. If it manages to use Goannai on your character, then you will     |
|  fail the Battle, and it will have a 1/12 chance it will open with the     |
|  Attack. If it uses St.Elmos Fire, the watch out; the next turn it will    |
|  have a 50% chance of using Goannai. White Wind is also an effective means |
|  of defeating them (casts Petrify, amongst other Statuses). Another way to |
|  deal with the Ghost Ship is to inflict them with Berserk via the use of a |
|  War Gong; that way they will not be able to use Goannai. You can Silence  |
|  it to also prevent it from using the Attack.                              |
| The Ghost Ship is one of a number 'elevated' enemies that Nullifies the    |
|  Earth Element, but will no take double damage from Wind.                  |
| The Ghost Ship cannot be Back-Attacked or Side-Attacked, meaning that one  |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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 /  {Corvette}  \
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| https://photos.app.goo.gl/jQwrbjGaK64rT42J6 | ID: F7 |

Level: 36	Strength: 78	Drop: Loco Weed [8] 14.06%
HP: 3200	Defence: 68	Steal: Hyper [8] 10.94%
MP: 260	Magic: 68	Morph: Light Curtain
	MDefence: 74	
EXP: 1050	Dexterity: 69	
AP: 60	Luck: 15	
GIL: 2200	Evade: 5	Susceptible to L4 Suicide

Fire	[-]	Death	[VUL]	Petrify	[VUL]		
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]		
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]		
Earth	[Nullify]	Confusion	[Double]	Darkness	[VUL]		
Poison	[-]	Silence	[VUL]				
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]		
Water	[Halve]	Stop	[-]	Fury	[VUL]		
Wind	[-]	Frog	[VUL]	Haste	[VUL]		
Holy	[-]	Small	[VUL]	Manipulate	[VUL]		
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]		

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Underwater Pipe 1st Screen	37%	Sword Dance
Junon Underwater Pipe 2nd Screen	37%	

Corvette's ATTACKS:

Manip Attack 1: Bodyblow
Manip Attack 2: Gash
Manip Attack 3: Spinning Cut

Attack 1: <Bodyblow>	Target: One Opponent	Never Used
[172] Physical	Element: Hit	Berserk Attack
	Att%: 100	
	Power: 16	
	Base Damage: 339 HP	

Attack 2: Gash	Target: One Opponent
[2E9] Physical	Element: Cut
	Att%: 100
	Power: 20
	Base Damage: 423 HP

Attack 3: Slap	Target: One Opponent	Status Inflict:
[173] Physical	Element: Hit	Fury (47%)
	Att%: 95	
	Power: 20	
	Base Damage: 423 HP	

Attack 4: Sawback	Target: All Opponents	Never Used
[3A3] Physical	Element: Cut	Split Damage
	Att%: 100	
	Power: 16	
	Base Damage: 339 HP	

Attack 5: Spinning Cut	Target: One Opponent
[3A4] Physical	Element: Cut
	Att%: 100
	Power: 30
	Base Damage: 635 HP

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 Corvette's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
                1/4 Chance start from 2nd Attack
                1/4 Chance start from 3rd Attack
                1/4 Chance use Slap on Rnd Target


1ST ATTACK: Use Gash on Rnd Target

 Follow-Up:

  Corvette's HP  > 75%: 1/5 Chance use Gash on Rnd Target
                        4/5 Chance do nothing

  Corvette's HP <= 75%: 1/4 Chance use Gash on Rnd Target
                        3/4 Chance do nothing

  Corvette's HP <= 50%: 1/3 Chance use Gash on Rnd Target
                        2/3 Chance do nothing

  Corvette's HP <= 25%: 1/2 Chance use Gash on Rnd Target
                        1/2 Chance do nothing


2ND ATTACK: Use Spinning Cut on Rnd Target

 Follow-Up:

  Corvette's HP  > 75%: 1/5 Chance use Spinning Cut on Rnd Target
                        4/5 Chance do nothing

  Corvette's HP <= 75%: 1/4 Chance use Spinning Cut on Rnd Target
                        3/4 Chance do nothing

  Corvette's HP <= 50%: 1/3 Chance use Spinning Cut on Rnd Target
                        2/3 Chance do nothing

  Corvette's HP <= 25%: 1/2 Chance use Spinning Cut on Rnd Target
                        1/2 Chance do nothing


3RD ATTACK: Same as 1st Attack


COUNTER: [All Physical and Magical Attacks]

 Corvette's HP  > 75%: Do nothing

 Corvette's HP <= 75%: Use Slap on Last Attacker for next turn; If Last
                        Attacker has Death, do nothing
                       Jump to 1st Attack for next turn

 Corvette's HP <= 50%: Use Slap on Last Attacker for next turn; If Last
                        Attacker has Death, do nothing
                       Jump to 1st Attack for next turn

 Corvette's HP <= 25%: Use Slap on Last Attacker for next turn; If Last
                        Attacker has Death, do nothing
                       Jump to 1st Attack for next turn
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|   Notes On Corvette:                              |   POWER req for Overflow:   |
|                                                   |                             |
| The Corvette is not a very tough enemy, and       |  Base Damage Overflow: 159  |
|  can be easily defeated via the use of L4         |  Rnd Var Overflow  3x: 106  |
|  Suicide.                                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Corvette is one of three enemies that                                       |
|  takes Double Damage from Confusion. This means that if you had the Added       |
|  Effect Materia paired with Mystify/Contain, your Physical Attacks would        |
|  do Double Damage. The other two Enemies are the SOLDIER:3rd and Sword          |
|  Dance. The Corvette are vulnerable to the Confusion Status (unlike the         |
|  Sword Dance).                                                                  |
| Light Curtains are a rare item, and can only be obtained from the Garuda        |
|  as a 10.39% drop, or from the Unknown as a 4.69% drop. The Item will cast      |
|  Barrier on all allies, and can prove useful at times. You should try to        |
|  obtain one from the Corvette if you are trying to max your inventory.          |
| The Corvette cannot be Back-Attacked or Side-Attacked, meaning that one         |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                 |
| The Corvette is one of a number 'elevated' enemies that Nullifies the           |
|  Earth Element, but will no take double damage from Wind.                       |
\                                                                                 /
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  .--------------.
 /  {Diver Nest}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/raykHvkT8BtUm8Xd8                      | ID:  F8 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     38  ||   Strength:  60  ||    Drop: X-Potion  [2] 4.69%          |
|  HP:      2800  ||    Defence:  90  ||   Steal: /                           |
|  MP:       100  ||      Magic:  65  ||   Morph: /                           |
|                 ||   MDefence: 110  ||                                       |
|  EXP:     1340  ||  Dexterity:  64  ||                                       |
|   AP:       60  ||       Luck:   0  ||                                       |
|  GIL:     1250  ||      Evade:   6  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Halve]        |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:          |
|                                                      |                        |
| Junon Underwater Pipe 1st Screen                 33% |                        |
| Junon Underwater Pipe 2nd Screen                 33% |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Bodyblow            |
|   Diver Nest's ATTACKS:              |  Manip Attack 2: Big Wave            |
|                                      |  Manip Attack 3: Tornade Wave        |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Bodyblow>          Target: One Opponent      Berserk Attack      |
|  [12D]       Physical         Element: Hit                                  |
|                                  Att%: 90                                  |
|                                 Power: 40                                  |
```

```
|                            Base Damage: 682 HP                              |
|                                                                             |
|  Attack 2:  Big Wave            Target: All Opponents     Split Damage      |
|  [2F9]       Physical          Element: None                                |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                            Base Damage: 341 HP                              |
|                                                                             |
|  Attack 3:  Tornade Wave        Target: One Opponent                        |
|  [2FA]       Magical           Element: Wind                                |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                                 MP Cost: 20 MP                              |
|                            Base Damage: 772 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Diver Nest's BATTLE PLAN:                                                 |
|                                                                             |
|  PHASE 1: (Repeats)                                                         |
|                                                                             |
|   Diver Nest's HP > 75%: Use <Bodyblow> on Rnd Target                       |
|                                                                             |
|                                                                             |
|  PHASE 2: (Repeats)                                                         |
|                                                                             |
|   Diver Nest's HP <= 75%: Use <Bodyblow> on Rnd Target                      |
|               Follow-Up: 1/2 Chance use <Bodyblow> on Rnd Target            |
|                          1/2 Chance do nothing                              |
|                                                                             |
|                                                                             |
|  PHASE 3: (Repeats)                                                         |
|                                                                             |
|   Diver Nest's HP <= 50%:                                                   |
|                                                                             |
|    1/3 Chance: Use <Bodyblow> on Rnd Target                                 |
|     Follow-Up: 1/2 Chance use <Bodyblow> on Rnd Target                      |
|                1/2 Chance do nothing                                        |
|                                                                             |
|    2/3 Chance: Use Tornade Wave on Rnd Target                               |
|     Follow-Up: 1/2 Chance use Tornade Wave on Rnd Target                    |
|                1/2 Chance do nothing                                        |
|                                                                             |
|                                                                             |
|  PHASE 4: (Repeats)                                                         |
|                                                                             |
|   Diver Nest's HP <= 25%:                                                   |
|                                                                             |
|    1/3 Chance: Use Tornade Wave on Rnd Target                               |
|     Follow-Up: 1/2 Chance use Tornade Wave on Rnd Target                    |
|                1/2 Chance do nothing                                        |
|                                                                             |
|    2/3 Chance: Use Big Wave on All Targets                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Diver Nest:                    |   POWER req for Overflow:       |
|                                           |                                 |
| The Diver Nest's attacks are moderately   |  Base Damage Overflow: 167      |
|  strong, but the enemy should not pose too|  Rnd Var Overflow  3x: 112      |
|  much of a threat to the party. If your   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Magical Attacker is strong enough, they                                    |
|  may be able to kill them in one hit with Beta. Avoid Aqualung.             |
| You could use Bad Breath if you are under-levelled to incapacitate the      |
```

```
|  Diver Nest. Use Big Guard if you must.                                    |
| The Diver Nest is one of a number 'elevated' enemies that Nullifies the    |
|  Earth Element, but will no take double damage from Wind.                  |
| The Diver Nest cannot be Back-Attacked or Side-Attacked, meaning that one  |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||          {Junon Underwater Reactor}         ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

      - The Red Submarine Dock (Past Barking Dog) can only be accessed if you
         fail the Huge Materia mission. You can only access the screen once.

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                           ||
||   Screens:                                                Training Rating: ||
||                                                                           ||
||  Junon Reactor Long Right-Left Catwalk                    ***             ||
||  Junon Reactor Tight Hallway After Catwalk                ***             ||
||  Junon Reactor Inner Reactor Screen                       N/A             ||
||  Junon Reactor Zig-Zag Catwalk (W Huge Materia)           **              ||
||  Junon Reactor Red Submarine Dock (Carry Armor)           N/A             ||
||  Junon Reactor Grey Submarine Dock (Leviathan Scales)     N/A             ||
||  Blue Submarine Interior Hall W Save Point                N/A             ||
||  Blue Submarine Cockpit                                   N/A             ||
||                                                                           ||
||  Junon Red Submarine Dock (Past Barking Dog)              *****  BEST     ||
||  Red Submarine Interior Hall                              N/A             ||
||  Red Submarine Cockpit                                    N/A             ||
\|                                                                           |/
 \                                                                          /
  |      Enemies:                                                          |
  |                                                                        |
  |      Senior Grunt                                                      |
  |  L4  Hard Attacker                                                     |
  |  L4  Guardian                                                          |
  |      Guardian(Right)                                                   |
  |      Guardian(Left)                                                    |
  |      Gun Carrier                                                       |
  |  L4  Submarine Crew                                                    |
  |      Underwater MP                                                     |
  |      Carry Armor     (Boss)                                            |
  |      Right Arm  (Mini Boss)                                            |
  |      Left Arm   (Mini Boss)                                            |
  |      Captain                                                           |
  |      SOLDIER:2nd                                                       |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
```

ELEMENTS TO USE:

Lightning - Gun Carrier	- Double	
Lightning - Carry Armor	- Double	(Boss)
Lightning - Right Arm	- Double	(Mini Boss)
Lightning - Left Arm	- Double	(Mini Boss)

ELEMENTS TO AVOID:

Poison - Carry Armor	- Nullify	(Boss)
Poison - Right Arm	- Nullify	(Mini Boss)
Poison - Left Arm	- Nullify	(Mini Boss)
Gravity - Carry Armor	- Nullify	(Boss)
Gravity - Right Arm	- Nullify	(Mini Boss)
Gravity - Left Arm	- Nullify	(Mini Boss)
Fire - Hard Attacker	- Halve	
Water - Senior Grunt	- Halve	
Water - Hard Attacker	- Halve	

ELEMENTS USED BY ENEMIES:

Fire - Hard Attacker	- Oil
Cut - Guardian	- Jumping Blow
Cut - SOLDIER:2nd	- Fight
Cut - SOLDIER:2nd	- Sword of Doom
Hit - Hard Attacker	- Bodyblow
Hit - Guardian	- Rocket Punch
Hit - Guardian	- W Rocket Punch
Hit - Gun Carrier	- Bodyblow
Hit - Right Arm	- Arm Punch
Hit - Left Arm	- Arm Punch
Punch - Senior Grunt	- Handclaw
Shoot - Senior Grunt	- Harrier Beam
Shoot - Gun Carrier	- Normal Shell
Shoot - Gun Carrier	- Abnormal Shell
Shoot - Submarine Crew	- Machine Gun
Shoot - Underwater MP	- Machine Gun
Shoot - Underwater MP	- Hand Grenade
Shoot - Captain	- Machine Gun
Shout - Senior Grunt	- Water Wave

STATUSES TO DEFEND FROM:

Slow - Gun Carrier	- Abnormal Shell	(100% Inflict)	
Darkness - Gun Carrier	- Abnormal Shell	(100% Inflict)	
Imprisoned - Right Arm	- Arm Grab	(100% Inflict)	
Imprisoned - Left Arm	- Arm Grab	(100% Inflict)	

STATUSES TO USE:

Death, Confusion, Silence, Slow, Stop, Petrify

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|| ENEMY LOOT ||

oo~~~~~~~~~~~~~~~oo

	DROP	STEAL	MORPH
X-POTION			
	SOLDIER:2nd [8]		
REMEDY			
		SOLDIER:2nd [8]	
GRENADE			
	Underwater MP [63]		
MOLOTOV			
	Hard Attacker [8]		
S-MINE			
	Gun Carrier [8]		
	Submarine Crew [8]		
	Captain [8]		
8-INCH CANNON			
		Submarine Crew [8]	
GOD'S HAND			
	Carry Armor [63]		
SHINRA BETA			
	Submarine Crew [8]		
SHINRA ALPHA			
		Underwater MP [8]	
		Captain [8]	

oo~~~~~~~~~~~~~~~~~~~oo
|| ENEMY ENCOUNTERS ||
oo~~~~~~~~~~~~~~~~~~~oo

SCREEN GROUPING 1: *** Area Enc Rate:

Junon Reactor Long Right-Left Catwalk 48 High
Junon Reactor Tight Hallway After Catwalk 48 High

Average: EXP: 1728.1 AP: 148.5 GIL: 1716.4 Enemy QTY: 2.01

"Hurry!" Theme plays throughout battles after the Huge Materia has been interacted with on the "Zig-Zag" catwalk.

```
.-------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 1790    1st Row: 1x Senior Grunt,          |
|        Pre-Emp OFF     AP  - 165                          1x Gun Carrier |
|                        GIL - 2400                                  #772 |
|                                                                         |
|  [23.2%]  Nrml Bat #2  EXP - 1500    1st Row: 1x Hard Attacker          |
|                        AP  - 116     2nd Row: 1x Hard Attacker          |
|                        GIL - 1200                                  #773 |
|                                                                         |
|  [20.5%]  Nrml Bat #3  EXP - 2610    1st Row: 1x Hard Attacker          |
|                        AP  - 238     2nd Row: 2x Senior Grunt           |
|                        GIL - 2200                                  #774 |
|                                                                         |
|  [19.1%]  Nrml Bat #4  EXP - 940     1st Row: 1x Guardian               |
|        Pre-Emp OFF     AP  - 60                                         |
|                        GIL - 500                                   #776 |
|                                                                         |
|  [12.5%]  Back Attack  EXP - 1790    1st Row: 1x Gun Carrier            |
|            Run = 2     AP  - 165     2nd Row: 1x Senior Grunt           |
|                        GIL - 2400                                  #775 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2:                                 Area Enc Rate:

  Junon Reactor Inner Reactor Screen                OFF

  If you interact with the first NPC you see, you will get Forced Att #1
   followed by Forced Att #2. If you instead sneak past him, you will just
   get Forced Att #3.
.-------------------------------------------------------------------------.
|         Forced Att #1  EXP - 850     1st Row: 1x Submarine Crew         |
|       Can't Escape     AP  - 80                                         |
|                        GIL - 500                                   #768 |
|                                                                         |
|         Forced Att #2  EXP - 1700    1st Row: 2x Submarine Crew         |
|       Can't Escape     AP  - 160                                        |
|                        GIL - 1000                                  #769 |
|                                                                         |
|         Forced Att #3  EXP - 2550    1st Grp: 1x Submarine Crew         |
|       Can't Escape     AP  - 240     2nd Grp: 2x Submarine Crew         |
|        Pinc Attack     GIL - 1500                                  #770 |
|                                                                         |
|         Forced Att #4  EXP - 1640    1st Row: 2x Underwater MP          |
|       Can't Escape     AP  - 160                                        |
|                        GIL - 1200                                  #771 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 3: **                              Area Enc Rate:

  Junon Reactor Zig-Zag Catwalk (W Huge Materia)    48   High

   Average:   EXP: 1493.1     AP: 112.8     GIL: 1258.6      Enemy QTY: 1.69

  "Hurry!" Theme plays throughout battles after the Huge Materia has been
   interacted with on the "Zig-Zag" catwalk.
.-------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 940     1st Row: 1x Guardian               |
|        Pre-Emp OFF     AP  - 60                                         |
```

```
|                        GIL - 500                                      #776 |
|                                                                             |
|  [23.2%]  Nrml Bat #2  EXP - 1880    1st Row: 1x Guardian                   |
|        Pre-Emp OFF     AP  - 120     2nd Row: 1x Guardian                   |
|                        GIL - 1000                                     #777 |
|                                                                             |
|  [20.5%]  Nrml Bat #3  EXP - 1790    1st Row: 1x Senior Grunt,              |
|        Pre-Emp OFF     AP  - 165                              1x Gun Carrier |
|                        GIL - 2400                                     #772 |
|                                                                             |
|  [19.1%]  Nrml Bat #4  EXP - 1500    1st Row: 1x Hard Attacker              |
|                        AP  - 116     2nd Row: 1x Hard Attacker              |
|                        GIL - 1200                                     #773 |
|                                                                             |
|  [6.25%]  Back Att #1  EXP - 940     1st Row: 1x Guardian                   |
|            Run = 2     AP  - 60                                             |
|                        GIL - 500                                      #778 |
|                                                                             |
|  [6.25%]  Back Att #2  EXP - 1790    1st Row: 1x Gun Carrier                |
|            Run = 2     AP  - 165     2nd Row: 1x Senior Grunt               |
|                        GIL - 2400                                     #775 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                 Area Enc Rate:

  Junon Reactor Red Submarine Dock (Carry Armor)    OFF

.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 5700    1st Row: 1x Carry Armor,               |
|       Can't Escape     AP  - 425                1x Right Arm, 1x Left Arm  |
|                        GIL - 4000                                     #780 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 5:                                 Area Enc Rate:

  Junon Reactor Grey Submarine Dock (Leviathan Scales) OFF

  "Battle Victory Music" and "Victory Pose" Flags disabled.
  "Hurry Faster!" Theme plays throughout battles.
.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 1700    1st Row: 2x Submarine Crew             |
|       Can't Escape     AP  - 160                                            |
|                        GIL - 1000                                     #769 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 6:                                 Area Enc Rate:

  Blue Submarine Interior Hall W Save Point         OFF

.-----------------------------------------------------------------------------.
|         Forced Attack  EXP - 2550    1st Grp: 1x Submarine Crew             |
|       Can't Escape     AP  - 240     2nd Grp: 2x Submarine Crew             |
|        Pinc Attack     GIL - 1500                                     #785 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 7:                                 Area Enc Rate:
```

Blue Submarine Cockpit OFF

"Rufus' Welcoming Ceremony" Theme plays throughout battle.

Forced Attack	EXP - 2550	1st Row: 2x Submarine Crew	
Can't Escape	AP - 244	2nd Row: 1x Captain	
	GIL - 2050		#786

SCREEN GROUPING 8: ***** BEST Area Enc Rate:

Junon Red Submarine Dock (Past Barking Dog) 48 High

Average: EXP: 3000 AP: 255 GIL: 2250 Enemy QTY: 3

Normal Battle #1's encounter rate falls victim to an overflow glitch, and overrides the chance of all other Normal Battles.

[100%]	Nrml Bat #1	EXP - 3000	1st Row: 3x SOLDIER:2nd	
		AP - 255		
		GIL - 2250		#761
[0%]	Nrml Bat #2	EXP - 2000	1st Row: 2x SOLDIER:2nd	
		AP - 170		
		GIL - 1500		#762

SCREEN GROUPING 9: Area Enc Rate:

Red Submarine Interior Hall OFF

Forced Attack	EXP - 1700	1st Row: 2x Submarine Crew	
Can't Escape	AP - 160		
	GIL - 1000		#784

SCREEN GROUPING 10: Area Enc Rate:

Red Submarine Cockpit OFF

"Hurry" Theme plays throughout battle.

Forced Attack	EXP - 2550	1st Row: 2x Submarine Crew	
Can't Escape	AP - 224	2nd Row: 1x Captain	
	GIL - 2050		#786

ENEMIES

NOTE - The Submarine Crew can also be fought here; however, I will not be duplicating that entry. You can find the Submarine Crew within the "Junon Paths Towards Reactor" listings just above. You can also find the SOLDIER:2nd here; you can find that enemy within the "Junon

```
          Escape" listings further above.

  .----------------.
 /  {Senior Grunt}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/QSmQf21i7DcUxxSi6                    | ID:  FC |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength:  75  ||    Drop: /                          |
|  HP:      2600  ||    Defence:  70  ||   Steal: /                           |
|  MP:       245  ||      Magic:  80  ||   Morph: /                           |
|                 ||   MDefence:  90  ||                                      |
|  EXP:      930  ||  Dexterity:  69  ||                                      |
|   AP:       90  ||       Luck:   5  || Back Damage: Normal (2x Damage)      |
|  GIL:      800  ||      Evade:  12  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Halve]        |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Junon Reactor Long Right-Left Catwalk            58% |  Grunt               |
| Junon Reactor Tight Hallway After Catwalk        58% |  Special Combatant   |
| Junon Reactor Zig-Zag Catwalk (W Huge Materia)   27% |                      |
| Rocket Town "Shinra Type 26" Rocket Exterior     N/A |                      |
| Rocket Interior 1st Screen From Exterior         N/A |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~<|
|                                          |  Manip Attack 1: Handclaw          |
|   Senior Grunt's ATTACKS:                |  Manip Attack 2: Harrier Beam      |
|                                          |  Manip Attack 3: Water Wave        |
|                                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Handclaw>           Target: One Opponent      Berserk Attack   |
|  [115]       Physical          Element: Punch                              |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                            Base Damage: 321 HP                            |
|                                                                           |
|  Attack 2:  Harrier Beam        Target: One Opponent      Can't Cover     |
|  [2E0]       Physical          Element: Shoot                              |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                            Base Damage: 401 HP                            |
|                                                                           |
|  Attack 3:  Water Wave          Target: One Opponent      Can't Cover     |
|  [2E1]       Physical          Element: Shout                              |
|                                   Att%: 100                               |
|                                  Power: 20                                |
|                            Base Damage: 401 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Senior Grunt's BATTLE PLAN: (Repeats)                                   |
|                                                                           |
|  Senior Grunt is in Front Row:                                            |
|                                                                           |
```

```
|   1/2 Chance: Use <Handclaw> on Rnd Target                                |
|   1/4 Chance: Use Water Wave on Rnd Target                                |
|   1/4 Chance: Use Harrier Beam on Rnd Target                              |
|                                                                           |
|  Senior Grunt is in Back Row:                                             |
|                                                                           |
|   1/2 Chance: Use Harrier Beam on Rnd Target                              |
|   1/4 Chance: Use Water Wave on Rnd Target                                |
|   1/4 Chance: Use <Handclaw> on Rnd Target                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Senior Grunt:                    |   POWER req for Overflow:   |
|                                             |                             |
| The Senior Grunt is a weak enemy, and can   |  Base Damage Overflow: 160  |
|  be killed easily via the use of Physical   |  Rnd Var Overflow  3x: 107  |
|  blows. Your Deathblow chance will only be  |  Rnd Var Overflow  4x:  80  |
|  roughly 55%.                               |  Rnd Var Overflow  6x:  54  |
| The Senior Grunt is encountered in an area  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  that cannot be revisited; once you progress                              |
|  past a certain point in the game, you can no longer fight the enemy.     |
| You will encounter the Senior Grunt during two forced encounters while   |
|  embarking on the Rocket Mission in Rocket Town. They should pose you no |
|  threat.                                                                  |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------------.
 /  {Hard Attacker}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ESWDZ9GB6QXGfoZMA                     | ID:  FD |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     32  ||   Strength:  80  ||    Drop: Molotov  [8] 14.06%       |
|  HP:      2500  ||    Defence:  90  ||   Steal: /                         |
|  MP:       150  ||      Magic:  55  ||   Morph: /                         |
|                 ||   MDefence:  74  ||                                    |
|  EXP:      750  ||  Dexterity:  77  ||                                    |
|   AP:       58  ||       Luck:   6  || Back Damage: Normal (2x Damage)    |
|  GIL:      600  ||      Evade:   3  || Susceptible to L4 Suicide         |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Halve]        |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
|                                                    |                       |
| Junon Reactor Long Right-Left Catwalk            44% |  Bullmotor            |
| Junon Reactor Tight Hallway After Catwalk        44% |                       |
| Junon Reactor Zig-Zag Catwalk (W Huge Materia)   19% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                         |  Manip Attack 1: Bodyblow         |
|   Hard Attacker's ATTACKS:              |  Manip Attack 2: Oil              |
|                                         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Bodyblow>          Target: One Opponent      Berserk Attack     |
```

```
|  [172]       Physical          Element: Hit                                 |
|                                   Att%: 100                                |
|                                 Power: 16                                  |
|                             Base Damage: 320 HP                            |
|                                                                            |
|  Attack 2:  Oil                 Target: One Opponent      Can't Cover      |
|  [1A4]       Physical          Element: Fire                                |
|                                   Att%: 95                                 |
|                                 Power: 16                                  |
|                             Base Damage: 320 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Hard Attacker's BATTLE PLAN: (Repeats)                                   |
|                                                                            |
|  1/2 Chance: Use Oil on Rnd Target                                         |
|  1/2 Chance: Use <Bodyblow> on Rnd Target in the Front Row; If all Targets |
|               are in the Back Row, select Rnd Target                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hard Attacker:                  |   POWER req for Overflow:     |
|                                            |                               |
| The Hard Attacker are not a strong enemy.  |  Base Damage Overflow: 167    |
|  Their attacks are very weak, and they can |  Rnd Var Overflow  3x: 112    |
|  easily be dispatched by using L4 Suicide  |  Rnd Var Overflow  4x:  84    |
|  then following up with Matra Magic or     |  Rnd Var Overflow  6x:  56    |
|  regular Attacks.                          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Attack 'Oil' uses the same animation as                                |
|  Fire2; however, the attack itself is considered as a Physical Attack, and |
|  can be defended from by putting your characters in the Back Row (if one   |
|  character is in the Front Row, it will always use Oil on that character). |
| Avoid using Beta or Aqualung. Trine should be dealing 1750+ HP.            |
| The Hard Attacker is encountered in an area that cannot be revisited; once |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy.                                                                |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .------------.
 /  {Guardian}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/1robspgofYDwCsNy6                  | ID:  FE |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     40  ||   Strength:  80  ||    Drop: /                        |
|  HP:      4000  ||    Defence:  76  ||   Steal: /                        |
|  MP:       340  ||      Magic:  66  ||   Morph: /                        |
|                 ||   MDefence:  80  ||                                    |
|  EXP:      940  ||  Dexterity:  67  ||                                    |
|   AP:       60  ||       Luck:  10  ||                                    |
|  GIL:      500  ||      Evade:   8  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]           |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]           |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:         |
```

```
|                                                          |                      |
| Junon Reactor Long Right-Left Catwalk            19% |                      |
| Junon Reactor Tight Hallway After Catwalk        19% |                      |
| Junon Reactor Zig-Zag Catwalk (W Huge Materia)   54% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!                |
|   Guardian's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                                |
|  Attack 1: <Rocket Punch>       Target: One Opponent      Can't Cover          |
|  [2E2]       Physical          Element: Hit                                    |
|                                   Att%: 100                                    |
|                                  Power: 16                                     |
|                           Base Damage: 475 HP                                  |
|                                                                                |
|  Attack 2:  W Rocket Punch      Target: One Opponent      Can't Cover          |
|  [2E3]       Physical          Element: Hit                                    |
|                                   Att%: 100                                    |
|                                  Power: 20                                     |
|                           Base Damage: 475 HP                                  |
|                                                                                |
|  Attack 3:  Jumping Blow        Target: One Opponent                           |
|  [2E4]       Physical          Element: Cut                                    |
|                                   Att%: 100                                    |
|                                  Power: 20                                     |
|                           Base Damage: 475 HP                                  |
|                                                                                |
|  Attack 4: <Power Plus>         Target: Self              Selects First        |
|  [2E5]       Physical 0 Dam       Att%: Auto Hit            Attack            |
|                                                                                |
|  Attack 5: <Vanish>             Target: Self              Death Animation      |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Guardian's BATTLE PLAN: (Repeats)                                            |
|                                                                                |
|  SETUP: Disable default Death Handling                                         |
|                                                                                |
|                                                                                |
|  OPENING ATTACK: 1/3 Chance use <Power Plus> on Self, start from 4th Attack|
|                  2/15 Chance start from 1st Attack                             |
|                  2/15 Chance start from 2nd Attack                             |
|                  2/15 Chance start from 3rd Attack                             |
|                  2/15 Chance start from 4th Attack                             |
|                  2/15 Chance start from 5th Attack                             |
|                                                                                |
|                                                                                |
|  1ST ATTACK: Use <Rocket Punch> on Rnd Target                                  |
|                                                                                |
|   Follow-Up:                                                                   |
|                                                                                |
|    Guardian's HP  > 75%: 1/8 Chance use <Rocket Punch> on Rnd Target          |
|                          7/8 Chance do nothing                                 |
|                                                                                |
|    Guardian's HP <= 75%: 1/6 Chance use <Rocket Punch> on Rnd Target          |
|                          5/6 Chance do nothing                                 |
|                                                                                |
|    Guardian's HP <= 50%: 1/4 Chance use <Rocket Punch> on Rnd Target          |
|                          3/4 Chance do nothing                                 |
|                                                                                |
|    Guardian's HP <= 25%: 1/2 Chance use <Rocket Punch> on Rnd Target          |
|                          1/2 Chance do nothing                                 |
```

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

After 3rd Attack: 1/2 Chance jump to 4th Attack for next turn
1/2 Chance jump to 5th Attack for next turn

4TH ATTACK: Use W Rocket Punch on Rnd Target

Follow-Up:

Guardian's HP > 75%: 1/8 Chance use W Rocket Punch on Rnd Target
7/8 Chance do nothing

Guardian's HP <= 75%: 1/6 Chance use W Rocket Punch on Rnd Target
5/6 Chance do nothing

Guardian's HP <= 50%: 1/4 Chance use W Rocket Punch on Rnd Target
3/4 Chance do nothing

Guardian's HP <= 25%: 1/2 Chance use W Rocket Punch on Rnd Target
1/2 Chance do nothing

5TH ATTACK: Use Jumping Blow on Rnd Target

Follow-Up:

Guardian's HP > 75%: 1/8 Chance use Jumping Blow on Rnd Target
7/8 Chance do nothing

Guardian's HP <= 75%: 1/6 Chance use Jumping Blow on Rnd Target
5/6 Chance do nothing

Guardian's HP <= 50%: 1/4 Chance use Jumping Blow on Rnd Target
3/4 Chance do nothing

Guardian's HP <= 25%: 1/2 Chance use Jumping Blow on Rnd Target
1/2 Chance do nothing

DEATH: Use <Vanish> on Self, end Battle

Notes On Guardian:

While the Guardian may appear to be a tough enemy, they can easily be defeated using L4 Suicide. Their attacks do moderate damage, but should not cause you many problems.
Your Deathblow chance will be approximately 60%. Use Added Cut if you wish to take them out using Physical blows (paired with Deathblow).
The Guardian consists of three enemies; the arms that it shoots at you are unique enemies, with their own IDs. These enemies cannot be targeted or killed, and you cannot claim the Spoils they carry; see the "Extra Enemies" section for more information on the Guardian's counterparts.
The Guardian is one of six enemies that are affected by the 'Berserk Glitch', which means that they have no assigned Attack to use when they are inflicted with Berserk. As such the "skill power is used up" text

POWER req for Overflow:

Base Damage Overflow: 162
Rnd Var Overflow 3x: 108

| string will be displayed every turn, seeing as the Attack they are trying to use costs 65,535 MP!
| The Guardian cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.
| The Guardian is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Guardian is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.
| The Guardian is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

{Gun Carrier}

https://photos.app.goo.gl/vrvRs1g6HSzhKTd86 | ID: 101

Level:	39	Strength:	60	Drop: S-mine [8] 14.06%	
HP:	3400	Defence:	76	Steal: /	
MP:	240	Magic:	45	Morph: /	
		MDefence:	84		
EXP:	860	Dexterity:	59		
AP:	75	Luck:	2		
GIL:	1600	Evade:	5		

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[Double]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[VUL]	Darkness	[-]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[-]
Water	[-]	Stop	[VUL]	Fury	[-]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Reactor Long Right-Left Catwalk	37%	Cromwell
Junon Reactor Tight Hallway After Catwalk	37%	
Junon Reactor Zig-Zag Catwalk (W Huge Materia)	27%	

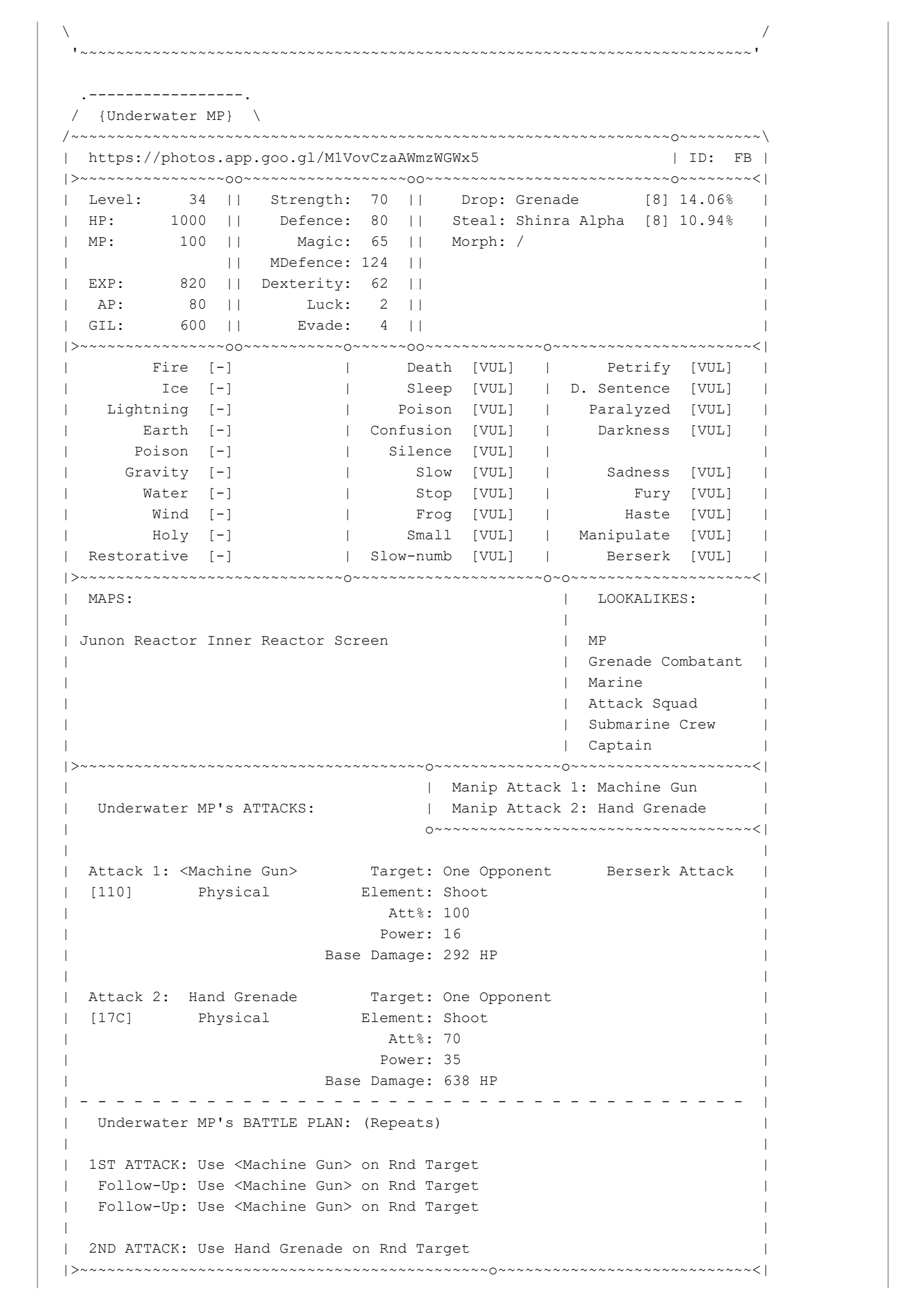
Gun Carrier's ATTACKS:

- Manip Attack 1: Normal Shell
- Manip Attack 2: Bodyblow

Attack 1: Normal Shell [2E6] — Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 279 HP
Berserk Attack

Attack 2: Abnormal Shell [2E7] — Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 4
Base Damage: 69 HP
Status Inflict: Darkness (100%), Slow

```
|  Attack 3:  Bodyblow            Target: One Opponent                          |
|  [12D]       Physical          Element: Hit                                   |
|                                   Att%: 90                                   |
|                                  Power: 40                                   |
|                              Base Damage: 697 HP                             |
|                                                                              |
|  Attack 4: <[No Name]>           Target: Random            Never Used        |
|  [2E8]       No Formula         Element: None                                |
|                                   Att%: 255                                  |
|                                  Power: 255                                  |
|                                 MP Cost: 65,535 MP                           |
|                              Base Damage: 0 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Gun Carrier's BATTLE PLAN: (Repeats)                                       |
|                                                                              |
|  1ST ATTACK: Skip a turn                                                     |
|  2ND ATTACK: Use Abnormal Shell on Rnd Target                                |
|                                                                              |
|  3RD ATTACK: Use Normal Shell on Rnd Target with Slow; If all Targets have   |
|               Slow, select Rnd Target                                        |
|                                                                              |
|  4TH ATTACK: Use Bodyblow on Rnd Target with Darkness; If all Targets have   |
|               Darkness, select Rnd Target                                    |
|                                                                              |
|  5TH Attack: Use Normal Shell on 2nd Target; If 2nd Target has Death, do     |
|               nothing                                                        |
|   Follow-Up: Use Normal Shell on 1st Target; If 1st Target has Death, do     |
|               nothing                                                        |
|   Follow-Up: Use Normal Shell on 3rd Target; If 3rd Target has Death, do     |
|               nothing                                                        |
|                                                                              |
|     After 5th AttacK:                                                        |
|                                                                              |
|      At least one Target without Slow OR at least one Target without         |
|       Darkness:                                                              |
|                                                                              |
|       Jump to 2nd Attack for next turn                                       |
|                                                                              |
|      All Targets with Slow AND All Targets with Darkness:                    |
|                                                                              |
|       Jump to 3rd Attack for next turn                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gun Carrier:                     |   POWER req for Overflow:      |
|                                             |                                |
| The [No Name] Attack on the Gun Carrier has |  Base Damage Overflow: 162     |
|  the same attack properties as the [No Name] |  Rnd Var Overflow  3x: 108     |
|  attack found on the Dual Horn; however,     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  The Guin Carrier will never use the attack.                                 |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,      |
|  central, and left-most characters, respectively.                            |
| The Gun Carrier will try to inflict your characters with Darkness and        |
|  Slow, then it will target the inflicted characters. Wear Ribbons and        |
|  Sprint Shoes to defend from this.                                           |
| One blast of Trine may be enough to kill them in one hit, as they take       |
|  Double Damage from Lightning based attacks.                                 |
| The Gun Carrier cannot be Back-Attacked or Side-Attacked, meaning that one   |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.              |
| The Gun Carrier is encountered in an area that cannot be revisited; once     |
|  you progress past a certain point in the game, you can no longer fight      |
|  the enemy.                                                                  |
```


{Underwater MP}
https://photos.app.goo.gl/M1VovCzaAWmzWGWx5
ID: FB
Level: 34 || Strength: 70 || Drop: Grenade [8] 14.06%
HP: 1000 || Defence: 80 || Steal: Shinra Alpha [8] 10.94%
MP: 100 || Magic: 65 || Morph: /
|| MDefence: 124 ||
EXP: 820 || Dexterity: 62 ||
AP: 80 || Luck: 2 ||
GIL: 600 || Evade: 4 ||
Fire [-] | Death [VUL] | Petrify [VUL]
Ice [-] | Sleep [VUL] | D. Sentence [VUL]
Lightning [-] | Poison [VUL] | Paralyzed [VUL]
Earth [-] | Confusion [VUL] | Darkness [VUL]
Poison [-] | Silence [VUL] |
Gravity [-] | Slow [VUL] | Sadness [VUL]
Water [-] | Stop [VUL] | Fury [VUL]
Wind [-] | Frog [VUL] | Haste [VUL]
Holy [-] | Small [VUL] | Manipulate [VUL]
Restorative [-] | Slow-numb [VUL] | Berserk [VUL]
MAPS:
Junon Reactor Inner Reactor Screen
LOOKALIKES:
MP
Grenade Combatant
Marine
Attack Squad
Submarine Crew
Captain
Underwater MP's ATTACKS:
Manip Attack 1: Machine Gun
Manip Attack 2: Hand Grenade
Attack 1: <Machine Gun> Target: One Opponent Berserk Attack
[110] Physical Element: Shoot
Att%: 100
Power: 16
Base Damage: 292 HP
Attack 2: Hand Grenade Target: One Opponent
[17C] Physical Element: Shoot
Att%: 70
Power: 35
Base Damage: 638 HP
Underwater MP's BATTLE PLAN: (Repeats)
1ST ATTACK: Use <Machine Gun> on Rnd Target
Follow-Up: Use <Machine Gun> on Rnd Target
Follow-Up: Use <Machine Gun> on Rnd Target
2ND ATTACK: Use Hand Grenade on Rnd Target

Notes On Underwater MP:	POWER req for Overflow:
The Underwater MP only appears in a single forced encounter, making them somewhat of a unique enemy.	Base Damage Overflow: 164 Rnd Var Overflow 3x: 109

You can very quickly dispatch the Underwater MP with one use of Trine, or, use Deathblow with Added Cut. Your Deathblow chance will be roughly 62%.

The Shinra Alpha is a six slotted piece of Armour with moderate defence, and is permanently missable, so you should try to obtain one from the Underwater MP when you get the chance. A Lv 47 Cloud would have a 14.06% chance of stealing from them. You will get another chance to steal the Shinra Alpha from the Captain (in the Submarine), and the SOLDIER:1st towards the end of Disc 2.

{Carry Armor} !! BOSS BATTLE !!

https://photos.app.goo.gl/CXpZEi97grGVtsUu6 | ID: 102

Level: 45	Strength: 90	Drop: God's Hand [63] 100%	
HP: 24,000	Defence: 200	Steal: /	
MP: 200	Magic: 55	Morph: /	
	MDefence: 300		
EXP: 2800	Dexterity: 80		
AP: 240	Luck: 0		
GIL: 4000	Evade: 1		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [-]	
Poison [Nullify]	Silence [-]		
Gravity [Nullify]	Slow [-]	Sadness [-]	
Water [-]	Stop [-]	Fury [-]	
Wind [-]	Frog [-]	Haste [-]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	LOOKALIKES:
Junon Reactor Red Submarine Dock	

No Manipulate Attacks!

Carry Armor's ATTACKS:

Attack 1: Lapis Laser	Target: All Opponents	No Split Damage	
[2F2] Magical	Element: None		
[2F3]	Att%: 255		
[2F4]	Power: 50		
[2F5]	MP Cost: 10 MP		
	Base Damage: 1875 HP		
Attack 2: <Damage Attack>	Target: One Opponent	Ignore Status	
[2F8] Magical	Element: None	Defence	
	Att%: 255		
	Power: 15		
	Base Damage: 562 HP		

```
|                                                                      |
|  Attack 3: <Free Right Character>  Target: One Opponent   Frees Right |
|  [2F6]       Physical 0 Dam          Att%: Auto Hit        Character |
|                                                                      |
|                                                                      |
|  Attack 4: <Free Left Character>   Target: One Opponent   Frees Left  |
|  [2F7]       Physical 0 Dam          Att%: Auto Hit        Character |
|                                                                      |
|  Attack 5: <Vanish>             Target: Self              Death Animation |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Carry Armor's BATTLE PLAN: (Repeats)                               |
|                                                                      |
|  SETUP: Disable default Death Handling                               |
|                                                                      |
|                                                                      |
|  OPENING ATTACK: 1/3 Chance use Lapis Laser on All Targets           |
|                  2/3 Chance do nothing                               |
|                                                                      |
|                                                                      |
|  1ST ATTACK:                                                         |
|                                                                      |
|   Carry Armor's HP  > 75%: 1/4 Chance use Lapis Laser on All Targets |
|                                 without Imprisoned                   |
|                            3/4 Chance skip a turn                    |
|                                                                      |
|   Carry Armor's HP <= 75%: 1/3 Chance use Lapis Laser on All Targets |
|                                 without Imprisoned                   |
|                            2/3 Chance skip a turn                    |
|                                                                      |
|   Carry Armor's HP <= 50%: 1/2 Chance use Lapis Laser on All Targets |
|                                 without Imprisoned                   |
|                            1/2 Chance skip a turn                    |
|                                                                      |
|   Carry Armor's HP <= 25%: Use Lapis Laser on All Targets without    |
|                             Imprisoned                               |
|                                                                      |
|                                                                      |
|  2ND ATTACK: Skip a turn                                             |
|                                                                      |
|                                                                      |
|  COUNTER: [All Physical and Magical Attacks]                         |
|                                                                      |
|   Right Arm has an Imprisoned Character:                             |
|                                                                      |
|    Use <Damage Attack> on Imprisoned Character in Right Arm          |
|                                                                      |
|   Right Arm does not have an Imprisoned Character: Do nothing        |
|                                                                      |
|                                                                      |
|   Left Arm has an Imprisoned Character:                              |
|                                                                      |
|    Use <Damage Attack> on Imprisoned Character in Left Arm           |
|                                                                      |
|   Left Arm does not have an Imprisoned Character: Do nothing         |
|                                                                      |
|                                                                      |
|  DEATH:                                                              |
|                                                                      |
|   Right Arm has an Imprisoned Character:                             |
```

Use <Free Right Character> on Right Arm, free Imprisoned Character
Left Arm has an Imprisoned Character:
Use <Free Left Character> on Left Arm, free Imprisoned Character
Use <Vanish> on Self, remove Right Arm and Left Arm from Battle, Right Arm and Left Arm leave no rewards, end Battle

Notes On Carry Armor:	POWER req for Overflow:
Carry Armor is a notoriously difficult boss, as it can Imprison you Characters in the same way that Turks:Reno I and Bottomswell could. It will only imprison two of your characters, which leaves your third character vulnerable to a Game Over he/she is killed.	Base Damage Overflow: 226 Rnd Var Overflow 3x: 151

Be sure to set up for this Battle accordingly; Carry Armor has very high defences, so equip Neo Bahamut and Bahamut, which ignores the target's Def. It also takes double damage from Lightning based attacks, so equip Lightning with either All or MP Turbo, and equip Elemental+Ramuh on you Physical attacker's Weapon. Your Deathblow chance will be roughly 67%, so be sure to pair it with Added Cut.

If you need the extra defense, then give you characters Sadness, and equip them with Circlets do protect from Lapis Laser. You could also put your characters in the Back Row to defend from the Arms <Arm Punch> attack.

When the battle begins, set up Big Guard as standard, and start off by casting your Summons. Have your Physical attacker concentrate on the Arms; once both Arms are dead, Carry Armor becomes much easier. You could also use Magic Hammer twice to stop it from using Lapis Laser.

Use Magic Breath, Comet2, Trine, Bolt3 and Deathblow to defeat Carry Armor. Dragon Fangs also work well, and will inflict 1862 - 1986 HP in all opponents. The Battle will end once Carry Armor has been killed, although, you will want to kill the Arms for extra Battle Spoils.

If one of the Arms manages to use Arm Grab, the character that becomes Imprisoned will be flagged as 'Dead', and their HP will show in red if you try to use an Item such as a Megalixir. You will not be able to target them, and they can only be freed by killing the Arm.

Every time you attack either Carry Armor, the Left Arm or the Right Arm when a character is Imprisoned, each enemy will retaliate by using <Damage Attack> on the Imprisoned character/s. This means that if you were to use an attack that targets all opponents, such as Magic Breath, the Imprisoned character/s would each be hit three times. If one of your characters uses a Counter Attack, it will not trigger the use of <Damage Attack>.

Four versions of Lapis Laser exist; one used when no characters are Imprisoned; one used when the Left Arm has a character Imprisoned; one used when the Right Arm has; and one used when both Arms has.

Carry Armor's Arms can never grab more than two characters; however, if you were to use Cait Sith's 'Transform' Limit Break, then only one Target would be considered in the Battle. If the Arms were to then Imprison Cait Sith, it would mean Game Over. Should you activate Transform while a character is already Imprisoned, the character would disappear while still being flagged as Imprisoned. Cait Sith would then instead be inflicted with the damage taken via <Damage Attack>.

Carry Armor is subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze when the Player tried cast Ultima, when they have one

| Ultima paired with HP or MP Absorb, and another with Quadra Magic. |
| Carry Armor is immune to Seizure, which isn't necessary seeing as there is |
| no way for the Player to inflict an enemy with Seizure. Carry Armor is |
| one of 86 enemies that are immune to Seizure. It is also immune to |
| Peerless, along with 104 other enemies. |

.-------------. NOTE - This is the Right Arm that is part of Carry Armor
/ {Right Arm} \ !! MINI-BOSS !!

https://photos.app.goo.gl/L4iWskud5dFnYzA86 | ID: 103

Level: 45	Strength: 80	Drop: /	
HP: 10,000	Defence: 200	Steal: /	
MP: 100	Magic: 55	Morph: /	
	MDefence: 300		
EXP: 1400	Dexterity: 80		
AP: 95	Luck: 0		
GIL: 0	Evade: 1		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [Double]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [-]
Poison [Nullify]	Silence [-]	
Gravity [Nullify]	Slow [-]	Sadness [-]
Water [-]	Stop [-]	Fury [-]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	LOOKALIKES:
Junon Reactor Red Submarine Dock	Left Arm

No Manipulate Attacks!

Right Arm's ATTACKS: (Carry Armor)

Attack 1: <Arm Punch> [2EE] [2EF]
Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 24
Base Damage: 624 HP

Attack 2: <Damage Attack> [2F8]
Magical
Target: One Opponent
Element: None
Att%: 255
Power: 15
Base Damage: 562 HP
Ignore Status Defence

Attack 3: Arm Grab [2F0] [2F1]
Physical 0 Dam
Target: One Opponent
Att%: Auto Hit
Status Inflict: Imprisoned (100%)

Attack 4: <Free Right Character> [2F6]
Physical 0 Dam
Target: One Opponent
Att%: Auto Hit
Frees Right Character

Attack 5: <Free Left Character>
Target: One Opponent
Never Used

```
|  [2F7]       Physical 0 Dam          Att%: Auto Hit                          |
|                                                                              |
|  Attack 6: <Vanish>             Target: Self              Death Animation    |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Right Arm's BATTLE PLAN: (Carry Armor) (Repeats)                           |
|                                                                              |
|  SETUP: Disable default Death Handling                                       |
|                                                                              |
|                                                                              |
|  Right Arm has a Character Imprisoned: Do nothing                            |
|                                                                              |
|                                                                              |
|  Right Arm does not have a Character Imprisoned:                             |
|                                                                              |
|   Right Arm's HP = 100%: 1/16 Chance Use Arm Grab on Rnd Target without      |
|                                Imprisoned                                    |
|                          15/32 Chance use <Arm Punch> on Rnd Target          |
|                          15/32 Chance skip a turn                            |
|                                                                              |
|                                                                              |
|   Right Arm's HP  > 75%: 1/128 Chance Use Arm Grab on Rnd Target without     |
|                                 Imprisoned                                   |
|                         127/256 Chance use <Arm Punch> on Rnd Target         |
|                         127/256 Chance skip a turn                           |
|                                                                              |
|                                                                              |
|   Right Arm's HP <= 75%: 1/32 Chance Use Arm Grab on Rnd Target without      |
|                                Imprisoned                                    |
|                          31/64 Chance use <Arm Punch> on Rnd Target          |
|                          31/64 Chance skip a turn                            |
|                                                                              |
|                                                                              |
|   Right Arm's HP <= 50%: 1/8 Chance Use Arm Grab on Rnd Target without       |
|                                Imprisoned                                    |
|                          7/16 Chance use <Arm Punch> on Rnd Target           |
|                          7/16 Chance skip a turn                             |
|                                                                              |
|                                                                              |
|   Right Arm's HP <= 25%: 1/2 Chance Use Arm Grab on Rnd Target without       |
|                                Imprisoned                                    |
|                           1/4 Chance use <Arm Punch> on Rnd Target           |
|                           1/4 Chance skip a turn                             |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Right Arm has an Imprisoned Character:                                     |
|                                                                              |
|    Use <Damage Attack> on Imprisoned Character in Right Arm                  |
|                                                                              |
|   Right Arm does not have an Imprisoned Character: Do nothing                |
|                                                                              |
|                                                                              |
|   Left Arm has an Imprisoned Character:                                      |
|                                                                              |
|    Use <Damage Attack> on Imprisoned Character in Left Arm                   |
|                                                                              |
|   Left Arm does not have an Imprisoned Character: Do nothing                 |
|                                                                              |
```

DEATH:
Right Arm has an Imprisoned Character:
Use <Free Right Character> on Self, free Imprisoned Character
Use <Vanish> on Self, remove Self from Battle

Notes On Right Arm: (Carry Armor)	POWER req for Overflow:
The Right Arm along with the Left Arm should be dealt with as a priority before turning your attention to Carry Armor; with the Arms dead, the Battle becomes much easier. See the notes on Carry Armor above for details on how to setup for the fight. The Battle will end when Carry Armor is defeated; however, you should try to kill both Arms for extra Battle Spoils Two versions of Arm Grab and Arm Punch exist; one used when the Left Arm does not have a character Imprisoned, and one used when it does. While the Attack <Damage Attack> ignores any Status defences in place, it will *not* overlook the use of MBarrier, if MBarrier is active. Right Arm is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Right Arm is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.	Base Damage Overflow: 226 Rnd Var Overflow 3x: 151

.------------. NOTE - This is the Left Arm that is part of Carry Armor
/ {Left Arm} \ !! MINI-BOSS !!

https://photos.app.goo.gl/c5xA8ePhbzwTjA8BA | ID: 104

Level: 45	Strength: 80	Drop: /	
HP: 10,000	Defence: 200	Steal: /	
MP: 100	Magic: 55	Morph: /	
	MDefence: 300		
EXP: 1500	Dexterity: 80		
AP: 90	Luck: 0		
GIL: 0	Evade: 1		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [-]	
Poison [Nullify]	Silence [-]		
Gravity [Nullify]	Slow [-]	Sadness [-]	
Water [-]	Stop [-]	Fury [-]	
Wind [-]	Frog [-]	Haste [-]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	LOOKALIKES:
Junon Reactor Red Submarine Dock	Right Arm

Left Arm's ATTACKS: (Carry Armor)	No Manipulate Attacks!

```
|                                                                          |
|  Attack 1: <Arm Punch>          Target: One Opponent                     |
|  [2EA]       Physical          Element: Hit                              |
|  [2EB]                            Att%: 100                              |
|                                  Power: 24                               |
|                           Base Damage: 624 HP                            |
|                                                                          |
|  Attack 2: <Damage Attack>      Target: One Opponent      Ignore Status  |
|  [2F8]       Magical           Element: None               Defence      |
|                                   Att%: 255                              |
|                                  Power: 15                               |
|                           Base Damage: 562 HP                            |
|                                                                          |
|  Attack 3:  Arm Grab            Target: One Opponent      Status Inflict: |
|  [2EC]       Physical 0 Dam       Att%: Auto Hit         Imprisoned (100%) |
|  [2ED]                                                                   |
|                                                                          |
|  Attack 4: <Free Right Character>  Target: One Opponent   Never Used     |
|  [2F6]       Physical 0 Dam          Att%: Auto Hit                      |
|                                                                          |
|                                                                          |
|  Attack 5: <Free Left Character>   Target: One Opponent   Frees Left     |
|  [2F7]       Physical 0 Dam          Att%: Auto Hit        Character     |
|                                                                          |
|  Attack 6: <Vanish>             Target: Self              Death Animation |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Left Arm's BATTLE PLAN: (Carry Armor) (Repeats)                        |
|                                                                          |
|  SETUP: Disable default Death Handling                                   |
|                                                                          |
|                                                                          |
|  Left Arm has a Character Imprisoned: Do nothing                         |
|                                                                          |
|                                                                          |
|  Left Arm does not have a Character Imprisoned:                          |
|                                                                          |
|   Left Arm's HP = 100%: 1/16 Chance Use Arm Grab on Rnd Target without   |
|                                Imprisoned                                |
|                         15/32 Chance use <Arm Punch> on Rnd Target       |
|                         15/32 Chance skip a turn                         |
|                                                                          |
|                                                                          |
|   Left Arm's HP  > 75%: 1/128 Chance Use Arm Grab on Rnd Target without  |
|                                 Imprisoned                               |
|                        127/256 Chance use <Arm Punch> on Rnd Target      |
|                        127/256 Chance skip a turn                        |
|                                                                          |
|                                                                          |
|   Left Arm's HP <= 75%: 1/32 Chance Use Arm Grab on Rnd Target without   |
|                                Imprisoned                                |
|                         31/64 Chance use <Arm Punch> on Rnd Target       |
|                         31/64 Chance skip a turn                         |
|                                                                          |
|                                                                          |
|   Left Arm's HP <= 50%: 1/8 Chance Use Arm Grab on Rnd Target without    |
|                               Imprisoned                                 |
|                         7/16 Chance use <Arm Punch> on Rnd Target        |
|                         7/16 Chance skip a turn                          |
|                                                                          |
```

```
|                                                                                |
|   Left Arm's HP <= 25%: 1/2 Chance Use Arm Grab on Rnd Target without          |
|                                Imprisoned                                      |
|                           1/4 Chance use <Arm Punch> on Rnd Target             |
|                           1/4 Chance skip a turn                               |
|                                                                                |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Left Arm has an Imprisoned Character:                                        |
|                                                                                |
|    Use <Damage Attack> on Imprisoned Character in Left Arm                     |
|                                                                                |
|   Left Arm does not have an Imprisoned Character: Do nothing                   |
|                                                                                |
|                                                                                |
|   Right Arm has an Imprisoned Character:                                       |
|                                                                                |
|    Use <Damage Attack> on Imprisoned Character in Right Arm                    |
|                                                                                |
|   Right Arm does not have an Imprisoned Character: Do nothing                  |
|                                                                                |
|                                                                                |
|  DEATH:                                                                        |
|                                                                                |
|   Left Arm has an Imprisoned Character:                                        |
|                                                                                |
|    Use <Free Right Character> on Self, free Imprisoned Character               |
|                                                                                |
|   Use <Vanish> on Self, remove Self from Battle                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Left Arm: (Carry Armor)           |   POWER req for Overflow:       |
|                                              |                                 |
| The Left Arm along with the Right Arm should |  Base Damage Overflow: 226      |
|  be dealt with as a priority before turning  |  Rnd Var Overflow  3x: 151      |
|  your attention to Carry Armor; with the     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Arms dead, the Battle becomes much easier.                                    |
|  See the notes on Carry Armor above for details on how to setup for the        |
|  fight.                                                                        |
| The Battle will end when Carry Armor is defeated; however, you should try      |
|  to kill both Arms for extra Battle Spoils                                     |
| Two versions of Arm Grab and Arm Punch exist; one used when the Right Arm      |
|  does not have a character Imprisoned, and one used when it does.              |
| While the Attack <Damage Attack> ignores any Status defences in place, it      |
|  will *not* overlook the use of MBarrier, if MBarrier is active.               |
| Left Arm is immune to Seizure, which isn't necessary seeing as there is no     |
|  way for the Player to inflict an enemy with Seizure. Right Arm is one of      |
|  86 enemies that are immune to Seizure. It is also immune to Peerless,         |
|  along with 104 other enemies.                                                 |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .-----------.
 /  {Captain}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ucot36sBAaj9G4jB8                    | ID:  FA |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     34  ||   Strength:  84  ||    Drop: S-mine        [8] 14.06%   |
|  HP:      2000  ||    Defence:  66  ||   Steal: Shinra Alpha  [8] 10.94%   |
|  MP:        90  ||      Magic:  35  ||   Morph: /                          |
```

```
|                 ||   MDefence:  80  ||                                      |
|  EXP:      850  ||  Dexterity:  63  ||                                      |
|   AP:       84  ||       Luck:   0  ||                                      |
|  GIL:     1050  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                  |   LOOKALIKES:       |
|                                                         |                     |
| Blue Submarine Cockpit                                  |  MP                 |
| Red Submarine Cockpit                                   |  Grenade Combatant  |
|                                                         |  Marine             |
|                                                         |  Attack Squad       |
|                                                         |  Submarine Crew     |
|                                                         |  Underwater MP      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Machine Gun       |
|   Captain's ATTACKS:                  |  Manip Attack 2: Hand Grenade      |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Machine Gun>        Target: One Opponent      Berserk Attack   |
|  [110]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 351 HP                             |
|                                                                             |
|  Attack 2:  Hand Grenade        Target: One Opponent      Never Used       |
|  [17C]       Physical          Element: Shoot                              |
|                                   Att%: 70                                 |
|                                  Power: 35                                 |
|                            Base Damage: 767 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Captain's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
|  OPENING ATTACK:                                                            |
|                                                                             |
|   Formation ID is NOT [#786]: Do nothing                                    |
|                                                                             |
|   Formation ID is [#786]: (Submarine Cockpit Battle)                        |
|    Display String: [“Captain “Let me show you how it's done.”]              |
|                                                                             |
|                                                                             |
|  PHASE 1: (Repeats)                                                         |
|                                                                             |
|   Submarine Crew's HP  > 75%:                                               |
|                                                                             |
|    1ST ATTACK: Use <Machine Gun> on Target with Highest Current HP          |
|    2ND ATTACK: Use <Machine Gun> on Target with Highest Current HP          |
|    3RD ATTACK: Use <Machine Gun> on Target with Highest Current HP          |
|                                                                             |
|    4TH ATTACK: Use <Machine Gun> on Rnd Target                              |
```

```
|     Follow-Up: Use <Machine Gun> on Rnd Target                           |
|                                                                          |
|                                                                          |
|  PHASE 2: (Repeats)                                                      |
|                                                                          |
|   Submarine Crew's HP <= 75%:                                            |
|                                                                          |
|    Use <Machine Gun> on 2nd Target; If 2nd Target has Death, do nothing  |
|    Use <Machine Gun> on 1st Target; If 1st Target has Death, do nothing  |
|    Use <Machine Gun> on 3rd Target; If 3rd Target has Death, do nothing  |
|                                                                          |
|                                                                          |
|  DEATH: Formation ID is NOT [#786]: Do nothing                           |
|                                                                          |
|         Formation ID is [#786]: (Submarine Cockpit Battle)               |
|                                                                          |
|          Display String: ["Captain "Ugh… they got me."]                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Captain:                          |   POWER req for Overflow:  |
|                                              |                            |
| The Captain can only be fought in the        |  Base Damage Overflow: 159 |
|  Cockpit of the Submarine, which makes it a  |  Rnd Var Overflow  3x: 106 |
|  unique enemy. It is the strongest of the    o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  enemies that share the same model design,                               |
|  but should still not be considered a threat. A few Physical blows should |
|  be enough to kill him; your Deathblow chance will be roughly 67%.       |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,  |
|  central, and left-most characters, respectively.                        |
| The Shinra Alpha is a six slotted piece of Armour with moderate defence, |
|  and is permanently missable, so you should try to obtain one from the   |
|  Captain if you did not get one from the Underwater MP. A Lv 47 Cloud    |
|  would have a 14.06% chance of stealing from them. You will get another  |
|  chance to steal the Shinra Alpha from the SOLDIER:1st towards the end of |
|  Disc 2.                                                                 |
| The optional forced encounter with the Captain on the Submarine's Cockpit |
|  can be fought from both the Blue and Red Submarine (Formation ID #786). |
|  These NPCs are the same Shinra troops that you performed with during    |
|  Rufus' send-off on Disc 1. If you opt to kill them in the Grey Submarine |
|  then fail the mission, you will be still able to kill the same enemies on |
|  the red Submarine, which seems to be an oversight.                      |
\                                                                          /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||               {Sunken Gelnika}              ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - Now that you have the Submarine, you have access to the Super Boss;
        Emerald Weapon. Visit the "Super WEAPON Bosses" section for more
        details on Emerald.

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                              Training Rating: ||
||                                                                          ||
||  Sunken Gelnika Turks Hallway                           *****  BEST      ||
||  Sunken Gelnika Small Flooded Room                      ****             ||
```

```
||  Sunken Gelnika Large Cargo Room                          ****            ||
\|                                                                            |/
 \                                                                            /
  |      Enemies:                    Enemy Skills:                           |
  |                                                                          |
  |      Turks:Reno III  (Opt Boss)                                          |
  |      Turks:Rude II   (Opt Boss)                                          |
  |      Poodler                                                             |
  |      Bad Rap                                                             |
  |      Unknown                                                             |
  |      Unknown 2                                                           |
  |  L4  Unknown 3                                                           |
  |  L4  Serpent                     Aqualung                                |
  \                                                                          /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
```

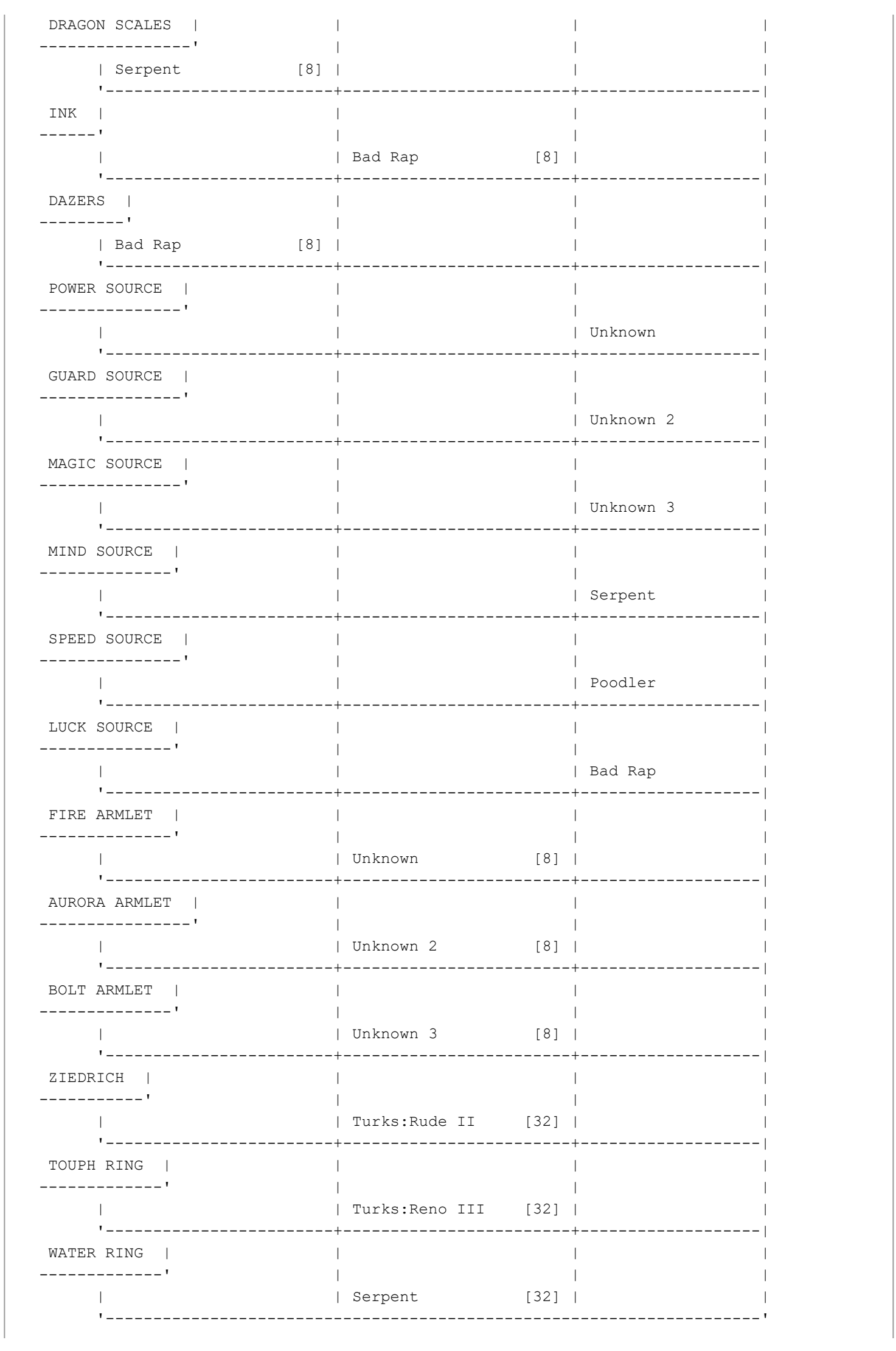
```
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
```

```
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             ELEMENTS TO USE:                               ]
[                                                                            ]
[         Wind - Serpent           - Double                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                              ]
[                                                                            ]
[         Fire - Unknown           - Absorb                                  ]
[    Lightning - Unknown 3         - Absorb                                  ]
[       Poison - Bad Rap           - Absorb                                  ]
[       Poison - Unknown 2         - Absorb                                  ]
[        Water - Serpent           - Absorb                                  ]
[                                                                            ]
[        Earth - Serpent           - Nullify                                 ]
[      Gravity - Turks:Reno III    - Nullify  (Opt Boss)                     ]
[      Gravity - Turks:Rude II     - Nullify  (Opt Boss)                     ]
[      Gravity - Serpent           - Nullify                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                          ]
[                                                                            ]
[         Fire - Poodler           - Fire                                    ]
[         Fire - Turks:Rude II     - Fire2                                   ]
[          Ice - Turks:Rude II     - Ice2                                    ]
[          Ice - Serpent           - Viper Breath                            ]
[    Lightning - Turks:Reno III    - Electroprod 2                           ]
[    Lightning - Turks:Rude II     - Bolt2                                   ]
[    Lightning - Unknown 3         - Bolt2                                   ]
[       Poison - Bad Rap           - Evil Poison                             ]
[       Poison - Unknown 3         - Poison Fang                             ]
[        Water - Serpent           - Huge Tidal Wave                         ]
[        Water - Serpent           - Viper Breath                            ]
[        Water - Serpent           - Aqualung                                ]
[  Restorative - Turks:Rude2       - Cure2                                   ]
[                                                                            ]
[          Hit - Poodler           - Bodyblow                                ]
[          Hit - Bad Rap           - Whip                                    ]
[          Hit - Bad Rap           - Big Fang                                ]
[          Hit - Turks:Reno III    - Short Staff                             ]
[          Hit - Turks:Reno III    - Neo Turk Light (0 Damage)               ]
```

```
[          Hit - Turks:Rude II     - Shoulder Attack                        ]
[          Hit - Unknown           - Bite                                   ]
[          Hit - Unknown           - Tongue                                 ]
[          Hit - Unknown 2         - Tentacle                               ]
[          Hit - Unknown 2         - ? Needle (0 Damage)                    ]
[          Hit - Unknown 2         - Abnormal Breath (0 Damage)             ]
[          Hit - Unknown 3         - Slap                                   ]
[          Hit - Unknown 3         - Creepy Touch (0 Damage)                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[       Poison - Unknown 3         - Poison Fang      (99%  Inflict)        ]
[    Confusion - Turks:Reno III    - Neo Turk Light   (100% Inflict)        ]
[    Confusion - Unknown 2         - Abnormal Breath  (100% Inflict)        ]
[    Paralyzed - Unknown 2         - ? Needle         (100% Inflict)        ]
[     Darkness - Bad Rap           - Evil Poison      (100% Inflict)        ]
[      Sadness - Unknown 3         - Creepy Touch     (100% Inflict)        ]
[         Fury - Unknown 3         - Slap             (100% Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Sleep, Slow                                                            ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP	STEAL	MORPH
X-POTION — Poodler [8]		
TURBO ETHER	Poodler [32]	
ELIXIR — Turks:Rude II [63]		
STARDUST — Serpent [2]		
LIGHT CURTAIN — Unknown [2]		
LUNAR CURTAIN — Unknown 2 [2]		
HOLY TORCH — Unknown 3 [2]		


DRAGON SCALES
Serpent [8]
INK
Bad Rap [8]
DAZERS
Bad Rap [8]
POWER SOURCE
Unknown
GUARD SOURCE
Unknown 2
MAGIC SOURCE
Unknown 3
MIND SOURCE
Serpent
SPEED SOURCE
Poodler
LUCK SOURCE
Bad Rap
FIRE ARMLET
Unknown [8]
AURORA ARMLET
Unknown 2 [8]
BOLT ARMLET
Unknown 3 [8]
ZIEDRICH
Turks:Rude II [32]
TOUPH RING
Turks:Reno III [32]
WATER RING
Serpent [32]

```
                        oo~~~~~~~~~~~~~~~~~~~~oo
                        ||  ENEMY ENCOUNTERS  ||
                        oo~~~~~~~~~~~~~~~~~~~~oo


 SCREEN GROUPING 1: *****  BEST                          Area Enc Rate:

  Sunken Gelnika Turks Hallway                          48   High

   Average:   EXP: 2993.4     AP: 204.3     GIL: 7294.9      Enemy QTY: 2.92

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 1800    1st Row: 1x Poodler                |
|                        AP  - 140     2nd Row: 1x Poodler                |
|                        GIL - 5000                                #796    |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 3100    1st Row: 2x Poodler                |
|                        AP  - 210     2nd Row: 2x Bad Rap                |
|                        GIL - 7500                                #797    |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 4400    1st Row: 2x Bad Rap                |
|                        AP  - 280     2nd Row: 2x Bad Rap                |
|                        GIL - 10,000                              #798    |
|                                                                         |
|  [12.5%]  Pinc Attack  EXP - 3100    1st Grp: 1x Poodler                |
|                        AP  - 210     2nd Grp: 2x Bad Rap                |
|                        GIL - 7500                                #799    |
|                                                                         |
|         Forced Attack  EXP - 10,500  1st Row: 1x Turks:Reno, 1x Turks:Rude |
|       Can't Escape     AP  - 660                                        |
|        Pre-Emp OFF     GIL - 9000                                #807    |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2: ****                                Area Enc Rate:

  Sunken Gelnika Small Flooded Room                     40   Very High

   Average:   EXP: 2019.5     AP: 202.0     GIL: 6982.4      Enemy QTY: 1.0

.-------------------------------------------------------------------------.
|  [32.8%]  Nrml Bat #1  EXP - 1500    1st Row: 1x Unknown                |
|        Pre-Emp OFF     AP  - 150                                        |
|            Run = 3     GIL - 5000                                #800    |
|                                                                         |
|  [30.1%]  Nrml Bat #2  EXP - 2000    1st Row: 1x Unknown 3              |
|        Pre-Emp OFF     AP  - 200                                        |
|            Run = 3     GIL - 7500                                #801    |
|                                                                         |
|  [24.6%]  Nrml Bat #3  EXP - 3000    1st Row: 1x Unknown 2              |
|        Pre-Emp OFF     AP  - 300                                        |
|            Run = 3     GIL - 10,000                              #802    |
|                                                                         |
|  [12.5%]  Back Attack  EXP - 1500    1st Row: 1x Unknown                |
|            Run = 4     AP  - 150                                        |
|                        GIL - 5000                                #803    |
'-------------------------------------------------------------------------'
```

SCREEN GROUPING 3: **** Area Enc Rate:

Sunken Gelnika Large Cargo Room 48 High

Average: EXP: 1917.2 AP: 172.0 GIL: 5976.6 Enemy QTY: 1.0

[28.1%] Nrml Bat #1	EXP - 1400	1st Row: 1x Serpent	
Pre-Emp OFF	AP - 70		
Run = 3	GIL - 2500		#804
[26.6%] Nrml Bat #2	EXP - 1500	1st Row: 1x Unknown	
Pre-Emp OFF	AP - 150		
Run = 3	GIL - 5000		#800
[23.4%] Nrml Bat #3	EXP - 2000	1st Row: 1x Unknown 3	
Pre-Emp OFF	AP - 200		
Run = 3	GIL - 7500		#801
[21.9%] Nrml Bat #4	EXP - 3000	1st Row: 1x Unknown 2	
Pre-Emp OFF	AP - 300		
Run = 3	GIL - 10,000		#802

ENEMIES

{Turks:Reno} III

NOTE - This is the 3rd Battle with Reno in the Gelnika
!! OPTIONAL BOSS !!

https://photos.app.goo.gl/ptDNuouCxMbzgMRy8 | ID: 112

Level: 42	Strength: 100	Drop: /
HP: 15,000	Defence: 100	Steal: Touph Ring [32] 40.63%
MP: 230	Magic: 85	Morph: /
	MDefence: 96	
EXP: 5000	Dexterity: 85	
AP: 300	Luck: 20	
GIL: 4000	Evade: 12	

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sunken Gelnika Turks Hallway		Turks:Reno I
		Turks:Reno II
		Turks:Reno IV

No Manipulate Attacks!

Turks:Reno III's ATTACKS:

Attack 1: <Short Staff> [15C] Physical
Target: One Opponent
Element: Hit
Att%: 110
Power: 20
Base Damage: 780 HP

Attack 2: Neo Turk Light [371] Magical 0 Dam
Target: One Opponent
Element: Hit
Att%: 90
Status Inflict: Confusion (100%)

Attack 3: Electroprod 2 [373] Physical
Target: One Opponent
Element: Lightning
Att%: 90
Power: 68
Base Damage: 2652 HP

Attack 4: <(Report)> [164] Physical 0 Dam
Target: Self
Att%: Auto Hit
Death Animation

Turks:Reno III's BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling

1/2 Chance: Use <Short Staff> on Rnd Target
1/2 Chance: Use Neo Turk Light on Rnd Target

COUNTER: [Bolt, Bolt2, Bolt3, Ice Crystal, Bolt Plume, Swift Bolt]

Use Electroprod 2 on Last Mag Attacker for next turn

DEATH: Cure Self of Sleep, Poison, Silence, Haste, Slow, Regen, D. Sentence, Berserk & Manipulate
Display String: [Reno “These guys are pretty tough.”]
Use <(Report)> on Self, remove Self from Battle

Notes On Turks:Reno III: (Gelnika)

An oversight exists in Turks:Reno III's AI Script. The Counter Script should only do a check for the three Attack IDs pertaining to Bolt, Bolt2 and Bolt3; however, the check does *not* check the Command ID (as it does with the Chocobos). This is why the Ice Crystal, Bolt Plume & Swift Bolt will also trigger the Counter script, as those Items all share the respective IDs as the Bolt Attacks.

Turks:Reno III is an optional battle fought on the Sunken Gelnika, and becomes available once the Player has obtained the Submarine. If you progress past the point-of-no return on Disc 2 (after parachuting into Midgar), then you can no longer encounter the Turks on the Gelnika, unless you exploit one of two glitches.

The variable that prevents the Turks from appearing on the Gelnika is toggled just after the Turks Battle in the Winding Tunnels in Sector 8. This includes opting to skip the battle via the use of dialogue choices. If, however, you were to skip the encounter entirely by hugging the inner support column, you would prevent the var from being toggled and the

POWER req for Overflow:

Base Damage Overflow: 172
Rnd Var Overflow 3x: 115

| Turks would then appear on the Gelnika on Disc 3, provided they had not already been defeated. The same thing will occur if you perform the 'Midgar Skip Glitch'.

Of the two Turks, Reno should have been the less difficult opponent; however, due to a bug in Rude's AI Script, Reno is the main target you want to focus on. Unlike the other Turks Battles, one will *not* flee the battle once the other has been killed, so you do not need to worry about trying to kill them simultaneously to reap the full Battle Spoils.

You should try to steal the Touph Ring from Turks:Reno III; an Accessory that boosts Vitality and Spirit by 50, which can be hugely helpful at times. A Lv 48 Cloud would have a 46.88% chance of stealing from him. If you miss the opportunity to steal from Reno on the Gelnika, then you will have another chance to obtain the Item during the Midgar encounter in the Winding Tunnels; if you miss that opportunity, then the Item will be lost forever. Be sure to also steal the Ziedrich from Rude.

Be sure to equip Ribbons or the Peace Ring to defend against Confusion. If you are low-levelled, then you could also put Lightning defence in place to defend against Electroprod 2.

Turks:Reno III is not a difficult opponent. Use Added Effect+Time to try to inflict him with Slow/Stop, and if necessary, use Dazers to inflict him with Paralyzed. Open with Big Guard, then use whatever means you see fit to kill him. Feel free to drain Reno's MP if yours starts to deplete; he has no need for it.

Unlike some of the other encounters with Turks:Reno, the Formation Setup correctly makes use of the "Pre-Emp OFF" Flag, which prevents the Player from initiating a Pre-Emptive Strike. The same cannot be said for the encounter in Gongaga or Midgar Sector 8 (the encounter in Sector 7 at the beginning of the game appears on a screen without random encounters, so the pre-emptive chance will be off by default).

Turks:Reno III is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Turks:Reno III is one of 86 enemies that are immune to Seizure. He is also immune to Peerless, along with 104 other enemies.

NOTE - This is the 2nd Battle with Rude in the Gelnika
!! OPTIONAL BOSS !!

{Turks:Rude} II

https://photos.app.goo.gl/KTVPE31t1nRVNwSN6 | ID: 113

Level:	49	Strength:	110	Drop: Elixir [63]	100%
HP:	20,000	Defence:	120	Steal: Ziedrich [32]	40.63%
MP:	280	Magic:	75	Morph: /	
		MDefence:	160		
EXP:	5500	Dexterity:	79		
AP:	360	Luck:	5		
GIL:	5000	Evade:	0		

Fire	[-]	Death	[-]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[-]		
Gravity	[Nullify]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sunken Gelnika Turks Hallway		Turks:Rude I Turks:Rude III Turks:Rude IV

No Manipulate Attacks!

Turks:Rude II's ATTACKS:

Attack 1: <Shoulder Attack> [374] Physical	Target: One Opponent Element: Hit Att%: 90 Power: 48 Base Damage: 2346 HP		
Attack 2: Bolt2 [022] Magical	Target: One Opponent Element: Lightning Att%: 100 Power: 20 MP Cost: 22 MP Base Damage: 930 HP	Reflectable	
Attack 3: Fire2 [01C] Magical	Target: One Opponent Element: Fire Att%: 100 Power: 20 MP Cost: 22 MP Base Damage: 930 HP	Reflectable	
Attack 4: Ice2 [01F] Magical	Target: One Opponent Element: Ice Att%: 100 Power: 20 MP Cost: 22 MP Base Damage: 930 HP	Reflectable	
Attack 5: Cure2 [001] Magical Spcl Formula	Target: All Allies Element: Restorative Att%: 255 Power: 35 MP Cost: 24 MP Base Damage: 1514 HP	Reflectable Split Damage	
Attack 6: Grand Spark [1CD] Magical	Target: One Opponent Element: Hit Att%: 100 Power: 24 Base Damage: 1116 HP	Never Used	
Attack 7: <(Report)> [164] Physical 0 Dam	Target: Self Att%: Auto Hit	Death Animation	
Attack 8: <[No Name]> [11F] Physical 0 Dam	Target: Self Att%: Auto Hit	Never Used	

Turks:Rude II's BATTLE PLAN:

PHASE 1: (Repeats)

```
|   Ice2, Bolt2, Fire2 or Cure2 has NOT been used:                          |
|                                                                           |
|    1ST ATTACK: 1/5 Chance use Ice2 on Rnd Target; If selected Target is   |
|                     Tifa, skip a turn                                     |
|                                                                           |
|                1/5 Chance use Bolt2 on Rnd Target; If selected Target is  |
|                     Tifa, skip a turn                                     |
|                                                                           |
|                1/5 Chance use Fire2 on Rnd Target; If selected Target is  |
|                     Tifa, skip a turn                                     |
|                                                                           |
|                2/5 Chance: Use <Should Attack> on Rnd Target ; If Target  |
|                     selected is Tifa:                                     |
|                    1/3 Chance: Skip a turn, Display String: [Rude "……"]|
|                    2/3 Chance: Use <Shoulder Attack> on Tifa              |
|                                                                           |
|                                                                           |
|    2ND ATTACK: Same as 1st Attack                                         |
|                                                                           |
|    3RD ATTACK:                                                            |
|                                                                           |
|     Turks:Reno II's HP >= 50%: Use 1st Attack                             |
|                                                                           |
|     Turks:Reno II's HP  < 50%: Use Cure2 on All Allies; If Turks:Reno's   |
|                                MP < 24, use 1st Attack                    |
|                                                                           |
|       After 3rd Attack: Jump to 3rd Attack for next turn if 1st Attack was |
|                         used, otherwise, move onto Phase 2                |
|                                                                           |
|                                                                           |
|  PHASE 2: (Repeats)                                                       |
|                                                                           |
|   Ice2, Bolt2, Fire2 or Cure2 has been used: Do nothing                   |
|                                                                           |
|                                                                           |
|  DEATH: Cure Self of Sleep, Poison, Silence, Haste, Slow, Regen,          |
|          D. Sentence, Berserk & Manipulate                                |
|         Display String: [Rude "……"]                                       |
|         Use <(Report)> on Self, remove Self from Battle                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Rude II: (Gelnika)          |   POWER req for Overflow:  |
|                                              |                            |
| A flaw exists with Turks:Rude II's AI        |  Base Damage Overflow: 180 |
|  Script. Once he has used one of his Magical |  Rnd Var Overflow  3x: 120 |
|  abilities, he should have continued to use  o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  nothing but <Shoulder Attack> thereafter.                                |
|  An oversight has occurred when copy and pasting the script from the      |
|  Gongaga version of Rude, and he will no longer attack the Party once any |
|  attack other than <Shoulder Attack> is selected.                         |
| Turks:Rude II is an optional battle fought on the Sunken Gelnika, and     |
|  becomes available once the Player has obtained the Submarine. If you     |
|  progress past the point-of-no return on Disc 2 (after parachuting into   |
|  Midgar), then you can no longer encounter the Turks on the Gelnika,      |
|  unless you exploit one of two glitches.                                  |
| The variable that prevents the Turks from appearing on the Gelnika is     |
|  toggled just after the Turks Battle in the Winding Tunnels in Sector 8.  |
|  This includes opting to skip the battle via the use of dialogue choices. |
|  If, however, you were to skip the encounter entirely by hugging the inner |
|  support column, you would prevent the var from being toggled and the     |
|  Turks would then appear on the Gelnika on Disc 3, provided they had not  |
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|  already been defeated. The same thing will occur if you perform the       |
|  'Midgar Skip Glitch'.                                                      |
|                                                                             |
| Of the two Turks, Rude should have been the more difficult opponent;        |
|  however, due to the bug in his AI Script, he poses little threat. Just     |
|  concentrate on Reno. Unlike the other Turks Battles, one will *not* flee   |
|  the battle once the other has been killed, so you do not need to worry     |
|  about trying to kill them simultaneously to reap the full Battle Spoils.   |
| You should try to steal the Ziedrich from Turks:Rude II; a piece of Armour  |
|  that halves the damage taken by ALL Elemental abilities, including Cut,    |
|  Hit, Punch and Shoot. It will *not* halve the damage taken via Shoot,      |
|  Hidden or Restorative abilities. A Lv 48 Cloud would have a 39.06% chance  |
|  of stealing from Rude. You will have two more chances to steal the         |
|  Ziedrich from Rude; should you fail those opportunities, the Ziedrich      |
|  will become lost forever.                                                  |
| If you steal from Turks:Rude II, then you will not obtain the Elixir. If    |
|  you wished, you could instead just steal from Turks:Rude III in Rocket     |
|  Town and/or Turks:Rude IV in Midgar, if you wished to obtain the Elixir    |
|  now. Be sure to steal the Touph Ring from Reno, also.                      |
| Rude's higher Def and Mdef means he will take less damage than Reno,        |
|  although, that shouldn't matter given that he will be unable to attack     |
|  you after using a magical spell. Just use Physical blows to kill him once |
|  Reno has been defeated.                                                    |
| Unlike some of the other encounters with Turks:Rude, the Formation Setup    |
|  correctly makes use of the "Pre-Emp OFF" Flag, which prevents the Player   |
|  from initiating a Pre-Emptive Strike. The same cannot be said for the      |
|  encounter in Gongaga or Midgar Sector 8 (the encounter on the Shinra-Type  |
|  26 in Rocket Town appears on a screen without random encounters, so the    |
|  pre-emptive chance will be off by default).                                |
| Turks:Rude II is immune to Seizure, which isn't necessary seeing as there   |
|  is no way for the Player to inflict an enemy with Seizure. Turks:Rude II   |
|  is one of 86 enemies that are immune to Seizure. He is also immune to      |
|  Peerless, along with 104 other enemies.                                    |
| It appears that Rude may have a crush on Tifa, as he will refrain from      |
|  attacking her as often as the other characters.                            |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Poodler}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/rxVcm5j1NtAHcVie8                  | ID: 10D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     42  ||   Strength:  98  ||    Drop: X-Potion      [8]  14.06%  |
|  HP:      6000  ||    Defence: 110  ||   Steal: Turbo Ether   [32] 40.63%  |
|  MP:       220  ||      Magic:  85  ||   Morph: Speed Source                |
|                 ||   MDefence: 200  ||                                      |
|  EXP:      900  ||  Dexterity:  86  ||                                      |
|   AP:       70  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:     2500  ||      Evade:   2  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [-]     |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
```

Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sunken Gelnika Turks Hallway	75%	Beach Plug Poodler Sample

Poodler's ATTACKS:

Manip Attack 1: Bodyblow

Attack 1: <Bodyblow> — Target: One Opponent
[172] Physical — Element: Hit
Att%: 100
Power: 16
Base Damage: 610 HP

Attack 2: Fire — Target: One Opponent — Reflectable
[01B] Magical — Element: Fire
Att%: 100
Power: 8
MP Cost: 4 MP
Base Damage: 381 HP

Poodler's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/3 Chance start from 1st Attack
1/3 Chance start from 2nd Attack
1/3 Chance start from 3rd Attack

1ST ATTACK: Use <Bodyblow> on 2nd Target; If 2nd Target has Death, skip a turn

2ND ATTACK: Use <Bodyblow> on 1st Target; If 1st Target has Death, skip a turn

3RD ATTACK: Use <Bodyblow> on 3rd Target; If 3rd Target has Death, skip a turn

COUNTER: [All Physical and Magical Attacks]

Poodler's HP > 25%: Do nothing

Poodler's HP <= 25%: 1/3 Chance use Fire on Last Attacker; If Poodler's MP < 4, do nothing
2/3 Chance do nothing

Notes On Poodler:

The Poodler is one of the weaker enemies on the Sunken Gelnika, although, they do appear in groups of four and can catch to Player off guard if they are not careful. If you find yourself overwhelmed, you could use Bad Breath to inflict each Poodler with Sleep, then just use Magical abilities to finish them off; three casts of Beta or Aqualung should do the trick, even with their high MDef stat. You can use Magic Hammer to replenish your own MP, should you need to.

The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,

POWER req for Overflow:

Base Damage Overflow: 176
Rnd Var Overflow 3x: 117
Rnd Var Overflow 4x: 88
Rnd Var Overflow 6x: 59

```
|  central, and left-most characters, respectively.                          |
| The Poodler is the 'Speed Source' variant; once you have acquired Yuffie's |
|  Conformer in the smaller flooded room, you will be able to use your       |
|  regular Attack Command for full damage. Speed Sources will increase a     |
|  character's Dexterity, which helps not only for increasing your ATB       |
|  gauge's gill-rate, but also used to improve your Hit chances (and by      |
|  contrast, your Deathblow chance).                                         |
| Given that the Poodler appears in groups, you can exploit the Extended W-  |
|  Item glitch to dupe yourself a finite amount of Speed Sources; visit the  |
|  "Top Farming Locations" in the Helpful Lists section for more details on  |
|  how to use the Extended W-Item Glitch.                                    |
| You could also try to steal Turbo Ethers from the Poodler; a Lv 49 Cloud   |
|  would have a 12.5% chance of stealing from them. Just note that you       |
|  cannot obtain the Steal and the Drop; you can, however, obtain the Steal  |
|  and the Morphed Item (but not the Drop and the Morphed Item).             |
| The Poodler and the Bad Rap encounters give very large amounts of gil,     |
|  which makes the 'corridor' screen an optimal location to grind in.        |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Bad Rap}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/KvqWSDaiTK1eqnxX9                  | ID: 10E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     38  ||   Strength:  70  ||    Drop: Dazers       [8] 14.06%    |
|  HP:      9000  ||    Defence:  90  ||   Steal: Ink          [8] 10.94%    |
|  MP:       120  ||      Magic: 100  ||   Morph: Luck Source                |
|                 ||   MDefence:  90  ||                                     |
|  EXP:     1100  ||  Dexterity:  60  ||                                     |
|   AP:       70  ||       Luck:   3  || Back Damage: Normal (2x Damage)     |
|  GIL:     2500  ||      Evade:   2  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sunken Gelnika Turks Hallway                    67% |  Bad Rap Sample     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  Manip Attack 1: Whip                |
|   Bad Rap's ATTACKS:                |  Manip Attack 2: Big Fang            |
|                                     |  Manip Attack 3: Evil Poison         |
|                                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Whip>              Target: One Opponent                          |
|  [180]       Physical         Element: Hit                                  |
|                                  Att%: 110                                 |
|                                 Power: 16                                  |
|                           Base Damage: 319 HP                              |
|                                                                            |
|  Attack 2:  Big Fang           Target: One Opponent                        |
|  [181]       Physical         Element: Hit                                  |
```

```
|                                 Att%: 85                                |
|                                Power: 42                                |
|                           Base Damage: 837 HP                           |
|                                                                         |
|  Attack 3:  Evil Poison         Target: One Opponent      Can't Cover   |
|  [182]       Physical          Element: Poison            Status inflict: |
|                                 Att%: 105                Darkness (100%) |
|                                Power: 12                                |
|                              MP Cost: 4 MP                              |
|                           Base Damage: 239 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bad Rap's BATTLE PLAN: (Repeats)                                      |
|                                                                         |
|                                                                         |
|  1ST ATTACK: Use <Whip> on Rnd Target                                   |
|                                                                         |
|   Follow-Up:                                                            |
|                                                                         |
|    Bad Rap's HP = 100%: 1/16 Chance use <Whip> on Rnd Target            |
|                        15/16 Chance do nothing                          |
|                                                                         |
|    Bad Rap's HP  > 75%: 1/4 Chance use <Whip> on Rnd Target             |
|                         3/4 Chance do nothing                           |
|                                                                         |
|    Bad Rap's HP <= 75%: 1/3 Chance use <Whip> on Rnd Target             |
|                         2/3 Chance do nothing                           |
|                                                                         |
|    Bad Rap's HP <= 50%: 1/2 Chance use <Whip> on Rnd Target             |
|                         1/2 Chance do nothing                           |
|                                                                         |
|                                                                         |
|  2ND ATTACK: Same as 1st Attack                                         |
|                                                                         |
|  3RD ATTACK:                                                            |
|                                                                         |
|   All Targets with Darkness: Use 1st Attack                             |
|                                                                         |
|   At least one Target without Darkness:                                 |
|                                                                         |
|    Bad Rap's HP = 100%: 1/16 Chance use Evil Poison on Rnd Target       |
|                        15/16 Chance use 1st Attack                      |
|                                                                         |
|    Bad Rap's HP  > 75%: 1/4 Chance use Evil Poison on Rnd Target        |
|                         3/4 Chance use 1st Attack                       |
|                                                                         |
|    Bad Rap's HP <= 75%: 1/3 Chance use Evil Poison on Rnd Target        |
|                         2/3 Chance use 1st Attack                       |
|                                                                         |
|    Bad Rap's HP <= 50%: 1/2 Chance use Evil Poison on Rnd Target        |
|                         1/2 Chance use 1st Attack                       |
|                                                                         |
|      After 3rd Attack:                                                  |
|                                                                         |
|       Evil Poison was used: Jump to 3rd Attack for next turn            |
|                                                                         |
|       1st Attack was used:                                              |
|                                                                         |
|        Follow-Up chance failed: Jump to 1st Attack for next turn        |
|        Follow-Up Chance passed: Jump to 4th Attack for next turn        |
|                                                                         |
```

```
|                                                                                |
|  4TH ATTACK: Use Big Fang on Target with Highest Current HP                    |
|                                                                                |
|    After 4th Attack: Jump to 2nd Attack for next turn                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bad Rap:                          |   POWER req for Overflow:       |
|                                              |                                 |
| Compared to some of the other enemies on the |  Base Damage Overflow: 167      |
|  Sunken Gelnika, the Bad Rap are not that    |  Rnd Var Overflow  3x: 112      |
|  strong. Their attacks are fairly weak,      |  Rnd Var Overflow  4x:  84      |
|  although, they can use <Whip> consecutively.|  Rnd Var Overflow  6x:  56      |
| Four uses of Beta or Aqualung should be      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  enough to dispatch the Bad Rap. You could                                     |
|  also use Magic Breath twice to cripple them.                                  |
| The Bad Rap is the 'Luck Source' variant; once you have acquired Yuffie's      |
|  Conformer in the smaller flooded room, you will be able to use your           |
|  regular Attack Command for full damage. Luck Sources will increase your       |
|  Luck Stat, and you cannot farm Luck Sources anywhere else in the game.        |
|  The higher your Luck, the greater your chance of performing a Critical        |
|  Hit, while also increasing your 'Lucky Hit' and 'Lucky Evade' chances.        |
| Given that the Bad Rap appears in groups, you can exploit the Extended W-      |
|  Item glitch to dupe yourself a finite amount of Speed Sources; visit the      |
|  "Top Farming Locations" in the Helpful Lists section for more details on      |
|  how to use the Extended W-Item Glitch.                                        |
| While Inks are a useless Battle Item, they are rare, and the only other        |
|  way to obtain one is from the Torpedo Attack mini-game in the Wonder          |
|  Square. A Lv 49 Cloud would have a 14.06% chance of stealing from the Bad     |
|  Rap; just bear in mind that when an enemy is inflicted with Darkness, it      |
|  will *not* reduce their Att% by 50% as it would for the Player, as            |
|  Darkness only affects attacks that have been used via the 'Attack'            |
|  Command, which the enemy does not use.                                       |
| The Bad Rap and the Poodler encounters give very large amounts of gil,         |
|  which makes the 'corridor' screen an optimal location to grind in.            |
| The Bad Rap is one of a number of enemies that are elevated above the          |
|  ground, but will not take double damage from the Wind Element, nor will       |
|  it nullify Earth.                                                             |
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 /  {Unknown}  \
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|  https://photos.app.goo.gl/MHoySUyTMQBV9KRK8                    | ID: 10F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     50  ||   Strength: 110  ||    Drop: Light Curtain  [2]  4.69%  |
|  HP:    11,000  ||    Defence: 110  ||   Steal: Fire Armlet    [8] 10.94%  |
|  MP:       110  ||      Magic: 110  ||   Morph: Power Source               |
|                 ||   MDefence: 110  ||                                     |
|  EXP:     1500  ||  Dexterity: 110  ||                                     |
|   AP:      150  ||       Luck:  10  ||                                     |
|  GIL:     5000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
```

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|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sunken Gelnika Small Flooded Room                45% |                      |
| Sunken Gelnika Large Cargo Room                  27% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Unknown's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Bite                Target: One Opponent                        |
|  [1B8]       Physical          Element: Hit                                 |
|                                   Att%: 110                                 |
|                                  Power: 16                                  |
|                            Base Damage: 965 HP                              |
|                                                                             |
|  Attack 2:  Tongue              Target: One Opponent                        |
|  [307]       Physical          Element: Hit                                 |
|  [308]                            Att%: 90                                  |
|                                  Power: 48                                  |
|                            Base Damage: 2895 HP                             |
|                                                                             |
|  Attack 3:  Blaster             Target: One Opponent                        |
|  [2B8]       Magical           Element: None                                |
|                                   Att%: 255                                 |
|                                  Power: 28                                  |
|                                MP Cost: 20 MP                               |
|                            Base Damage: 1680 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Unknown's BATTLE PLAN:                                                    |
|                                                                             |
|  OPENING ATTACK: 1/2 Chance start from 1st Attack                           |
|                  1/2 Chance start from 2nd Attack                           |
|                                                                             |
|                                                                             |
|  PHASE 1: (Repeats)                                                         |
|                                                                             |
|   Unknown's HP > 33% OR Unknown's HP <= 33% and Unknown has not taken       |
|    Physical Damage since its HP has dropped below 33%:                      |
|                                                                             |
|     1ST ATTACK: Use Tongue on Rnd Target                                    |
|                                                                             |
|       After 1st Attack: 2/3 Chance jump to 2nd Attack for next turn         |
|                         1/3 Chance jump to 3rd Attack for next turn         |
|                                                                             |
|                                                                             |
|     2ND ATTACK: Use Tongue on Rnd Target                                    |
|                                                                             |
|       After 2nd Attack: Jump to 1st attack for next turn                    |
|                                                                             |
|                                                                             |
|     3RD ATTACK: Use Bite on Rnd Target                                      |
|                                                                             |
|                                                                             |
|  PHASE 2: (Repeats)                                                         |
|                                                                             |
|   Unknown's HP <= 33% AND Unknown has taken Physical Damage since its HP    |
|    has dropped below 33%:                                                   |
|                                                                             |
```

*The Unknown does not use its attacks in sequence, as most other enemies do. Instead, it will only progress to its next attack once Magical damage is taken. The cycle will repeat itself after four Magical hits have been taken.

1ST ATTACK: Use Blaster on Rnd Target

After 1st Attack: Repeat 1st attack for next turn until the next time Magical damage is taken*

2ND ATTACK: Skip a turn

After 2nd Attack: Repeat 2nd attack for next turn until the next time Magical damage is taken*

3RD ATTACK: Use Blaster on Rnd Target

After 3rd Attack: Repeat 3rd attack for next turn until the next time Magical damage is taken*

4TH ATTACK: Use Blaster on Rnd Target

After 4th Attack: Repeat 4th attack for next turn until the next time Magical damage is taken*

Notes On Unknown:

The Unknown is not as fearsome as the other enemies in the Sunken Gelnika, as it will not use any Status inflicting attacks. It does, however, have rather strong attack damage, so put your characters in the Back Row and use Big Guard.
The Unknown's high Dexterity means that it will cycle through its attacks fairly quickly, so try to inflict it with Slow or Stop. The easiest way to deal with the Unknown is to use Bad Breath on it to inflict it with Sleep and Poison, then just use Magical spells. Frog Song also works.
Avoid using Beta and Magic Breath, as it will just absorb the damage.
Open with two casts of Laser or Demi2, then just stick to using Aqualung, Bolt3/Ice3, and Comet2 to deal with its high HP.
Two variants of Tongue exists, one used without the close-up animation (on its 1st Attack), and one with the close-up animation (on its 2nd Attack).
Once the Unknown moves onto its second Phase, it will start using only Hammer Blaster. At this point, if you were to attack it with a Magical spell *once only*, it would then become idle until you attack it with another Magical spell. You can exploit this if you wish, to render the Unknown harmless while you pummel it with Physical blows.
The Unknown is the 'Power Source' variant; once you have acquired Yuffie's Conformer in the smaller flooded room, you will be able to use your regular Attack Command for full damage. Power Sources will increase your Strength, and can be farmed more easily from the Heavy Tank in Gongaga.
The rare Light Curtain can be obtained from the Unknown as a 4.69% drop chance, which casts Barrier around all allies. The only other way to obtain the Light Curtain is from the Garuda as a 10.39% drop, or from the Corvette as a Morph.
You should have no need to steal the Fire Armlet from the Unknown, as you should have already obtained one from Gaea's Cliffs. If you did wish to

POWER req for Overflow:

Base Damage Overflow: 176
Rnd Var Overflow 3x: 117

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|  steal, then a Lv 49 Cloud would have a 10.94% chance of stealing from     |
|  them. The Fire Armlet absorbs all Fire based attacks.                      |
| All of the encounters with the Unknown have a Run Count value of 3 or       |
|  more, which means you'll have a harder time fleeing from them.             |
| The Unknown is one of a number of enemies that are elevated above the       |
|  ground, but will not take double damage from the Wind Element, nor will    |
|  it nullify Earth.                                                          |
| The Unknown cannot be Back-Attacked or Side-Attacked, meaning that one      |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
| The Unknown is immune to Seizure, which isn't necessary seeing as there is |
|  no way for the Player to inflict an enemy with Seizure. The Unknown is     |
|  one of 86 enemies that are immune to Seizure. It is also immune to         |
|  Peerless, along with 104 other enemies.                                    |
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 /  {Unknown 2}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/HNSMUy5k9eiYQozT6                  | ID: 111 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     51  ||   Strength: 130  ||    Drop: Lunar Curtain  [2]  4.69%  |
|  HP:    13,000  ||    Defence: 130  ||   Steal: Aurora Armlet  [8] 10.94%  |
|  MP:       130  ||      Magic: 130  ||   Morph: Guard Source               |
|                 ||   MDefence: 130  ||                                     |
|  EXP:     3000  ||  Dexterity: 130  ||                                     |
|   AP:      300  ||       Luck:  12  ||                                     |
|  GIL:   10,000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [Absorb]       |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sunken Gelnika Small Flooded Room                25% |                     |
| Sunken Gelnika Large Cargo Room                  22% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Unknown 2's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Tentacle           Target: One Opponent                       |
|  [309]       Physical         Element: Hit                               |
|                                  Att%: 90                                 |
|                                 Power: 48                                 |
|                           Base Damage: 3495 HP                            |
|                                                                           |
|  Attack 2:  ? Needle           Target: One Opponent      Status Inflict:  |
|  [30A]       Magical 0 Dam    Element: Hit                Paralyzed (100%)|
|                                  Att%: 90                                 |
|                                                                           |
|  Attack 3:  Abnormal Breath    Target: One Opponent      Status Inflict:  |
|  [30B]       Magical 0 Dam    Element: Hit                Confusion (100%)|
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|                                Att%: 90                                  |
|                             MP Cost: 11 MP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Unknown 2's BATTLE PLAN: (Repeats)                                     |
|                                                                          |
|  OPENING ATTACK: Use Abnormal Breath on Rnd Target                       |
|                                                                          |
|                                                                          |
|  THEREAFTER: Use Tentacle on Rnd Target without Confusion; If all Targets |
|               have Confusion, select Rnd Target                         |
|                                                                          |
|                                                                          |
|  COUNTER: [Physical Attacks Only]                                        |
|                                                                          |
|   Unknown 2's HP  > 50%: Do nothing                                      |
|   Unknown 2's HP <= 50%: Use Abnormal Breath on Last Phys Attacker       |
|   Unknown 2's HP <= 25%: Use ? Needle on Last Phys Attacker              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Unknown 2:                    |   POWER req for Overflow:     |
|                                          |                               |
| The Unknown 2 is a formidable opponent, and  |  Base Damage Overflow: 185  |
|  should be respected as such. Equip Ribbons, |  Rnd Var Overflow  3x: 123  |
|  Safety Bits and Peace Rings to defend       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  against the Statuses it inflicts.                                       |
| Tentacle hits for massive amounts of damage, so be sure to have your     |
|  characters in the Back Row, and have Big Guard up at all times. You could |
|  also inflict your characters with Sadness, if you needed the additional |
|  defence.                                                                |
| Try to inflict the Unknown 2 with Sleep, but do not use Bad Breath! The  |
|  Unknown 2 is *not* immune to the Status, but it will absorb the Element, |
|  which means inflicting it with the Poison Status will periodically heal |
|  it instead of harming it. Try to inflict it with Slow and Stop, also.   |
| Once it has been inflicted with Sleep, you can use Laser or Demi2 twice, |
|  followed up with Magic Breath to kill it.                               |
| The Unknown 2 is the 'Guard Source' variant; once you have acquired      |
|  Yuffie's Conformer in the smaller flooded room, you will be able to use |
|  your regular Attack Command for full damage. Guard Sources will increase |
|  your Vitality, which raises your Physical Defence. They can be farmed  |
|  more easily from the Bagnadrana in Mt. Corel.                           |
| The rare Lunar Curtain can be obtained from the Unknown 2 as a 4.69% drop |
|  chance, which casts MBarrier around all allies. The only other way to   |
|  obtain the Lunar Curtain is from the Foulander as a 14.06% drop.        |
| You should have no need to steal the Aurora Armlet from the Unknown 2, as |
|  you should have already obtained one from the Forgotten Capitol. If you |
|  did wish to steal, then a Lv 49 Cloud would have a 10.94% chance of     |
|  stealing from them. The Aurora Armlet absorbs all Ice based attacks.    |
| All of the encounters with the Unknown 2 have a Run Count value of 3,    |
|  which means you'll have a harder time fleeing from them.                |
| The Unknown 2 cannot be Back-Attacked or Side-Attacked, meaning that one |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.          |
| The Unknown 2 is immune to Seizure, which isn't necessary seeing as there |
|  is no way for the Player to inflict an enemy with Seizure. The Unknown 2 |
|  is one of 86 enemies that are immune to Seizure. It is also immune to   |
|  Peerless, along with 104 other enemies.                                 |
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 /  {Unknown 3}  \
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| https://photos.app.goo.gl/ePyvguuGH5qZjjPb9 | ID: 110 |

Level: 52	Strength: 150	Drop: Holy Torch [2] 4.69%
HP: 15,000	Defence: 150	Steal: Bolt Armlet [8] 10.94%
MP: 150	Magic: 150	Morph: Magic Source
	MDefence: 150	
EXP: 2000	Dexterity: 150	
AP: 200	Luck: 13	
GIL: 7500	Evade: 1	Susceptible to L4 Suicide

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [Absorb]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sunken Gelnika Small Flooded Room	30%	
Sunken Gelnika Large Cargo Room	23%	

Unknown 3's ATTACKS:

No Manipulate Attacks!

Attack 1: Poison Fang [30C]	Physical	Target: One Opponent Element: Poison Att%: 90 Power: 48 Base Damage: 4824 HP	Status Inflict: Poison (99%)
Attack 2: Bolt2 [022]	Magical	Target: One Opponent Element: Lightning Att%: 100 Power: 20 MP Cost: 22 MP Base Damage: 1515 HP	Reflectable
Attack 3: Slap [30D]	Physical	Target: One Opponent Element: Hit Att%: 90 Power: 48 Base Damage: 4824 HP	Status Inflict: Fury (100%)
Attack 4: Creepy Touch [30E]	Magical 0 Dam	Target: One Opponent Element: Hit Att%: 90 MP Cost: 13 MP	Status Inflict: Sadness (100%)

Unknown 3's BATTLE PLAN: (Repeats)

All Targets with Poison: Skip a turn

At least one Target without Poison:

Unknown 3's MP >= 4: 4/7 Chance use Poison Fang on Rnd Target

```
|                        2/7 Chance use Bolt2 on Rnd Target                 |
|                        1/7 Chance use Slap on Rnd Target                  |
|                                                                           |
|   Unknown 3's MP  < 4: 2/3 Chance use Poison Fang on Rnd Target           |
|                        1/6 Chance use Bolt2 on Rnd Target                 |
|                        1/6 Chance use Slap on Rnd Target                  |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Unknown's HP  > 50%: Use Creepy Touch on Last Attacker; If Last Attacker |
|                         has Poison, do nothing                            |
|                                                                           |
|   Unknown's HP <= 50%: Use Creepy Touch on Last Attacker                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Unknown 3:                        |   POWER req for Overflow:    |
|                                              |                              |
| Unknown 3 is found in Battle Square:         |  Base Damage Overflow: 195   |
|  Set - 4  (Special Battles)    Battle - 3    |  Rnd Var Overflow  3x: 130   |
|                                              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| A flaw exists with the Unknown 3's AI                                     |
|  Script. More than one, to be precise. The first being that the chances of |
|  using the varying attacks are wrong; it should have had 2/7 chance of    |
|  using Slap, and a 1/7 chance of using Bolt2 if its MP is greater than 3;  |
|  otherwise, it should have a 2/3 chance of using Poison Fang, and a 1/3    |
|  chance of using Slap when its MP is lower than 4, never to use Bolt2.     |
| The second flaw may be obvious; the MP check performed checks to see if   |
|  the Unknown 3's MP is equal to or greater than the cost of Fire, as       |
|  opposed to Bolt2. If the Unknown 3's MP is greater than 3, but less than  |
|  22, then the "skill power is used up" text string will be displayed each  |
|  time it tries to use Bolt2. Two casts of Magic Hammer will stop if from   |
|  using Bolt2 and Creepy Touch.                                            |
| The Unknown 3 has the highest stats of all the Unknowns; however, it is   |
|  the only enemy in the Gelnika other than the Serpent that is susceptible  |
|  to L4 Suicide, and as such is not too much of a threat. Poison Fang and   |
|  Slap can still deal huge amounts of damage, so be sure to keep your       |
|  characters in the Back Row, and use Big Guard as a precaution.           |
| Given that the Unknown 3's HP exceeds 9999, you will need to use L4       |
|  L4 Suicide on it twice before delivering the final blow. In the Battle    |
|  Square it will have 30,000 HP, so three uses will be necessary. It is     |
|  also susceptible to Gravity-based attacks, so Demi2 and laser work just   |
|  as well to deplete its HP.                                               |
| If all three character become inflicted with Poison, the Unknown 3 will no |
|  longer attack the player, except as a counter attack using Creepy Touch.  |
|  This attack cannot harm the player, other than by inflicting them with    |
|  Sadness, which is not detrimental at all given that it will reduce the    |
|  damage of the Unknown 3's attacks by 30%.                                |
|                                                                           |
| Avoid using Trine and Magic Breath against the Unknown 3, as it will just  |
|  absorb the damage. Stick to using Beta, Comet2 and Deathblow with Added   |
|  Cut. You can use Bad Breath to inflict it with Sleep and Poison, then     |
|  just stick to using Magic.                                               |
| The Unknown 3 is the 'Magic Source' variant; once you have acquired       |
|  Yuffie's Conformer in the smaller flooded room, you will be able to use   |
|  your regular Attack Command for full damage. Magic Sources will increase  |
|  your Magic, which raises your MAttack. They can also be obtained from the |
|  8 eye in the Battle Square, which is the easier way to perform the        |
|  Extended W-Item Trick (see the "Top Farming Locations" in the Helpful     |
|  Lists section for more details).                                         |
| The rare Holy Torch can be obtained from the Unknown 3 as a 4.69% drop    |
```

| chance, which casts DeSpell on all opponents. If you did not Morph the Stilva or Evilhead in Gaea's Cliffs, then you can obtain one now as a drop, or, try to Morph the Stilva/Evilhead in the Batle Square. Unlike the ability "DeSpell", a Holy Torch will *not* cure Death Force and Resist, but *will* cure Small.

You should have no need to steal the Bolt Armlet from the Unknown 3, as you should have already obtained one from Corral Valley. If you did wish to steal, then a Lv 49 Cloud would have a 9.38% chance of stealing from them. The Bolt Armlet absorbs all Lightning based attacks.

All of the encounters with the Unknown 2 have a Run Count value of 3, which means you'll have a harder time fleeing from them.

The Unknown 3 is one of a number of enemies that are elevated above the ground, but will not take double damage from the Wind Element, nor will it nullify Earth.

The Unknown 3 cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Unknown 3 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Unknown 3 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

{Serpent}

https://photos.app.goo.gl/sRuXaEg9QzavCNdC7 | ID: 10C

Level: 40	Strength: 140	Drop 1: Dragon Scales [8]	14.06%
HP: 14,000	Defence: 120	Drop 2: Stardust [2]	4.03%
MP: 290	Magic: 80	Steal: Water Ring [32]	40.63%
	MDefence: 324	Morph: Mind Source	
EXP: 1400	Dexterity: 110		
AP: 70	Luck: 0		
GIL: 2500	Evade: 1	Susceptible to L4 Suicide	

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [VUL]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [Nullify]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [Absorb]	Stop [-]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Sunken Gelnika Large Cargo Room

APPEARANCE RATE: 28%

LOOKALIKES:

No Manipulate Attacks!

Serpent's ATTACKS:

Attack 1: Huge Tidal Wave [293] Physical

Target: Whole Field

Element: Water

Att%: 95

Power: 20

MP Cost: 20 MP

Base Damage: 1268 HP

Split Damage

Attack 2: Viper Breath	Target: One Opponent	
[300] Magical	Element: Ice/Water	
	Att%: 100	
	Power: 20	
	MP Cost: 20 MP	
	Base Damage: 900 HP	
Attack 3: Dragon Dance	Target: One Opponent	Can't Cover
[301] Physical	Element: None	
	Att%: 100	
	Power: 20	
	Base Damage: 1267 HP	
Attack 4: Aqualung	Target: All Opponents	**Enemy Skill**
[055] Magical	Element: Water	Reflectable
	Att%: 100	No Split Damage
	Power: 52	
	MP Cost: 34 MP	
	Base Damage: 2340 HP	

Serpent's BATTLE PLAN:

SETUP: Take the sum of all Players Current HP, divide by the sum of all Players. Only Players without Death are considered. This action repeats itself at the beginning of each turn.

PHASE 1: (Repeats)

Serpent's HP > 80% of Player's average Current HP:

Use Viper Breath on Target with Highest Current HP

PHASE 2: (Repeats)

Serpent's HP <= 80% of Player's average Current HP:

Use Aqualung on All Targets

PHASE 3: (Repeats)

Serpent's HP <= 40% of Player's average Current HP:

1ST ATTACK: Skip a turn
2ND ATTACK: Use Huge Tidal Wave on Whole Field

PHASE 4: (Repeats)

Serpent's HP <= 20% of Player's average Current HP:

1ST ATTACK: Skip a turn
2ND ATTACK: Skip a turn
3RD ATTACK: Use Dragon Dance on Rnd Target

Notes On Serpent:

POWER req for Overflow:

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| Serpent is found in Battle Square:          |  Base Damage Overflow: 180  |
|  Set - 4  (Special Battles)    Battle - 4   |  Rnd Var Overflow  3x: 120  |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Serpent is one of the stronger enemies                                |
|  on the Sunken Gelnika, but like the Unknown 3 it is susceptible to L4    |
|  Suicide, so it can easily be defeated. Unlike the Unknowns, the Serpent  |
|  will nullify Gravity based attacks, so Laser and Demi2 are off the table. |
| Most of the Serpent's attacks are Water-based, so equip the Elemental     |
|  Materia with Leviathan of you need the extra defence. You could also     |
|  equip the Water Ring; although, Ribbons and Peace Rings would be         |
|  preferable against the Unknowns.                                         |
| Avoid using Aqualung against the Serpent; Beta and Magic Breath works     |
|  the best. If you encounter it in the Battle Square take note of the fact |
|  that it will have 28,000 HP. Its ridiculously high MDef stat means that  |
|  you may be better off with Physical attacks if you have lost the ability |
|  to use L4 Suicide.                                                       |
| You can use Magic Hammer three time on the Serpent to stop it from using  |
|  any of its abilities other than Dragon Dance, which, by the way, is a    |
|  subtle reference to the Pokemon Gyarados, as the Serpent's appearance    |
|  resembles the Gyarados (and the Gyarados uses an attack called Dragon    |
|  Dance).                                                                  |
| If you have not yet obtained the Enemy Skill Aqualung, then you can do so |
|  against the Serpent, although, you may have an easier time trying to     |
|  learn it from the Harpy on the Chocobo Tracks of the Gold Saucer.        |
| Huge Tidal Wave is the same attack that the Acrophies uses, and, like the |
|  Acrophies, it will heal the Serpent for 1213 - 1294 HP. Unlike the       |
|  Acrophies, the Serpent does *not* have a multiplied Back Damage modifier. |
|                                                                           |
| The Serpent is the 'Mind Source' variant; once you have acquired Yuffie's |
|  Conformer in the smaller flooded room, you will be able to use your      |
|  regular Attack Command for full damage. Mind Sources will increase you   |
|  your Spirit, which raises your MDefence. At this point, the only other   |
|  obtain Mind Sources is from the Dragon Rider in the Battle Square.       |
| Dragon Scales and Stardusts make for good Battle Items, but can be easily |
|  obtained via alternative means; the Dragon Scales (Water damage on all   |
|  opponents for 3680 HO Base Damage) can be stolen/morphed from the Sea    |
|  Worm, and the Stardust (uses Comet2 on all opponents; 4x hits each with  |
|  1120 HP Base Damage) can be bought from the Battle Square for 8000 BP.   |
| You should have no need to steal the Water Ring from the Serpent, as you  |
|  should have already obtained one from Corral Valley. If you did wish to  |
|  steal, then a Lv 49 Cloud would have a 50% chance of stealing from them, |
|  which can then be sold for 5000 gil a piece. The Water Ring absorbs all  |
|  Water based attacks.                                                     |
| Equip Elemental+Choco/Mog on your weapon to exploit the Serpent's weakness |
|  to Wind (as with all other 'elevated' enemies). Avoid Earth.             |
| All of the encounters with the Serpent have a Run Count value of 3, which |
|  means you'll have a harder time fleeing from them.                       |
| The Serpent cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.           |
| The Serpent is one of 105 enemies that are Immune to Peerless, which isn't |
|  necessary seeing as there is no way for the Player to inflict the enemy  |
|  with Peerless.                                                           |
| The test Enemy êúô5(áñô) originally took the same model as the Serpent in |
|  the JORG release, however, in the later releases the model was changed to |
|  that of the Pyramid. Visit the "Extra Enemies" section for more info on  |
|  êúô5(áñô).                                                               |
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|| {Rocket Mission} / {Forgotten Cap. Revisited} ||
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NOTE - Ultimate Weapon is an optional Super Boss, but is no where near as difficult as Emerald or Ruby Weapon, and you should be able to defeat it when it becomes available; just after Diamond Weapon is defeated.

- When returning to the Forgotten Capitol, you can land the Highwind in the small ravine to avoid having to fight the Corral Valley enemies.

Screens:		Training Rating:
Rocket Town "Shinra Type 26" Rocket Exterior		N/A
Rocket Town Catwalk To Rocket (Top of Ladders)		N/A
Rocket Interior 1st Screen From Exterior		N/A
Midgar Area Field Screen Before Diamond		N/A
Junon Area Crater	(Aerial Battle)	N/A
Mideel Area	(Aerial Battle)	N/A
Nibel Area	(Aerial Battle)	N/A
Corel Area	(Aerial Battle)	N/A
Fort Condor	(Ground Battle)	N/A
Gongaga Area	(Ground Battle)	N/A
Icicle Area	(Ground Battle)	N/A
Midgar Area	(Ground Battle)	N/A
Cosmo Canyon Area	(Final Battle)	N/A

Enemies:		Enemy Skills:
Attack Squad		
Senior Grunt		
Turks:Rude III	(Boss)	
Diamond Weapon	(Boss)	
Ultimate Weapon	(Flying)	
Ultimate Weapon	(Ground)	
Ultimate Weapon	(Cosmo)	Shadow Flare

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Lightning - Diamond Weapon - Double (Super Boss)

ELEMENTS TO AVOID:

NOTE - The ground version of Ultimate does not Nullify Earth or Water.

Earth - Ultimate Weapon - Nullify (Super Boss)

```
[      Gravity - Turks:Rude III    - Nullify  (Boss)                      ]
[      Gravity - Diamond Weapon    - Nullify  (Super Boss)                ]
[      Gravity - Ultimate Weapon   - Nullify  (Super Boss)                ]
[        Water - Ultimate Weapon   - Nullify  (Super Boss)                ]
[                                                                         ]
[         Fire - Diamond Weapon    - Halve    (Super Boss)                ]
[        Water - Senior Grunt      - Halve                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                       ]
[                                                                         ]
[         Fire - Diamond Weapon    - Diamond Fire                         ]
[    Lightning - Turks:Rude III    - Bolt2                                ]
[    Lightning - Ultimate Weapon   - Thunderball                          ]
[        Earth - Ultimate Weapon   - Quake2                               ]
[  Restorative - Turks:Rude III    - Cure2                                ]
[                                                                         ]
[          Hit - Turks:Rude III    - Shoulder Attack                      ]
[          Hit - Turks:Rude III    - Grand Spark                          ]
[        Punch - Senior Grunt      - Handclaw                             ]
[        Punch - Ultimate Weapon   - Claw                                 ]
[        Shoot - Attack Squad      - Machine Gun                          ]
[        Shoot - Senior Grunt      - Harrier Beam                         ]
[        Shout - Senior Grunt      - Water Wave                           ]
[       Hidden - Attack Squad      - Smoke Bullet (0 Damage)              ]
[       Hidden - Ultimate Weapon   - Ultima Beam                          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                        ]
[                                                                         ]
[        Sleep - Attack Squad      - Smoke Bullet   (99%  Inflict)        ]
[      Silence - Diamond Weapon    - Diamond Flash  (100% Inflict)        ]
[     Darkness - Attack Squad      - Smoke Bullet   (99%  Inflict)        ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                             ]
[                                                                         ]
[   Slow                                                                  ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                              oo~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~oo
```

	DROP	STEAL	MORPH
HI-POTION	Turks:Rude III [8]		
S-MINE	Attack Squad [8]		
8-INCH CANNON		Attack Squad [8]	
ULTIMA WEAPON	Ultimate Weapon		

	Final [63]		
RISING SUN			
		Diamond Weapon [32]	
ZIEDRICH			
		Turks:Rude III [8]	
CIRCLET		Ultimate Weapon	
		Flying [32]	
REFLECT RING		Ultimate Weapon	
		Ground [32]	

ENEMY ENCOUNTERS

SCREEN GROUPING 1: — Area Enc Rate:

Rocket Town "Shinra Type 26" Rocket Exterior — OFF

"Battle Victory Music" Flag disabled.
"Hurry" Theme plays throughout battles.

Forced Att #1	EXP - 600	1st Row: 2x Attack Squad	
Can't Escape	AP - 20		
	GIL - 840		#816
Forced Att #2	EXP - 1530	1st Row: 2x Attack Squad	
Can't Escape	AP - 110	2nd Row: 1x Senior Grunt	
	GIL - 1640		#817

SCREEN GROUPING 2: — Area Enc Rate:

Rocket Town Catwalk To Rocket (Top of Ladders) — OFF

"Battle Victory Music" Flag disabled.
"Hurry" Theme plays throughout battles.
<C> Attack Squad [A] and [B] covers Turks:Rude

Forced Attack	EXP - 4000	1st Row: 2x Attack Squad <C>	
Can't Escape	AP - 100	2nd Row: 1x Turks:Rude	
	GIL - 3840		#818

SCREEN GROUPING 3: — Area Enc Rate:

Rocket Interior 1st Screen From Exterior — OFF

"Battle Victory Music" Flag disabled.
"Hurry" Theme plays throughout battles.

Forced Attack	EXP - 930	1st Row: 1x Senior Grunt	
Can't Escape	AP - 90		
	GIL - 800		#819

SCREEN GROUPING 4: Area Enc Rate:

Midgar Area Field Screen Before Diamond OFF

"Battle Victory Music" and "Victory Pose" Flags disabled.

Forced Attack	EXP - 35.000	1st Row: 1x Diamond Weapon	
Can't Escape	AP - 3500		
	GIL - 25,000		#980

SCREEN GROUPING 5: Area Enc Rate:

Junon Area Crater	(Aerial Battle)	OFF
Mideel Area	(Aerial Battle)	OFF
Nibel Area	(Aerial Battle)	OFF
Corel Area	(Aerial Battle)	OFF

You can steal the Circlet from this Ultimate Weapon.

Forced Attack	EXP - /	Flying: Ultimate Weapon	#281
Can't Escape	AP - /		#282
Pre-Emp OFF	GIL - /		#284

SCREEN GROUPING 6: Area Enc Rate:

Fort Condor	(Ground Battle)	OFF
Gongaga Area	(Ground Battle)	OFF
Icicle Area	(Ground Battle)	OFF
Midgar Area	(Ground Battle)	OFF

You can steal the Reflect Ring from this Ultimate Weapon.

Forced Attack	EXP - /	1st Row: 1x Ultimate Weapon		#285
Can't Escape	AP - /			#286
Pre-Emp OFF	GIL - /		#283	#294

SCREEN GROUPING 7: Area Enc Rate:

Cosmo Canyon Area (Final Battle) OFF

You obtain Ultima Weapon from this Ultimate Weapon.

Forced Attack	EXP - 35,000	Flying: 1x Ultimate Weapon	
Can't Escape	AP - 3500		
Pre-Emp OFF	GIL - 25,000		#287

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|| ENEMIES ||
oo~~~~~~~~~~~oo

NOTE - The Attack Squad from "Wutai Area" and Senior Grunt from "Junon Underwater Reactor" can also be fought here; however, I will not be duplicating their entries. You can find those enemy listings further above.

.------------------. NOTE - This is the 3rd Battle with Rude in Rocket Town
/ {Turks:Rude} III \ !! BOSS BATTLE !!
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/ueznExor8ZKaRCxE9 | ID: 119 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
Level: 42		Strength: 60		Drop: Hi-Potion [8] 14.06%
HP: 9000		Defence: 60		Steal: Ziedrich [8] 10.94%
MP: 240		Magic: 30		Morph: /
		MDefence: 160		
EXP: 3400		Dexterity: 78		
AP: 80		Luck: 9		
GIL: 3000		Evade: 5		
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<
Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<
MAPS:	LOOKALIKES:
Rocket Town Catwalk To Rocket (Top of Ladders)	Turks:Rude I
	Turks:Rude II
	Turks:Rude IV
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<
	No Manipulate Attacks!
Turks:Rude III's ATTACKS: o~~~~~~<
Attack 1: <Shoulder Attack> Target: One Opponent
[374] Physical Element: Hit
Att%: 90
Power: 48
Base Damage: 882 HP
Attack 2: Bolt2 Target: One Opponent Reflectable
[022] Magical Element: Lightning
Att%: 100
Power: 20
MP Cost: 22 MP
Base Damage: 540 HP
Attack 3: Cure2 Target: Self Reflectable
[001] Magical Element: Restorative
Spcl Formula Att%: 255

```
|                                Power: 35                                |
|                             MP Cost: 24 MP                              |
|                          Base Damage: 1202 HP                           |
|                                                                         |
|  Attack 4:  MBarrier          Target: Self             Reflectable      |
|  [010]       Magical 0 Dam      Att%: Auto Hit         Status Inflict:  |
|                             MP Cost: 24 MP              MBarrier (100%) |
|                                                                         |
|  Attack 5:  Grand Spark       Target: One Opponent     Never Used       |
|  [1CD]       Magical         Element: Hit                               |
|                                 Att%: 100                               |
|                                Power: 24                                |
|                          Base Damage: 648 HP                            |
|                                                                         |
|  Attack 6: <Cover>            Target: Self             Never Used       |
|  [375]       Physical 0 Dam     Att%: Auto Hit          Animation       |
|                                                                         |
|  Attack 7: <(Report)>         Target: Self             Death Animation  |
|  [164]       Physical 0 Dam     Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Turks:Rude III's BATTLE PLAN: (Repeats)                               |
|                                                                         |
|  SETUP: Disable default Death Handling                                  |
|                                                                         |
|                                                                         |
|  Target has not been selected via Counter Script: Do nothing            |
|                                                                         |
|  Target has been selected via Counter Script:                           |
|                                                                         |
|   Use Bolt2 on selected Target; If Turks:Rude's MP < 22, do nothing     |
|                                                                         |
|                                                                         |
|  Follow-Up:                                                             |
|                                                                         |
|   Turks:Rude's HP >= 25%: Do nothing                                    |
|                                                                         |
|   Turks:Rude's HP  < 25%: Use Cure2 on Self; If Turks:Rude's MP < 24, do|
|                           nothing                                       |
|                                                                         |
|                                                                         |
|  Follow-Up:                                                             |
|                                                                         |
|   Turks:Rude has MBarrier: Do nothing                                   |
|                                                                         |
|   Turks:Rude does not have MBarrier: 3/4 Chance do nothing              |
|                                       1/4 Chance use MBarrier on Self; If|
|                                            Turks:Rude's MP < 24, do nothing|
|                                                                         |
|                                                                         |
|  Follow-Up:                                                             |
|                                                                         |
|   Bolt2, Cure2 OR MBarrier used this turn: Do nothing                   |
|                                                                         |
|   No attacks used on this turn so far:                                  |
|                                                                         |
|    1/3 Chance: Use Grand Spark on Rnd Target; If selected Target is Tifa,|
|                do nothing                                               |
|     Follow-Up: Use Grand Spark on Rnd Target; If selected Target is Tifa,|
|                do nothing                                               |
|     Follow-Up: Use Grand Spark on Rnd Target; If selected Target is Tifa,|
```

```
|                do nothing                                                 |
|                                                                           |
|    2/3 Chance: Use <Shoulder Attack> on Rnd Target that isn't Tifa; If    |
|                Tifa is the last Target alive:                             |
|                 1/3 Chance: Skip a turn, Display String: [Rude "……"]      |
|                 2/3 Chance: Use <Shoulder Attack> on Tifa                 |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Turks:Rude's HP >= 25%: Do nothing                                      |
|                                                                           |
|   Turks:Rude's HP  < 25: Select Last Attacker as Target for next turn     |
|                                                                           |
|                                                                           |
|  DEATH: Cure Self of Sleep, Poison, Silence, Haste, Slow, Regen,          |
|          D. Sentence, Berserk & Manipulate                                |
|         Display String: ["Rude "Ugh……gh……"]                               |
|         Use <(Report)> on Self, remove Attack Squad from Battle, Attack   |
|          Squad leaves no rewards, end Battle                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Rude III: (Rocket Town)     |   POWER req for Overflow:  |
|                                              |                            |
| The third battle with Turks:Rude is possibly |  Base Damage Overflow: 156 |
|  the easiest Boss Battle in the game; his    |  Rnd Var Overflow  3x: 104 |
|  stats are weaker than Palmer's! You should  o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  not need any help defeating him.                                         |
| The two Attack Squads that appear alongside Turks:Rude III will make use  |
|  of the 'Cover' Flag, which means you will not be able to target Rude with|
|  short-ranged attacks until both Attack Squads have been destroyed. You   |
|  can use Slash-All to target Rude, or, just use Magic Breath twice to end |
|  the Battle very quickly. Your Deathblow chance will be roughly 63%.      |
| If you kill Rude before killing the Attack Squad, the battle will end and |
|  you will not gain the maximum potential Battle Spoils. Be sure to kill   |
|  Attack Squad first if you are bothered about the additional EXP/AP/Gil.  |
| If you have not already obtained the Ziedrich, then you should try to     |
|  steal one from Turks:Rude III; a piece of Armour that halves the damage  |
|  taken by ALL Elemental abilities, including Cut, Hit, Punch and Shoot. It|
|  will *not* halve the damage taken via Shoot, Hidden or Restorative       |
|  abilities. A Lv 49 Cloud would have a 12.5% chance of stealing from Rude.|
|  You will have one more chance to steal the Ziedrich from Rude in the     |
|  Winding Tunnels; should you fail that opportunity, the Ziedrich will     |
|  become lost forever.                                                     |
| Turks:Rude III uses a unique format to the AI Script, given that he will  |
|  not use his attacks in sequence; instead, he may use any one of his      |
| The "Hurry" Theme will play throughout this Boss Battle, and the Victory  |
|  Fanfare theme will not play out following the battle.                    |
| Turks:Rude III is immune to Seizure, which isn't necessary seeing as there|
|  is no way for the Player to inflict an enemy with Seizure. Turks:Rude III|
|  is one of 86 enemies that are immune to Seizure. He is also immune to    |
|  Peerless, along with 104 other enemies.                                  |
| It appears that Rude may have a crush on Tifa, as he will refrain from    |
|  attacking her as often as the other characters.                          |
\                                                                           /
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 /  {Diamond Weapon}  \        !! SUPER BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/CeZkmS691vbBNkKL8                  | ID:   A |
```

Level: 49	Strength: 50	Drop: /
HP: 30,000	Defence: 250	Steal: Rising Sun [32] 40.63%
MP: 30,000	Magic: 50	Morph: /
	MDefence: 250	
EXP: 35,000	Dexterity: 180	
AP: 3,500	Luck: 0	
GIL: 25,000	Evade: 1	

Fire [Halve]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [Double]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Midgar Area Field Screen Before Diamond

LOOKALIKES:

No Manipulate Attacks!

Diamond Weapon's ATTACKS:

Attack 1: <Diamond Fire>
[3D2] [3D4] Magical
Target: One Opponent
Element: Fire
Att%: 255
Power: 24
Base Damage: 891 HP

Attack 2: <Foot Stamp>
[3D3] [3D5] Magical
Target: One Opponent
Element: None
Att%: 255
Power: 32
Base Damage: 1188 HP

Attack 3: Diamond Flash
[3D6] Magical % Based
Target: All Opponents
Element: None
Att%: 255
Power: 28
Base Damage: 87.5% Current HP
No Split Damage
Status Inflict: Silence (100%)

Attack 4: <[No Name]>
[11F] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation To Stage 2

Attack 5: <[No Name]>
[120] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation To Stage 1

Attack 6: <(Report)>
[164] Physical 0 Dam
Target: Self
Att%: Auto Hit
Death Animation

Diamond Weapon's BATTLE PLAN:

SETUP: Disable default Death Handling
Set 'Special Attack Count' to 0

```
| STAGE 1: (Repeats)                                                          |
|                                                                             |
|  1ST ATTACK: Use <Diamond Fire> on Rnd Target                               |
|                                                                             |
|    After 1st Attack: 1/3 Chance jump to 1st Attack for next turn           |
|                      2/3 Chance jump to 2nd Attack for next turn           |
|                                                                             |
|                                                                             |
|  2ND ATTACK: Use <Foot Stamp> on Target with Highest Current HP             |
|                                                                             |
|    After 2nd Attack: 1/4 Chance jump to 2nd Attack for next turn           |
|                      3/4 Chance jump to 1st Attack for next turn           |
|                                                                             |
|                                                                             |
| STAGE 2:                                                                    |
|                                                                             |
|  1ST ATTACK: Display String: [Countdown]                                    |
|              Use <[No Name]> on Self, transform to Stage 2                  |
|              Use <Diamond Fire> on Rnd Target                               |
|              Display String: [3]                                            |
|                                                                             |
|  2ND ATTACK: Use <Diamond Fire> on Rnd Target                               |
|              Display String: [2]                                            |
|                                                                             |
|  3RD ATTACK: Use <Diamond Fire> on Rnd Target                               |
|              Display String: [1]                                            |
|                                                                             |
|  4TH ATTACK: Display String: [0]                                            |
|              Use Diamond Flash on All Targets                               |
|              Use <[No Name]> on Self, transform to Stage 1                  |
|              Set 'Special Attack Count' to 0                                |
|                                                                             |
|                                                                             |
| COUNTER: [All Actions made by All Players and Enemies]                      |
|                                                                             |
|  Diamond Weapon is in Stage 2: Do nothing                                   |
|                                                                             |
|  Diamond Weapon is in Stage 1:                                              |
|                                                                             |
|   Activate Physical Immunity                                                |
|                                                                             |
|   Diamond Weapon's HP  > 50%: Set 'Special Attack Count' limit to 2         |
|   Diamond Weapon's HP <= 50%: Set 'Special Attack Count' limit to 3         |
|                                                                             |
|                                                                             |
|   Last Command was NOT Limit, Summon or W-Summon:                           |
|                                                                             |
|    Do nothing                                                               |
|                                                                             |
|   Last Command was Limit, Summon OR W-Summon:                               |
|                                                                             |
|    Disable Physical Immunity for one Action only                            |
|    Special Attack Count = Special Attack Count + 1                          |
|                                                                             |
|    If Special Attack Count >= Special Attack Count limit, move onto Stage   |
|     2 for next turn                                                         |
|                                                                             |
|                                                                             |
| DEATH: If Diamond Weapon is in Stage 2, use <[No Name]> on Self,            |
|        transform to Stage 1                                                 |
```

Use <(Report)> on Self, end Battle
Notes On Diamond Weapon:
Diamond Weapon is one of four Weapon Bosses, and is the only one that is mandatory to defeat as part of the storyline. It is also considerably easier than any of the other Weapons. Note that the battle is not engaged from the World Map; there is a screen transition to a Field Map just prior to the start of the Battle.
Given Diamond's vulnerability to Physical attacks while in Stage 1, you may wish to remove any Counter Attack Materias you may have equipped. Additionally, Diamond gives a huge amount of AP, so you should equip your Materia accordingly; equip Rune Armlets and any Double/Triple growth Weapons you may have (such as Cloud's Apocalypse, or Cid's Scimitar). You should also consider only having one character use the Enemy Skill Materia for this Battle.
Make sure to equip the Steal Materia, and pair it with the Steal as Well Materia. The Rising Sun is a Double growth Weapon for Yuffie, and is permanently missable. It can only be stolen from Diamond Weapon, and you will not have another chance to obtain it should you miss the opportunity to. A Lv 50 Cloud would have a 42.19% chance of stealing from Diamond. You could optionally give a character the Sneak Glove, which would give them a 100% chance to steal.
You have two options for defeating Diamond Weapon. The first is to never use Limit Breaks or Summons, thereby preventing Diamond from transforming into Stage 2. If you opt for this strategy, then you will be relying on purely Magical abilities; use Magic Breath, Comet2, Bolt3 and Ultima paired with MP Turbo to kill Diamond. Don't forget to equip Circlets!
The second option is to use Summons and Limits to allow Diamond to advance through to its 2nd Stage. Equip Bahamut ZERO and Neo Bahamut to deal with its incredibly high MDef. Typhon and Alexander work well, also. Once it has begun its countdown, pummel it as much as you can before it uses Diamond Flash; your Deathblow chance will be over 75% with the right setup. Pair Added Cut with Deathblow on your Physical Attacker, equip your 2nd character with Mime, and your third with Double Cut.
Be wary of the fact that Diamond Flash will drop your characters HP to Critical, while also inflicting all characters with Silence. You should put the Champion Belt on two of your characters, and the Ribbon on the character with the Enemy Skill to use White Wind. Be prepared to use a Megalixir at this point.
Regardless of the strategy you adopt, you should equip the Time Materia to inflict Diamond with Slow, and, if necessary, put Fire defences in place to reduce the damage taken from <Diamond Fire>. You could also opt to use the Curse Ring to gain a significant boost in stats; just be sure to use Death Force at the start of the Battle. Avoid Fire-based attacks, such as Beta.
Every single Action will trigger the Counter Script, regardless of the Target or the Caster. This includes Actions made by Diamond Weapon. Even Actions such as Change/Defend will trigger the Counter Script.
Two version of <Diamond Fire> exits, one used while in either of its two Stages. Two version of <Foot Stamp> also exist, one of which is never used. The Foot Stamp used by Emerald Weapon is a third variant, not used at all by Diamond.
Diamond Weapon was not present in the the JORG version, and as such the Rising Sun was not obtainable.
Once Diamond Weapon has been defeated, the Party will not perform their

POWER req for Overflow:
Base Damage Overflow: 269
Rnd Var Overflow 3x: 180

```
|  victory pose, and Diamond Weapon will not use a Death animation. Killing  |
|  Diamond allows for Ultimate Weapon to spawn in near Junon.                |
| If the Player were to try to save their game after interacting with        |
|  Diamond Weapon, but before the battle had initiated, they would           |
|  effectively ruin their save, as Diamond Weapon will not be on the World   |
|  Map after loading their save file. The Player would then have no way of   |
|  progressing with the main storyline.                                      |
| Diamond Weapon is immune to Seizure, which isn't necessary seeing as there |
|  is no way for the Player to inflict an enemy with Seizure. Diamond Weapon |
|  is one of 86 enemies that is immune to Seizure. It is also immune to      |
|  Peerless, along with 104 other enemies, and also immune to Regen along    |
|  with 14 other enemies.                                                    |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-------------------.  NOTE - This is Ultimate Weapon fought in the air
 /  {Ultimate Weapon}  \        !! OPTIONAL SUPER BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/UPRiQpRuUYj5Fekb7                     | ID: 14F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     61  ||   Strength: 100  ||    Drop: /                          |
|  HP:   100,000* ||    Defence: 120  ||   Steal: Circlet  [32] 40.63%        |
|  MP:       400  ||      Magic: 170  ||   Morph: /                          |
|                 ||   MDefence: 100  ||                                      |
|  EXP:        0  ||  Dexterity: 215  ||                                      |
|   AP:        0  ||       Luck:  50  || Flying Enemy                         |
|  GIL:        0  ||      Evade:   3  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:        |
|                                                       |                      |
| Junon Area Crater                                     |  Ultimate Weapon     |
| Mideel Area                                           |  Ultimate Weapon     |
| Nibel Area                                            |  Ultimate Weapon     |
| Corel Area                                            |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Ultimate Weapon's ATTACKS: (Aerial) o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Thunderball>        Target: One Opponent                        |
|  [39F]       Magical           Element: Lightning                          |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                                 MP Cost: 20 MP                              |
|                            Base Damage: 1732 HP                             |
|                                                                             |
|  Attack 2:  Shadow Flare        Target: One Opponent      **Enemy Skill**   |
|  [05E]       Magical           Element: None              Never Used        |
|                                   Att%: 100               Reflectable       |
|                                  Power: 125                                 |
```

```
|                              MP Cost: 100 MP                              |
|                          Base Damage: 10,828 HP                           |
|                                                                           |
|  Attack 3:  Ultima Beam        Target: All Opponents     No Split Damage  |
|  [39E]       Magical          Element: Hidden                             |
|                                  Att%: 100                                |
|                                 Power: 24                                 |
|                              MP Cost: 40 MP                               |
|                          Base Damage: 2079 HP                             |
|                                                                           |
|  Attack 4: <(Report)>          Target: Self              Escapes Battle   |
|  [164]       Physical 0 Dam      Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Ultimate Weapon (Aerial)'s BATTLE PLAN:                                 |
|                                                                           |
|  SETUP: Disable default Death Handling                                    |
|         Set GlobalVar [Ultimate Weapon's HP] to Ultimate Weapon's HP      |
|                                                                           |
|                                                                           |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                         |
|                  1/3 Chance start from 2nd Attack                         |
|                  1/3 Chance start from 3rd Attack                         |
|                                                                           |
|                                                                           |
|  1ST ATTACK: Use Ultima Beam on All Targets                               |
|  2ND ATTACK: Use Ultima Beam on All Targets                               |
|  3RD ATTACK: Use <Thunderball> on Rnd Target                              |
|  4TH ATTACK: Use Ultima Beam on All Targets                               |
|  5TH ATTACK: Use <Thunderball> on Rnd Target                              |
|                                                                           |
|  6TH ATTACK: Use <(Report)> on Self, remove Self from Battle, leave no    |
|               rewards, end Battle                                         |
|              Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP] |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Damage taken this Battle <= 20,000: Do nothing                          |
|                                                                           |
|   Damage taken this Battle > 20,000:                                      |
|                                                                           |
|    Use <(Report)> on Self, remove Self from Battle, leave no rewards, end |
|     Battle                                                                |
|    Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP]           |
|    If Ultimate Weapon's HP <= 20,000, set GlobalVar [Ultimate Weapon      |
|     Final Battle Active]                                                  |
|                                                                           |
|                                                                           |
|  DEATH: Use <(Report)> on Self, remove Self from Battle, leave no rewards,|
|          end Battle                                                       |
|         Set GlobalVar [Ultimate Weapon's HP] to 20,000                    |
|         set GlobalVar [Ultimate Weapon Final Battle Active]               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ultimate Weapon: (Aerial)         |   POWER req for Overflow:  |
|                                              |                            |
| This version of Ultimate Weapon carries the  |  Base Damage Overflow: 180 |
|  Circlet, and can be found in the following  |  Rnd Var Overflow  3x: 120 |
|  locations:                                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   - Junon Crater (starting point)                                         |
|   - Mideel Area                                                           |
```

- Mt. Nibel Rector
- Mt. Corel Reactor

Ultimate will only spawn near Junon's crater after Diamond Weapon has been killed, and can be defeated prior to the Raid on Midgar. Its HP will carry over from the previous battle at Mideel, and will continue to carry over after each battle thereafter. Once Ultimate's HP is below 20,000, he will fly to Cosmo Canyon for the final battle where he can be killed for good.

After the initial battle at Junon's crater, Ultimate will fly off in a random direction, and can be *very* easy to lose track of. It is advisable that you save just before each battle, as it can a painfully long time to find it again. You will need to ram Ultimate with your Highwind precisely five times before it will head to one of seven random locations.

Be wary of the fact that it is possible to accidentally trigger the point-of-no return on Disc 2 while chasing Ultimate Weapon. You will need to have firstly triggered the events at the Shinra HQ by flying over the Northern Crater, after which you will then be required to fly over Midgar to progress with the story. Avoid Midgar at all costs if you wish to defeat Ultimate on Disc 2, which, by the way, is advisable as you will be able to gain early access to the Final Attack Materia from the Battle Square that way, along with Cloud's Ultimate Weapon, the Ultima Weapon.

If you manage to cause enough damage to kill Ultimate Weapon prior to the final battle, its HP will be set to 20,000 for the final battle. It *is* possible to cause enough damage in the Mideel battle to deal 80,000+ HP, thereby triggering the "Final Battle" version of Ultimate; however, you will still need to battle Ultimate at Junon's crater before it flies off to Cosmo Canyon. The only way to cause that much damage is to exploit the RNG Breeding mechanics to breed a Gold Chocobo prior to the Mideel fight, gaining access to the Knights of The Round Materia.

Setting up for the initial battles with the aerial version of Ultimate is no different from the ground variant; you will not receive any EXP/AP/Gil, so feel free to equip your character's Ultimate Weapons (zero AP growth). You should also use Long-Ranged characters such as Yuffie, Vincent and/or Barret to deal with Ultimate's "Flying" status (Row value equals 16). Just note that Vincent's Death Penalty is useless until you get at least 768 kills with Vincent.

Yuffie's Conformer is the key to defeating Ultimate Weapon, as it will deal 3.8125x normal damage (61 Power). With the Champion Belt equipped, Yuffie's regular attacks will deal upwards of 6000 HP per hit! Give Yuffie Double Cut and (at least one) Counter Attack, as well as Luck Plus and Speed Plus. You should also put Added Effect+Time on her Weapon.

As with the Battle at Mideel, you should equip the Elemental Materia with any non-Elemental Materia (excluding Restorative and other Support Materia). This will give you a defence against the 'Hidden' element, which will halve/negate/absorb the damage taken via Ultima Beam; the only damaging-attack in the game that makes use of the Hidden Element.

There is no need to equip Ribbons for the Ultimate Battles; use Circlets, Champion Belts and Sprint Shoes. If you wish to steal the Circlet (or Reflect Ring) from the initial Weapon Battles, then a Lv 52 Cloud would have a 31.25% chance to steal; you should equip the Sneak Glove to increase this chance to 100%. You can easily steal Circlets from the Snow in the Great Glacier.

The Aerial version of Ultimate Weapon will use Ultima Beam more often, but that should not matter if you have Hidden defence in place. Use Big Guard as standard at the start of each battle, then have Yuffie do most of the work. You should be making use of the Mime Materia by this point, also.

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| Have your other characters use Comet2, Ultima and Magic Breath; just avoid |
|  any Water-based attacks, such as Aqualung. It should not take you long to |
|  deal 20,000 HP to Ultimate, which is how much you will need to inflict on |
|  it before it flees from the battle. *As soon* as the battle ends, try to  |
|  locate Ultimate on the World Map to avoid losing it.                      |
| Ultimate Weapon Flying variant is one of a number 'elevated' enemies that  |
|  Nullifies the Earth Element, but will no take double damage from Wind.    |
| Ultimate Weapon is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. Ultimate |
|  Weapon is one of 86 enemies that is immune to Seizure. It is also immune  |
|  to Peerless, along with 104 other enemies, and also immune to Regen along |
|  with 14 other enemies.                                                    |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-------------------.  NOTE - This is Ultimate Weapon fought on the ground
 /  {Ultimate Weapon}  \        !! OPTIONAL SUPER BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/cqC6TfAJURsVEv5X8                      | ID: 14E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     61  ||   Strength: 100  ||    Drop: /                          |
|  HP:   100,000* ||    Defence: 120  ||   Steal: Reflect Ring  [32] 40.63%  |
|  MP:       400  ||      Magic: 170  ||   Morph: /                          |
|                 ||   MDefence: 100  ||                                     |
|  EXP:        0  ||  Dexterity: 200  ||                                     |
|   AP:        0  ||       Luck:  50  || Flying Enemy                        |
|  GIL:        0  ||      Evade:   3  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:        |
|                                                       |                      |
| Fort Condor                                           |  Ultimate Weapon     |
| Gongaga Area                                          |  Ultimate Weapon     |
| Icicle Area                                           |  Ultimate Weapon     |
| Midgar Area                                           |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Ultimate Weapon's ATTACKS: (Ground) o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Claw>              Target: One Opponent                         |
|  [249]       Physical         Element: Punch                                |
|                                  Att%: 100                                  |
|                                 Power: 32                                   |
|                            Base Damage: 2100 HP                             |
|                                                                             |
|  Attack 2:  Shadow Flare       Target: One Opponent      **Enemy Skill**   |
|  [05E]       Magical          Element: None              Never Used        |
|                                  Att%: 100               Reflectable       |
|                                 Power: 125                                  |
|                               MP Cost: 100 MP                               |
```

	Base Damage: 10,828 HP	
Attack 3: Quake2 [025] Magical	Target: All Opponents Element: Earth Att%: 100 Power: 24 MP Cost: 28 MP Base Damage: 2079 HP	Reflectable Split Damage
Attack 4: Ultima Beam [39E] Magical	Target: All Opponents Element: Hidden Att%: 100 Power: 24 MP Cost: 40 MP Base Damage: 2079 HP	No Split Damage
Attack 5: <(Report)> [164] Physical 0 Dam	Target: Self Att%: Auto Hit	Escapes Battle

Ultimate Weapon (Ground)'s BATTLE PLAN:

SETUP: Disable default Death Handling
Set GlobalVar [Ultimate Weapon's HP] to Ultimate Weapon's HP

OPENING ATTACK: 1/3 Chance start from 1st Attack
1/3 Chance start from 2nd Attack
1/3 Chance start from 3rd Attack

1ST ATTACK: Use <Claw> on Rnd Target
2ND ATTACK: Use <Claw> on Rnd Target
3RD ATTACK: Use Ultima Beam on All Targets
4TH ATTACK: Use <Claw> on Rnd Target
5TH ATTACK: Use Quake2 on All Targets

6TH ATTACK: Use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle
Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP]

COUNTER: [All Physical and Magical Attacks]

Damage taken this Battle <= 20,000: Do nothing

Damage taken this Battle > 20,000:

Use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle
Set Ultimate Weapon's HP to GlobalVar [Ultimate Weapon's HP]
If Ultimate Weapon's HP <= 20,000, set GlobalVar [Ultimate Weapon Final Battle Active]

DEATH: Use <(Report)> on Self, remove Self from Battle, leave no rewards, end Battle
Set GlobalVar [Ultimate Weapon's HP] to 20,000
set GlobalVar [Ultimate Weapon Final Battle Active]

Notes On Ultimate Weapon: (Ground) | POWER req for Overflow:

This version of Ultimate Weapon carries the Reflect Ring, and can be found in the following locations: - Fort Condor Reactor - Gongaga Reactor - North Crater - Midgar	Base Damage Overflow: 180 Rnd Var Overflow 3x: 120

Refer to the notes on Ultimate Weapon (Aerial) for details on this Battle. The only two varying differences between the ground version and the aerial version is that this Ultimate has slightly lower Dexterity, and the Reflect Ring can be stolen from it, as opposed to the Circlet. You will have already obtained one Reflect Ring from Jenova-DEATH, so you do not need to steal from Ultimate if you are not bothered about additional Reflect Rings. Just note that you will not get another chance to obtain the Accessory once Ultimate has been defeated. A Lv 52 Cloud would have a 31.25% chance of stealing from Ultimate; you should equip the Sneak Glove to give you a 100% chance to steal. Ultimate Weapon is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Ultimate Weapon is one of 86 enemies that is immune to Seizure. It is also immune to Peerless, along with 104 other enemies, and also immune to Regen along with 14 other enemies.

{Ultimate Weapon}

NOTE - This is Ultimate Weapon fought at Cosmo Canyon
!! OPTIONAL SUPER BOSS !!

https://photos.app.goo.gl/FEmKg96zdqfQ5Xek7 | ID: 150

Level: 61	Strength: 100	Drop: Ultima Weapon [63] 100%	
HP: 100,000*	Defence: 120	Steal: /	
MP: 400	Magic: 170	Morph: /	
	MDefence: 100		
EXP: 35,000	Dexterity: 230		
AP: 3,500	Luck: 50		
GIL: 25,000	Evade: 3		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [-]	Paralyzed [-]	
Earth [Nullify]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [-]		
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]	
Water [Nullify]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:

Cosmo Canyon Area

LOOKALIKES:

Ultimate Weapon
Ultimate Weapon
Ultimate Weapon

No Manipulate Attacks!

Ultimate Weapon's ATTACKS: (Cosmo)

```
|  Attack 1: <Thunderball>        Target: One Opponent                          |
|  [39F]       Magical           Element: Lightning                           |
|                                   Att%: 100                                 |
|                                  Power: 20                                  |
|                                MP Cost: 20 MP                               |
|                              Base Damage: 1732 HP                           |
|                                                                             |
|  Attack 2:  Shadow Flare        Target: One Opponent      **Enemy Skill**   |
|  [05E]       Magical           Element: None              Reflectable       |
|                                   Att%: 100                                 |
|                                  Power: 125                                 |
|                                MP Cost: 100 MP                              |
|                              Base Damage: 10,828 HP                         |
|                                                                             |
|  Attack 3:  Ultima Beam         Target: All Opponents     No Split Damage   |
|  [39E]       Magical           Element: Hidden                              |
|                                   Att%: 100                                 |
|                                  Power: 24                                  |
|                                MP Cost: 40 MP                               |
|                              Base Damage: 2079 HP                           |
|                                                                             |
|  Attack 4: <(Report)>           Target: Self              Escapes Battle    |
|  [164]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Ultimate Weapon (Cosmo)'s BATTLE PLAN:                                    |
|                                                                             |
|  SETUP: Set GlobalVar [Ultimate Weapon's HP] to Ultimate Weapon's HP        |
|                                                                             |
|                                                                             |
|  1/2 Chance: Use <Thunderball> on Rnd Target                                |
|  1/2 Chance: Use Ultima Beam on All Targets                                 |
|                                                                             |
|                                                                             |
|  DEATH: Use Shadow Flare on Last Attacker                                   |
|         Set GlobalVar [Ultimate Weapon Killed]                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ultimate Weapon: (Cosmo)          |   POWER req for Overflow:    |
|                                              |                              |
| This is the final version of Ultimate, and   |  Base Damage Overflow: 180   |
|  can be fought at Cosmo Canyon once its HP   |  Rnd Var Overflow  3x: 120   |
|  has dropped below 20,000 in the preceding   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  battles. If you cause enough damage to kill                                |
|  Ultimate in the previous encounters, then Ultimate's HP will be set to     |
|  20,000 for the final battle.                                               |
| As with the Aerial version of Ultimate, this variant will have a Row value  |
|  of 16, which means it cannot be targeted via Short-Ranged attacks, so      |
|  stick to using Yuffie and Barret/Vincent, with the Long Range Materia on   |
|  Cloud. This version of Ultimate has the highest Dexterity stat, so using   |
|  Slow is advised.                                                           |
| The Battle Spoils for this encounter are equal to Diamond Weapon's so be    |
|  sure to have the appropriate set-up. Use Double and Triple growth Weapons  |
|  such as Cloud's Apocalypse, and Cid's Scimitar, and prepare accordingly.   |
|  Make sure to save before the Battle.                                       |
|                                                                             |
| You will be able to gain early access to the Enemy Skill Shadow Flare in    |
|  this battle, which has a whopping 125 Attack Power! Ultimate will use it   |
|  once as a Death Counter, and the attack will only target one character.    |
|  Be sure to equip all three Enemy Skills to one character (Yuffie's         |
|  Conformer), and make sure that your nominated character delivers the       |
|  final blow (you won't be able to sense Ultimate).                          |
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| Shadow Flare has the potential to kill its target, so be sure to equip the |
|  Reflect Ring to negate the damage taken; Shadow Flare will still be       |
|  learned if it is reflected; it will also keep if it kills the target. If  |
|  you miss the chance to learn the Skill now, then you will be able to      |
|  learn it from the Dragon Zombie on Disc 3.                                |
| Once the battle begins, just what you've already been doing to defeat      |
|  Ultimate - use Yuffie with her Conformer to deal over 6000 HP per hit,    |
|  and Ultimate should soon fall. Avoid using Water-based attacks, and avoid |
|  using Yuffie's Lv 2-1 Limit Break Landscaper, as Ultimate will negate the |
|  Earth damage taken.                                                       |
| Once Ultimate Weapon is defeated once-and-for-all, it will allow access to |
|  Ancient Forest, which wasn't previously accessible without engaging in    |
|  the Chocobo Breeding sidequest. You will also gain Cloud's Ultima Weapon, |
|  which is one of three pieces of equipment needed to partake in the        |
|  Special Battles at the Battle Square (the other two being Omnislash and   |
|  W-Summon Materia, both obtained at the Battle Square).                    |
| Ultimate Weapon Final variant is one of a number 'elevated' enemies that   |
|  Nullifies the Earth Element, but will no take double damage from Wind.    |
| Ultimate Weapon is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. Ultimate |
|  Weapon is one of 86 enemies that is immune to Seizure. It is also immune  |
|  to Peerless, along with 104 other enemies, and also immune to Regen along |
|  with 14 other enemies.                                                    |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
             ||   {Raid on Midgar} / {Shinra HQ Revisited}   ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - When you fly the Highwind over Midgar to trigger the parachuting
         scene, you will have reached the point-of-no return for Disc 2. If
         you have not completed Yuffie's Sidequest, then be sure to do so
         before parachuting into Midgar, as the quest will be locked-off once
         you get to Disc 3 (although the Pagoda mini-quest will still be
         available).

      - You should also defeat Ultimate Weapon prior to parachuting into
         Midgar, so you can then obtain the Final Attack Materia from the
         Battle Square to start levelling it up.

      - All of the encounters in the Shinra HQ are identical to the previous
         encounters fought there, with the exception of the 63rd Floor which
         now has random encounters enabled. If you travel to 67th Floor, you
         will find the "Undead" set of enemies there, and the "Trail Of
         Blood" theme will still play out through the Battles. You will not
         be able to advance past the 69th Floor stairwell.

      - This area cannot be revisited.

oo.........................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                           Training Rating:   ||
||                                                                          ||
||   Sector 8 Raid Large Upper Catwalk Area             **                 ||
||   Sector 8 Raid Large Lower Catwalk Area             ***    BEST        ||
||   Sector 8 Raid Winding Tunnels Repeated Screen      *                  ||
```

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||   Sector 8 Raid Winding Tunnels Repeated "Fork"         *                ||
||   Shinra HQ 63rd Floor (Coupon Exchange)                HA!              ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                         |
  |                                                                        |
  |      Behemoth                    ????                                  |
  |      Cromwell                                                          |
  |      Manhole                                                           |
  |      Manhole(Lid)                                                      |
  |  L4  Crazy Saw                                                         |
  |      Shadow Maker                                                      |
  |      Turks:Elena    (Opt Boss)                                         |
  |      Turks:Reno IV  (Opt Boss)                                         |
  |      Turks:Rude IV  (Opt Boss)                                         |
  |                                                                        |
  |      Shinra HQ Enemies: Grenade Combatant, Mighty Grunt, Sword Dance,  |
  |                         Hammer Blaster, Brain Pod, Vargid Police,      |
  |                         Zenene                                         |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
```

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Lightning - Cromwell	- Double	
Lightning - Crazy Saw	- Double	
Lightning - Shadow Maker	- Double	

ELEMENTS TO AVOID:

Fire - Turks:Rude IV	- Absorb	(Opt Boss)
Ice - Turks:Elena	- Absorb	(Opt Boss)
Lightning - Turks:Reno IV	- Absorb	(Opt Boss)
Gravity - Turks:Elena	- Nullify	(Opt Boss)
Gravity - Turks:Reno IV	- Nullify	(Opt Boss)
Gravity - Turks:Rude IV	- Nullify	(Opt Boss)

ELEMENTS USED BY ENEMIES:

Fire - Behemoth	- Flare	
Fire - Manhole	- Fire2	
Fire - Turks:Elena	- Throw	
Ice - Manhole	- Ice2	
Lightning - Turks:Reno IV	- Electroprod	
Hit - Turks:Elena	- Kick	
Hit - Turks:Reno IV	- Short Staff	
Hit - Turks:Rude IV	- Shoulder Attack	
Hit - Turks:Rude IV	- Grand Spark	
Punch - Behemoth	- Behemoth Horn	
Punch - Behemoth	- Claw	
Shoot - Cromwell	- Normal Shell	
Shoot - Manhole	- Rockbreaker	

```
[        Shoot - Crazy Saw         - Uppercut                              ]
[        Shoot - Crazy Saw         - Rifle                                 ]
[        Shoot - Turks:Elena       - Throw                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                          ]
[                                                                          ]
[    Confusion - Crazy Saw         - Uppercut      (100% Inflict)          ]
[    Confusion - Turks:Elena       - Bewildered    (100% Inflict)          ]
[         Slow - Shadow Maker      - Support Beam  (99%  Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                               ]
[                                                                          ]
[   Silence, Slow                                                          ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP		STEAL		MORPH
X-POTION				
Manhole	[8]			
ETHER				
Crazy Saw	[8]			
TURBO ETHER				
Shadow Maker	[63]			Crazy Saw
ELIXIR				
Turks:Reno IV	[63]			
Turks:Rude IV	[63]			
PHOENIX DOWN				
Crazy Saw	[8]	Behemoth	[32]	
MUTE MASK				
		Crazy Saw	[32]	
WAR GONG				
		Behemoth	[32]	
STARDUST				
Behemoth	[8]			
8-INCH CANNON				
Cromwell	[2]			

```
 GRAVIBALL  |                  |                        |                   |
------------'                  |                        |                   |
      |                        | Shadow Maker      [63] |                   |
      '------------------------+------------------------+-------------------|
 MINERVA BAND  |               |                        |                   |
---------------'               |                        |                   |
      |                        | Turks:Elena       [32] |                   |
      '------------------------+------------------------+-------------------|
 ZIEDRICH  |                   |                        |                   |
-----------'                   |                        |                   |
      |                        | Turks:Rude IV     [32] |                   |
      '------------------------+------------------------+-------------------|
 TOUPH RING  |                 |                        |                   |
-------------'                 |                        |                   |
      |                        | Turks:Reno IV     [32] |                   |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ** Area Enc Rate:

Sector 8 Raid Large Upper Catwalk Area 48 High

Average: EXP: 1341.2 AP: 124.1 GIL: 2772.7 Enemy QTY: 2.15

[19.1%]	Nrml Bat #1	EXP - 1600	1st Row: 2x Cromwell	
	Pre-Emp OFF	AP - 160		
		GIL - 3000		#820
[31.5%]	Nrml Bat #2	EXP - 900	1st Row: 1x Manhole	
	Pre-Emp OFF	AP - 80	2nd Row: 2x Manhole	#822
		GIL - 3000		#823
[13.7%]	Nrml Bat #3	EXP - 1500	1st Row: 1x Behemoth	
	Pre-Emp OFF	AP - 100		
		GIL - 2200		#824
[12.3%]	Nrml Bat #4	EXP - 1600	1st Row: 1x Crazy Saw	
		AP - 160	2nd Row: 1x Crazy Saw	
		GIL - 2600		#825
[10.9%]	Nrml Bat #5	EXP - 1600	1st Row: 1x Crazy Saw, 1x Cromwell	
		AP - 160		
		GIL - 2800		#826
[3.13%]	Back Att #1	EXP - 800	1st Row: 1x Cromwell	
	Run = 2	AP - 80		
		GIL - 1500		#827
[3.13%]	Back Att #2	EXP - 1600	1st Row: 2x Cromwell	
	Run = 2	AP - 160		
		GIL - 3000		#828
[6.25%]	Pinc Attack	EXP - 1600	1st Grp: 1x Cromwell	
		AP - 160	2nd Grp: 1x Cromwell	

```
|                        GIL - 3000                                      #829 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 2: ***    BEST                        Area Enc Rate:

  Sector 8 Raid Large Lower Catwalk Area               48   High

   Average:   EXP: 1494.3     AP: 139.5     GIL: 3059.8      Enemy QTY: 2.34

.-----------------------------------------------------------------------------.
|  [19.1%]  Nrml Bat #1  EXP - 2400    1st Row: 1x Cromwell                   |
|        Pre-Emp OFF     AP  - 240     2nd Row: 2x Cromwell                   |
|                        GIL - 4500                                      #821 |
|                                                                             |
|  [31.5%]  Nrml Bat #2  EXP - 900     1st Row: 1x Manhole                    |
|        Pre-Emp OFF     AP  - 80      2nd Row: 2x Manhole              #822 |
|                        GIL - 3000                                      #823 |
|                                                                             |
|  [13.7%]  Nrml Bat #3  EXP - 1500    1st Row: 1x Behemoth                   |
|        Pre-Emp OFF     AP  - 100                                           |
|                        GIL - 2200                                      #824 |
|                                                                             |
|  [12.3%]  Nrml Bat #4  EXP - 1600    1st Row: 1x Crazy Saw                  |
|                        AP  - 160     2nd Row: 1x Crazy Saw                  |
|                        GIL - 2600                                      #825 |
|                                                                             |
|  [10.9%]  Nrml Bat #5  EXP - 1600    1st Row: 1x Crazy Saw, 1x Cromwell     |
|                        AP  - 160                                           |
|                        GIL - 2800                                      #826 |
|                                                                             |
|  [3.13%]  Back Att #1  EXP - 800     1st Row: 1x Cromwell                   |
|            Run = 2     AP  - 80                                            |
|                        GIL - 1500                                      #827 |
|                                                                             |
|  [3.13%]  Back Att #2  EXP - 1600    1st Row: 2x Cromwell                   |
|            Run = 2     AP  - 160                                           |
|                        GIL - 3000                                      #828 |
|                                                                             |
|  [6.25%]  Pinc Attack  EXP - 1600    1st Grp: 1x Cromwell                   |
|                        AP  - 160     2nd Grp: 1x Cromwell                   |
|                        GIL - 3000                                      #829 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 3: *                                 Area Enc Rate:

  Sector 8 Raid Winding Tunnels Repeated Screen        72   Medium
  Sector 8 Raid Winding Tunnels Repeated "Fork"        128  Low

   Average:   EXP: 1193.9     AP: 79.7      GIL: 1443.9      Enemy QTY: 2.09

  "Battle Victory Music" and "Victory Pose" Flags disabled for Forced
   Encounter *only* if Yuffie's Sidequest has been completed.
  "Fighting" Theme plays throughout Forced Encounter.
.-----------------------------------------------------------------------------.
|  [24.6%]  Nrml Bat #1  EXP - 800     1st Row: 1x Crazy Saw                  |
|                        AP  - 80                                            |
|                        GIL - 1300                                      #830 |
|                                                                             |
```

```
|  [23.2%]  Nrml Bat #2  EXP - 1000    1st Row: 2x Shadow Maker              |
|                        AP  - 50                                             |
|                        GIL - 1000                                     #831 |
|                                                                             |
|  [20.5%]  Nrml Bat #3  EXP - 1500    1st Row: 1x Shadow Maker              |
|                        AP  - 75      2nd Row: 2x Shadow Maker              |
|                        GIL - 1500                                     #832 |
|                                                                             |
|  [19.1%]  Nrml Bat #4  EXP - 1800    1st Row: 2x Shadow Maker              |
|                        AP  - 130     2nd Row: 1x Crazy Saw                 |
|                        GIL - 2300                                     #833 |
|                                                                             |
|  [6.25%]  Back Att #1  EXP - 1000    1st Row: 2x Shadow Maker              |
|            Run = 2     AP  - 50                                             |
|                        GIL - 1000                                     #834 |
|                                                                             |
|  [6.25%]  Back Att #2  EXP - 800     1st Row: 1x Crazy Saw                 |
|            Run = 2     AP  - 80                                             |
|                        GIL - 1300                                     #835 |
|                                                                             |
|         Forced Attack  EXP - 16,400  1st Row: 1x Turks:Elena               |
|       Can't Escape     AP  - 1850    2nd Row: 1x Turks:Reno, 1x Turks:Rude |
|                        GIL - 15,000                                   #840 |
'-----------------------------------------------------------------------------'


 SCREEN GROUPING 4: HA!                              Area Enc Rate:

  Shinra HQ 63rd Floor (Coupon Exchange)             192  Very Low

   Average:   EXP: 59.7       AP: 8.0       GIL: 123.3       Enemy QTY: 1.45

.-----------------------------------------------------------------------------.
|  [28.1%]  Nrml Bat #1  EXP - 43      2nd Row: 1x Hammer Blaster            |
|        Pre-Emp OFF     AP  - 5                                              |
|                        GIL - 80                                       #424 |
|                                                                             |
|  [26.6%]  Nrml Bat #2  EXP - 39      1st Row: 1x Sword Dance               |
|        Pre-Emp OFF     AP  - 6                                              |
|                        GIL - 90                                       #425 |
|                                                                             |
|  [23.4%]  Nrml Bat #3  EXP - 86      1st Row: 1x Hammer Blaster            |
|        Pre-Emp OFF     AP  - 10      2nd Row: 1x Hammer Blaster            |
|                        GIL - 160                                      #426 |
|                                                                             |
|  [21.9%]  Nrml Bat #4  EXP - 78      1st Row: 2x Sword Dance               |
|        Pre-Emp OFF     AP  - 12                                             |
|                        GIL - 180                                      #427 |
'-----------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo

  .------------.
 /  {Behemoth}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/8D7khA9dZPHVQQHB6                   | ID: 11D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     45  ||   Strength: 140  ||    Drop: Stardust      [8]  14.06%  |
```

```
|  HP:      7000  ||    Defence: 120  || Steal 1: Phoenix Down  [32] 40.63%  |
|  MP:       400  ||      Magic: 110  || Steal 2: War Gong      [32] 24.12%  |
|                 ||   MDefence: 200  ||   Morph: /                          |
|  EXP:     1500  ||  Dexterity: 120  ||                                     |
|   AP:      100  ||       Luck:  20  ||                                     |
|  GIL:     2200  ||      Evade:   6  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sector 8 Raid Large Upper Catwalk Area           14% |  King Behemoth      |
| Sector 8 Raid Large Lower Catwalk Area           14% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Behemoth Horn     |
|   Behemoth's ATTACKS:                  |  Manip Attack 2: Flare             |
|                                        |  Manip Attack 3: ????              |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Behemoth Horn>      Target: One Opponent      Berserk Attack   |
|  [313]       Physical          Element: Punch                              |
|                                   Att%: 100                                |
|                                  Power: 18                                 |
|                            Base Damage: 1260 HP                            |
|                                                                            |
|  Attack 2:  Flare               Target: One Opponent      Reflectable      |
|  [032]       Magical           Element: Fire                               |
|                                   Att%: 100                                |
|                                  Power: 115                                |
|                                MP Cost: 100 MP                             |
|                            Base Damage: 6684 HP                            |
|                                                                            |
|  Attack 3:  ????                Target: One Opponent      **Enemy Skill**  |
|  [058]       Physical          Element: None              Fixed Damage     |
|              Spcl Formula         Att%: 100                                |
|                                  Power: 255                                |
|                                MP Cost: 3 MP                               |
|                            Base Damage: Caster's Max HP - Current HP       |
|                                                                            |
|  Attack 4:  Claw                Target: One Opponent                       |
|  [20F]       Physical          Element: Punch                              |
|                                   Att%: 130                                |
|                                  Power: 16                                 |
|                            Base Damage: 1120 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Behemoth's BATTLE PLAN: (Repeats)                                        |
|                                                                            |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                          |
|                  1/5 Chance start from 2nd Attack                          |
|                  1/5 Chance start from 3rd Attack                          |
|                  1/5 Chance start from 4th Attack                          |
|                  1/5 Chance start from 5th Attack                          |
```

1ST ATTACK: Use Claw on Rnd Target

Follow-Up:

Behemoth's HP > 75%: 1/8 Chance use Claw on Rnd Target
7/8 Chance do nothing

After 1st Attack: 1/8 Chance jump to 5th Attack for next turn
7/8 Chance jump to next Attack for next turn

Behemoth's HP <= 75%: 1/4 Chance use Claw on Rnd Target
3/4 Chance do nothing

After 1st Attack: 1/4 Chance jump to 5th Attack for next turn
3/4 Chance jump to next Attack for next turn

Behemoth's HP <= 50%: 1/3 Chance use Claw on Rnd Target
2/3 Chance do nothing

After 1st Attack: 1/3 Chance jump to 5th Attack for next turn
2/3 Chance jump to next Attack for next turn

2ND ATTACK: Same as 1st Attack

3rd ATTACK: Use <Behemoth Horn> on Rnd Target

Follow-Up:

Behemoth's HP > 75%: 1/8 Chance use <Behemoth Horn> on Rnd Target
7/8 Chance do nothing

After 3rd Attack: 1/8 Chance jump to 5th Attack for next turn
7/8 Chance jump to next Attack for next turn

Behemoth's HP <= 75%: 1/4 Chance use <Behemoth Horn> on Rnd Target
3/4 Chance do nothing

After 3rd Attack: 1/4 Chance jump to 5th Attack for next turn
3/4 Chance jump to next Attack for next turn

Behemoth's HP <= 50%: 1/3 Chance use <Behemoth Horn> on Rnd Target
2/3 Chance do nothing

After 3rd Attack: 1/3 Chance jump to 5th Attack for next turn
2/3 Chance jump to next Attack for next turn

4TH ATTACK: Same as 3rd Attack

5TH ATTACK:

*If Behemoth's MP < 3, move onto remaining chance

Behemoth's HP > 75%: 1/8 Chance use ???? on Rnd Target*
7/8 Chance use Claw on Rnd Target

```
|                                                                                |
|   Behemoth's HP <= 75%: 1/4 Chance use ???? on Rnd Target*                     |
|                         3/4 Chance use Claw on Rnd Target                      |
|                                                                                |
|   Behemoth's HP <= 50%: 1/3 Chance use ???? on Rnd Target*                     |
|                         2/3 Chance use Claw on Rnd Target                      |
|                                                                                |
|    Follow-Up:                                                                  |
|                                                                                |
|     ???? was used: Do nothing                                                  |
|                                                                                |
|     Claw was used:                                                             |
|                                                                                |
|      Behemoth's HP  > 75%: 1/8 Chance use <Behemoth Horn> on Rnd Target        |
|                            7/8 Chance do nothing                               |
|                                                                                |
|      Behemoth's HP <= 75%: 1/4 Chance use <Behemoth Horn> on Rnd Target        |
|                            3/4 Chance do nothing                               |
|                                                                                |
|      Behemoth's HP <= 50%: 1/3 Chance use <Behemoth Horn> on Rnd Target        |
|                            2/3 Chance do nothing                               |
|                                                                                |
|        After 5th Attack: 1/3 chance jump to 1st Attack for next turn           |
|                          1/3 chance jump to 2nd Attack for next turn           |
|                          1/3 chance jump to 3rd Attack for next turn           |
|                                                                                |
|                                                                                |
|  COUNTER: [Magical Attacks Only]                                               |
|                                                                                |
|   Use Flare on Last Mag Attacker; If Behemoth's MP < 100, do nothing           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Behemoth:                          |   POWER req for Overflow:      |
|                                               |                                |
| Behemoth is found in Battle Square:           |  Base Damage Overflow: 180     |
|  Set - 4  (Special Battles)    Battle - 6     |  Rnd Var Overflow  3x: 120     |
|                                               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Behemoth is one of the tougher enemies                                     |
|  randomly encountered in Sector 8. Its attacks have the ability to             |
|  devastate your Party; however, its low HP makes it less of threat than it    |
|  could be.                                                                     |
| Flare will be used as a counter attack each time it takes Magical damage,      |
|  so you should concentrate primarily on using Physical blows. Do *not* use    |
|  Magic Hammer, as that will trigger the counter script. Without Big Guard      |
|  in place, Flare will likely kill your character.                              |
| The Behemoth has fairly high Defence; however, your attacks should still       |
|  be dealing 1000+ HP per hit. Use Double Cut with Mime, and the usual          |
|  Deathblow with Added Cut to quickly defeat the enemy; your Deathblow          |
|  chance will be roughly 66%. You may need to put your characters in the        |
|  Back Row are under-levelled.                                                  |
| If you did not obtain the Enemy Skill ???? from the Jersey in the Shinra       |
|  Mansion, then now would be the optimal time to learn it, as the Behemoth      |
|  will have a much higher chance of using it than the Jersey. Use Laser or      |
|  Demi2 to to inflict 50% of its HP, then just wait for it to use ????,         |
|  which it will have a 33% chance of doing fairly often. Just be mindful of     |
|  the fact that the less HP the Behemoth has, the more damage ???? will         |
|  deal. Also be mindful of the fact that Laser/Demi2 will trigger the use       |
|  of Flare as a counter.                                                        |
| In the Battle Square the Behemoth will have 14,000 HP, 175 Strength and        |
|  137 Magic, so be on guard! Again, avoid using Magical abilities.              |
| War Gongs will inflict all targets with Berserk, and can be fairly useful      |
```

| on the right occasion. The only other way to obtain one is from the Grand Horn as a 9/64 drop, so you should try to steal from the Behemoth when you get the chance. A Lv 53 Cloud would have a 24.98% chance to steal from the Behemoth; remember, that you must *first* fail the chance to obtain the Phoenix Down, which a Lv 53 Cloud would have a 48.44% chance of doing (so an overall steal chance of 73.42%).

Stardusts are also fairly useful, as it will cast Comet2 (four single attacks with 1120 HP Base Damage), however, they can be obtained from the Battle Square for 8000 BP, which would be the easier option to try to obtain the Stardust.

The Behemoth cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Behemoth is one of 105 enemies that are Immune to Peerless, which isn't necessary seeing as there is no way for the Player to inflict the enemy with Peerless.

The Behemoth is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy (although you can still encounter it in the Battle Square).

{Cromwell}

https://photos.app.goo.gl/iS2U3sm5ajsCPXHT7 | ID: 11E

Level: 42	Strength: 100	Drop: 8-inch Cannon [2] 4.69%	
HP: 3500	Defence: 110	Steal: /	
MP: 120	Magic: 75	Morph: /	
	MDefence: 104		
EXP: 800	Dexterity: 70		
AP: 80	Luck: 6	Back Damage: Normal (2x Damage)	
GIL: 1500	Evade: 1		

Fire [-]	Death [VUL]	Petrify [VUL]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [VUL]	Darkness [-]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [-]	
Water [-]	Stop [VUL]	Fury [-]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [VUL]	
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Large Upper Catwalk Area	43%	Gun Carrier
Sector 8 Raid Large Lower Catwalk Area	43%	

Manip Attack 1: Normal Shell

Cromwell's ATTACKS:

Attack 1: Normal Shell [2E6] Physical — Target: One Opponent — Element: Shoot — Att%: 100 — Power: 16 — Base Damage: 624 HP — Berserk Attack

Cromwell's BATTLE PLAN: (Repeats)

```
|                                                                                |
|  Use Normal Shell on Rnd Target                                                |
|                                                                                |
|  Follow-Up: 1/2 Chance use Normal Shell on Rnd Target                          |
|             1/2 Chance do nothing                                              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cromwell:                        |   POWER req for Overflow:        |
|                                             |                                  |
| The Cromwell is very weak enemy for the     |  Base Damage Overflow: 176       |
|  point in the game that you encounter it,   |  Rnd Var Overflow  3x: 117       |
|  and can be very easily defeated with one or |  Rnd Var Overflow  4x:  88       |
|  two blasts of Trine. You could also use Bad |  Rnd Var Overflow  6x:  59       |
|  Breath to render it harmless.              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Cromwell is considered to be a 'powerful'                                  |
|  enemy, and as such the "Pre-Emp" Flag should have been disabled for           |
|  encounters that contain the Cromwell. An oversight means that you have a      |
|  chance to initiate a Pre-Emptive Strike against the 1x Crazy Saw, 1x          |
|  Cromwell encounter (Formation ID #826).                                       |
| The Cromwell is encountered in an area that cannot be revisited; once you      |
|  progress past a certain point in the game, you can no longer fight the        |
|  enemy.                                                                        |
\                                                                                /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------.
 /  {Manhole}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/5H2wogrVL1WB62cc8                    | ID: 11F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     35  ||   Strength: 100  ||    Drop: X-Potion  [8] 14.06%        |
|  HP:      2500  ||    Defence: 120  ||   Steal: /                           |
|  MP:       110  ||      Magic:  70  ||   Morph: /                           |
|                 ||   MDefence: 110  ||                                       |
|  EXP:      900  ||  Dexterity:  90  ||                                       |
|   AP:       80  ||       Luck:   8  ||                                       |
|  GIL:     3000  ||      Evade:  20  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [-]      |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [-]           |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Sector 8 Raid Large Upper Catwalk Area          32% |                       |
| Sector 8 Raid Large Lower Catwalk Area          32% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!                |
|   Manhole's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Rockbreaker>        Target: One Opponent                         |
|  [1F2]       Physical          Element: Shoot                               |
|                                   Att%: 90                                   |
|                                  Power: 16                                   |
```

```
|                            Base Damage: 536 HP                              |
|                                                                             |
|  Attack 2:  Ice2               Target: All Opponents     Reflectable        |
|  [01F]       Magical          Element: Ice               Split Damage       |
|                                  Att%: 100                                  |
|                                 Power: 20                                   |
|                                MP Cost: 22 MP                               |
|                            Base Damage: 787 HP                              |
|                                                                             |
|  Attack 3:  Fire2              Target: All Opponents     Reflectable        |
|  [01C]       Magical          Element: Fire              Split Damage       |
|                                  Att%: 100                                  |
|                                 Power: 20                                   |
|                                MP Cost: 22 MP                               |
|                            Base Damage: 787 HP                              |
|                                                                             |
|  Attack 4: <[No Name]>         Target: Self              Moves To Other     |
|  [11F]       Physical 0 Dam      Att%: Auto Hit           Manhole          |
|  [120]                                                                      |
|                                                                             |
|  Attack 5: <Vanish>            Target: Self              Moves To Other     |
|  [14E]       Physical 0 Dam      Att%: Auto Hit           Manhole          |
|  [150]                                                                      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Manhole's BATTLE PLAN: (Repeats)                                          |
|                                                                             |
|  SETUP: Set Manhole [A] as active Manhole                                   |
|         Set Manhole [B] as invisible                                        |
|         Set Manhole [C] as invisible                                        |
|                                                                             |
|                                                                             |
|  STAGE 1: (Manhole [A] is active)                                           |
|                                                                             |
|   1ST ATTACK: Use <Rockbreaker> on Rnd Target                               |
|               Enable Counter Flag                                           |
|                                                                             |
|   THEREAFTER: 3/4 Chance use <[No Name]> on Self                            |
|                   Activate Manhole [A]'s invisibility, disable Manhole      |
|                    [B]'s invisibility, set Manhole [B] as active Manhole    |
|                   Transfer remaining HP to Manhole [B]                      |
|                   Disable Counter Flag                                      |
|                                                                             |
|               1/4 Chance use <[No Name]> on Self                            |
|                   Activate Manhole [A]'s invisibility, disable Manhole      |
|                    [C]'s invisibility, set Manhole [C] as active Manhole    |
|                   Transfer remaining HP to Manhole [C]                      |
|                   Disable Counter Flag                                      |
|                                                                             |
|                                                                             |
|  STAGE 2: (Manhole [B] is active)                                           |
|                                                                             |
|   1ST ATTACK: Use <Rockbreaker> on Rnd Target                               |
|               Enable Counter Flag                                           |
|                                                                             |
|   THEREAFTER: 3/8 Chance use <[No Name]> on Self                            |
|                   Activate Manhole [B]'s invisibility, disable Manhole      |
|                    [C]'s invisibility, set Manhole [C] as active Manhole    |
|                   Transfer remaining HP to Manhole [C]                      |
|                   Disable Counter Flag                                      |
|                                                                             |
```

```
|               5/8 Chance use <Vanish> on Self                                |
|                   Activate Manhole [B]'s invisibility, disable Manhole      |
|                    [A]'s invisibility, set Manhole [A] as active Manhole    |
|                   Transfer remaining HP to Manhole [A]                       |
|                   Disable Counter Flag                                       |
|                                                                              |
|                                                                              |
|  STAGE 3: (Manhole [C] is active)                                            |
|                                                                              |
|   1ST ATTACK: Use <Rockbreaker> on Rnd Target                                |
|               Enable Counter Flag                                            |
|                                                                              |
|   THEREAFTER: 3/8 Chance use <[No Name]> on Self                             |
|                   Activate Manhole [C]'s invisibility, disable Manhole      |
|                    [B]'s invisibility, set Manhole [B] as active Manhole    |
|                   Transfer remaining HP to Manhole [B]                       |
|                   Disable Counter Flag                                       |
|                                                                              |
|               5/8 Chance use <Vanish> on Self                                |
|                   Activate Manhole [C]'s invisibility, disable Manhole      |
|                    [A]'s invisibility, set Manhole [A] as active Manhole    |
|                   Transfer remaining HP to Manhole [A]                       |
|                   Disable Counter Flag                                       |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Counter Flag is disabled OR Manhole's MP < 22: Do nothing                  |
|                                                                              |
|   Counter Flag is enabled AND Manhole's MP >= 22:                            |
|                                                                              |
|    Manhole is in Stage 1 (Manhole [A] active):                               |
|                                                                              |
|     Do nothing                                                               |
|                                                                              |
|    Manhole is in Stage 2 (Manhole [B] active):                               |
|                                                                              |
|     Use Ice2 on All Targets for next turn, disable Counter Flag              |
|                                                                              |
|    Manhole is in Stage 3 (Manhole [C] active):                               |
|                                                                              |
|     Use Fire2 on All Targets for next turn, disable Counter Flag             |
|                                                                              |
|                                                                              |
|  DEATH: Remove inactive Manhole from Battle, inactive Manholes leave no      |
|          rewards, end Battle                                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Manhole:                          |   POWER req for Overflow:     |
|                                              |                               |
| The Manhole is a fairly weak enemy, with low |  Base Damage Overflow: 180    |
|  HP and low damage output. It will target    |  Rnd Var Overflow  3x: 120    |
|  all characters when countering with Ice2 or o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Fire2, but this should not be a problem.                                    |
| At the start of the Battle the Manhole will appear in the centre. On its     |
|  second turn it will transport itself to one of the closed Manhole lids,     |
|  meaning that your attacks will miss if you had the centre Manhole           |
|  targeted.                                                                   |
| Your Deathblow chance will only be roughly 52%, so use Slash-All and Trine   |
|  to quickly dispatch the Manhole. You can only kill one of the three         |
|  Manholes in the Battle, so the EXP/AP/Gil earned is capped at the value     |
```

| of one Manhole. |
| The lids that you see is actually a unique enemy with a unique ID. These lids cannot be targeted or killed, and only exist aesthetically. See the "Extra Enemies" section for more details on the Manhole(Lid) enemy. |
| The Manhole is one of six enemies that are affected by the 'Berserk Glitch', which means that they have no assigned Attack to use when they are inflicted with Berserk. As such the "skill power is used up" text string will be displayed every turn, seeing as the Attack they are trying to use costs 65,535 MP! |
| The Manhole cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage. |
| The Manhole is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Manhole is one one of 86 enemies that is immune to Seizure. It is also immune to Peerless, along with 104 other enemies, and also immune to Regen along 14 other enemies. |
| The Manhole is the only enemy that is immune to Barrier, MBarrier, Shield, Death Force, Resist and Lucky Girl. Is is also one of four enemies that are Immune to Reflect. |
| The Manhole is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy |

{Crazy Saw}

https://photos.app.goo.gl/iHM5zuCUg45yy1tx5 | ID: 121

Level: 44	Strength: 116	Drop 1: Phoenix Down [8]	14.06%
HP: 3900	Defence: 100	Drop 2: Ether [8]	12.09%
MP: 340	Magic: 96	Steal: Mute Mask [32]	40.63%
	MDefence: 120	Morph: Turbo Ether	
EXP: 800	Dexterity: 80		
AP: 80	Luck: 2	Back Damage: Normal (2x Damage)	
GIL: 1300	Evade: 10	Susceptible to L4 Suicide	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[Double]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[VUL]	Darkness	[-]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[-]
Water	[-]	Stop	[VUL]	Fury	[-]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Large Upper Catwalk Area	23%	Moth Slasher
Sector 8 Raid Large Lower Catwalk Area	23%	
Sector 8 Raid Winding Tunnels Repeated Screen	50%	
Sector 8 Raid Winding Tunnels Repeated "Fork"	50%	

Crazy Saw's ATTACKS:

- Manip Attack 1: Uppercut
- Manip Attack 2: Rifle

```
|  Attack 1: <Uppercut>          Target: One Opponent      Berserk Attack   |
|  [2DB]       Physical         Element: Shoot             Status Inflict:  |
|                                  Att%: 100                Confusion (100%)|
|                                 Power: 16                                 |
|                             Base Damage: 911 HP                           |
|                                                                           |
|  Attack 2:  Rifle              Target: One Opponent                       |
|  [11A]       Physical         Element: Shoot                             |
|                                  Att%: 100                                |
|                                 Power: 16                                 |
|                             Base Damage: 911 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Crazy Saw's BATTLE PLAN: (Repeats)                                      |
|                                                                           |
|  1ST ATTACK: Use <Uppercut> on Rnd Target without Confusion; If all       |
|               Targets have Confusion, skip a turn                         |
|                                                                           |
|  2ND ATTACK: Use Rifle On Rnd Target without Confusion; If all Targets    |
|               have Confusion, select Rnd Target                           |
|                                                                           |
|  3RD ATTACK: Same as 2nd Attack                                           |
|  4TH ATTACK: Same as 2nd Attack                                           |
|                                                                           |
|    After 4th Attack: 1/2 Chance jump to 1st Attack for next turn          |
|                      1/2 Chance jump to 2nd Attack for next turn          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Crazy Saw:                        |   POWER req for Overflow:    |
|                                              |                              |
| The Crazy Saw is not a difficult opponent.   |  Base Damage Overflow: 172   |
|  Use Trine or Bolt3 to kill it in one hit.   |  Rnd Var Overflow  3x: 115   |
|  Alternatively, you can use L4 Suicide to    |  Rnd Var Overflow  4x:  86   |
|  cripple it.                                 |  Rnd Var Overflow  6x:  58   |
| The worst thing the Crazy Saw can do to you  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  is inflict you with Confusion, so be sure                                |
|  to have defences in place. You could optionally cast Bad Breath to render |
|  the Crazy Saw harmless. Their attacks deal moderate damage, so put your  |
|  characters in the Back Row and use Big Guard/Barrier if necessary. Your  |
|  Deathblow chance will be roughly 62%.                                    |
| The Crazy Saw is encountered in an area that cannot be revisited; once you |
|  progress past a certain point in the game, you can no longer fight the   |
|  enemy.                                                                   |
\                                                                           /
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  .----------------.
 /  {Shadow Maker}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/fsDq5q5bw1FnZ3XH6                  | ID: 122 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     42  ||   Strength:  90  ||    Drop: Turbo Ether  [63]   100%   |
|  HP:      2000  ||    Defence:  90  ||   Steal: Graviball    [63] 79.69%   |
|  MP:       120  ||      Magic:  75  ||   Morph: /                         |
|                 ||   MDefence:  68  ||                                     |
|  EXP:      500  ||  Dexterity:  40  ||                                     |
|   AP:       25  ||       Luck:  30  || Back Damage: Normal (2x Damage)     |
|  GIL:      500  ||      Evade:  20  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
```

Earth [-]	Confusion [VUL]	Darkness [-]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [-]
Water [-]	Stop [VUL]	Fury [-]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Winding Tunnels Repeated Screen	69%	
Sector 8 Raid Winding Tunnels Repeated "Fork"	69%	

Shadow Maker's ATTACKS:

Manip Attack 1: Support Beam

Attack 1: <Support Beam> Target: One Opponent Berserk Attack
[393] Magical 0 Dam Att%: Auto Hit Status Inflict:
MP Cost: 8 MP Slow (99%)

Shadow Maker's BATTLE PLAN: (Repeats)

All Targets with Slow: Do nothing

At least one Target without Slow:

Use <Support> Beam on Rnd Target without Slow; If Shadow Maker's MP < 8, skip a turn

Follow-Up: 1/2 Chance use <Support> Beam on Rnd Target without Slow; If Shadow Maker's MP < 8, do nothing
1/2 Chance do nothing

Notes On Shadow Maker:

The Shadow Maker will never inflict damage upon the Player, making them a nuisance enemy at most. Equip Ribbons and Sprint Shoes to defend from Slow. One cast of Bad Breath or two Magic Hammers will render them harmless.

The Shadow Maker has very low Dexterity, similar to those fought prior to obtaining the Buggy, so they will not attack you often. If all three characters are inflicted with Slow, they will cease to attack altogether. Their low HP means that Bolt2 may be strong enough to kill them; Trine will most definitely kill them in one. Your Deathblow chance will be roughly 52%.

If you did not obtain a Graviball from the Deenglow in the Train Graveyard, then the Shadow Maker is your last opportunity to obtain this permanently missable Item (casts Demi on one target). A Lv 53 Cloud would have a 100% chance of stealing from them. They also drop Turbo Ethers as a 100% drop rate; although, farming them from the Search Crown by the "Waterside Tracks" in Mt. Corel (with the Sneak Glove) would be an easier way to farm Turbo Ethers.

If you wished to stockpile on your Items using the standard W-Item glitch, then the Shadow Maker is the optimal enemy to do so against, given that they never harm the Player.

The Shadow Maker is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:

Base Damage Overflow:	167
Rnd Var Overflow 3x:	112
Rnd Var Overflow 4x:	84
Rnd Var Overflow 6x:	56

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\                                                                                /
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  .---------------.
 /  {Turks:Elena}  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/riK47wdyudcZ8P286                      | ID: 128 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     53  ||   Strength:  75  ||    Drop: /                          |
|  HP:    30,000  ||    Defence:  90  ||   Steal: Minerva Band  [32] 40.63%  |
|  MP:       100  ||      Magic: 100  ||   Morph: /                          |
|                 ||   MDefence: 190  ||                                     |
|  EXP:     6400  ||  Dexterity:  85  ||                                     |
|   AP:      800  ||       Luck:  20  || Back Damage: Normal (2x Damage)     |
|  GIL:     7000  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Absorb]       |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Sector 8 Raid Winding Tunnels Repeated Screen      |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!              |
|   Turks:Elena's ATTACKS:               o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Kick>               Target: One Opponent                        |
|  [376]       Physical          Element: Hit                                 |
|                                   Att%: 90                                  |
|                                  Power: 40                                  |
|                             Base Damage: 1427 HP                            |
|                                                                             |
|  Attack 2: <Throw>              Target: All Opponents     Split Damage      |
|  [378]       Physical          Element: Fire                                |
|                                   Att%: 90                                  |
|                                  Power: 32                                  |
|                             Base Damage: 1142 HP                            |
|                                                                             |
|  Attack 3: <Throw>              Target: One Opponent      Can't Cover       |
|  [379]       Physical          Element: Shoot                               |
|                                   Att%: 90                                  |
|                                  Power: 24                                  |
|                             Base Damage: 856 HP                             |
|                                                                             |
|  Attack 4: <Bewildered>         Target: One Opponent      Status Inflict:   |
|  [377]       Magical 0 Dam        Att%: 90                 Confusion (79%)  |
|                                                                             |
|  Attack 5: <[No Name]>          Target: Self              Moves To Front/   |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           Back Row         |
|  [120]                                                                      |
|                                                                             |
|  Attack 6: <(Report)>           Target: Self              Escapes Battle    |
```

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|  [164]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Turks:Elena's BATTLE PLAN: (Repeats)                                     |
|                                                                            |
|  OPENING ATTACK: Display Sting: [Elena "Try this on for size!"]            |
|                  Use <Throw> Fire variant on All Targets                   |
|                                                                            |
|                                                                            |
|  STAGE 1: (Front Row)                                                      |
|                                                                            |
|   1/2 Chance: Use <Kick> on Rnd Target                                     |
|   1/2 Chance: Use <Throw> Shoot variant on Rnd Target                      |
|                                                                            |
|                                                                            |
|  STAGE 2: (Back Row)                                                       |
|                                                                            |
|   1ST ATTACK: Skip a turn                                                  |
|                                                                            |
|   2ND ATTACK: Display String: [Elena "Take THAT!!"]                        |
|               Use <Bewildered> on Rnd Target                               |
|                                                                            |
|   3RD ATTACK: Use <Throw> Shoot variant on Rnd Target                      |
|   4TH ATTACK: Use <Throw> Shoot variant on Rnd Target                      |
|   5TH ATTACK: Use <Throw> Shoot variant on Rnd Target                      |
|   6TH ATTACK: Use <Throw> Shoot variant on Rnd Target                      |
|                                                                            |
|   7TH ATTACK: Display String: [Elena "Take THAT!!"]                        |
|               Use <[No Name]> on Self                                      |
|               Use <Throw> Fire variant on All Targets                      |
|               Set Row Value back to 1, transform to Stage 1                |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Turks:Elena is in Stage 1 (Front Row):                                   |
|                                                                            |
|    1ST COUNTER: Do nothing                                                 |
|                                                                            |
|    2ND COUNTER: Display String: [Elena "Yeow! That hurts!"]                |
|                 Use <[No Name]> on Self                                    |
|                 Set Row Value to 2, transform to Stage 2                   |
|                                                                            |
|                                                                            |
|   Turks:Elena is in Stage 2 (Back Row):                                    |
|                                                                            |
|    1ST COUNTER: Do nothing                                                 |
|                                                                            |
|    2ND COUNTER: Display String: [Elena "Take THAT!!"]                      |
|                 Use <[No Name]> on Self                                    |
|                 Use <Throw> Fire variant on All Targets                    |
|                 Set Row Value back to 1, transform to Stage 1              |
|                                                                            |
|                                                                            |
|  DEATH: Display String: "Reno "Let's call it a day.""                      |
|         Use <(Report)> on Self, remove other active Turks from Battle,     |
|          other active Turks leaves no rewards, end Battle                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Elena:                     |   POWER req for Overflow:    |
|                                             |                              |
| This is the fourth and final encounter with |  Base Damage Overflow: 167   |
```

| the Turks, and the only battle with Elena present. If you have completed Yuffie's sidequest, then you will have the option to skip the Battle. The Victory pose and Fanfare theme will *not* play out if you opted to battle the Turks; however, if you did not complete Yuffie's Quest, then you will not have the option to decline the Battle, and the Victory pose and Fanfare theme *will* play out in that scenario.

| Rnd Var Overflow 3x: 112 |
| Rnd Var Overflow 4x: 84 |
| Rnd Var Overflow 6x: 56 |

The Player can also skip the Battle by exploiting a glitch with the walkmesh. If you were to hug the central pillar on the screen, you would bypass the trigger point to initiate the Battle with the Turks.

The Turks Battle is subject to an oversight with the encounter Setup Flag used. As with a handful of prior battles, the "Pre-Emp OFF" Flag has not been implemented, and as such you have the chance to initiate a Pre-Emptive Strike against the Turks.

As with the Turks Battle in Gongaga, when you kill one Turk the other remaining Turks will flee the Battle, putting a limit on the amount of potential Battle Spoils earned. If you wish to gain the maximum possible EXP/AP/Gil, then be sure to cast Sense on each Turk, and regulate their HP accordingly.

Setting up for this Battle should not take long, as it is not a very tough fight. Some of the attacks used have moderate damage output, so put your characters in the Back Row and set up Big Guard if necessary.

Between Elena, Rude, and Reno, all three 'Base' Elements will be absorbed; Fire Ice and Lightning. This means that Magic Breath, Beta and Trine are off the table. Aqualung works well, dealing 2000+ HP per hit. You should pair MP Turbo with either Comet2 or Ultima for maximum effect, and equip a few Summons, also, such as Bahamut ZERO and/or Alexander. Save Bahamut ZERO for your final attack, as it will deal the most amount of damage.

All three Turks carry a useful piece of Armour/Accessory, so be sure to have Steal equipped. Using the Sneak Glove is advised, also, as it will give you a 100% chance of stealing against all three Turks.

None of the Turks have any need for their MP, so feel free to use Magic Hammer to replenish your own, should you need to.

You should set at least one character with defence against Confusion, and be ready to use White Wind when necessary. All three Turks have a vulnerability to Slow, so equipping All+Time is advised.

If you do manage to initiate a Pre-Emptive Strike against the Turks, then Elena will still get the first attack in as her script is part of the 'Pre-Battle' Script, which is the same used via the Sneak Attack Materia.

You should try to steal the Minerva Band from Elena; a piece of Armour that nullifies all Fire/Ice/Gravity/Holy based attacks, and can only be equipped by the females. Note that it will only nullify abilities that use the Gravity Element, as opposed to all %-based attacks. A Lv 54 Cloud would have a 42.19% chance of stealing from Elena, or, a 100% chance with the Sneak Glove equipped. You can obtain another Minerva Band from the Ancient Forest.

Elena will occasionally change her Row positioning, so using long-ranged characters is advised. While she is in the Front Row, Reno and Rude will take halve damage from Physical attacks, and while she is in the Back Row Reno and Rude will take normal damage, while Elena takes Back Damage. Your Deathblow chance will be roughly 67% against Elena.

A possible error occurs with Elena's AI Script. If she is the target killed, then the text string displayed will be the same as Reno's. It is unknown if this is an error or not, as the camera placement suggests that the quote could be coming from Reno. If you kill all three targets at once, only one of the Turk's will make a comment.

Turks:Elena is immune to Seizure, which isn't necessary seeing as there is

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|  no way for the Player to inflict an enemy with Seizure. Turks:Elena is    |
|  one of 86 enemies that are immune to Seizure. She is also immune to       |
|  Peerless, along with 104 other enemies.                                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------------.  NOTE - This is the 4th Battle with Reno in Sector 8
 /  {Turks:Reno} IV  \        !! OPTIONAL BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ZLdG3xZ6xxwMondUA                     | ID: 129 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     50  ||   Strength: 100  ||    Drop: Elixir      [63]   106%    |
|  HP:    25,000  ||    Defence: 120  ||   Steal: Touph Ring  [32] 40.63%    |
|  MP:       200  ||      Magic: 105  ||   Morph: /                          |
|                 ||   MDefence: 106  ||                                      |
|  EXP:     4500  ||  Dexterity:  80  ||                                      |
|   AP:      450  ||       Luck:  20  || Back Damage: Normal (2x Damage)      |
|  GIL:     3000  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [Absorb]      |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 8 Raid Winding Tunnels Repeated Screen        |  Turks:Reno I        |
|                                                      |  Turks:Reno II       |
|                                                      |  Turks:Reno III      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Turks:Reno IV's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Short Staff>        Target: One Opponent                        |
|  [15C]       Physical          Element: Hit                                 |
|                                   Att%: 110                                 |
|                                  Power: 20                                  |
|                            Base Damage: 905 HP                              |
|                                                                             |
|  Attack 2:  Turk Light          Target: One Opponent                        |
|  [370]       Magical           Element: None                                |
|                                   Att%: 90                                  |
|                                  Power: 12                                  |
|                            Base Damage: 697 HP                              |
|                                                                             |
|  Attack 3:  Electroprod         Target: One Opponent                        |
|  [372]       Physical          Element: Lightning                           |
|                                   Att%: 90                                  |
|                                  Power: 48                                  |
|                            Base Damage: 2172 HP                             |
|                                                                             |
|  Attack 4: <(Report)>           Target: Self              Death Animation   |
|  [164]       Physical 0 Dam       Att%: Auto Hit                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
```

```
|   Turks:Reno IV's BATTLE PLAN: (Repeats)                                  |
|                                                                           |
|  1ST ATTACK: Use <Short Staff> on Rnd Target                              |
|                                                                           |
|  2ND ATTACK: 1/2 Chance use <Short Staff> on Rnd Target                   |
|              1/2 Chance use Electroprod on Rnd Target                     |
|                                                                           |
|  3RD ATTACK: Use Turk Light on Rnd Target                                 |
|                                                                           |
|                                                                           |
|  DEATH: Display String: "Reno "Let's call it a day."""                    |
|         Use <(Report)> on Self, remove other active Turks from Battle,    |
|          other active Turks leaves no rewards, end Battle                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Reno IV: (Winding Tunnels)  |   POWER req for Overflow:  |
|                                              |                            |
| This is the fourth and final encounter with  |  Base Damage Overflow: 180 |
|  the Turks, and the only battle with Elena   |  Rnd Var Overflow  3x: 120 |
|  present. If you have completed Yuffie's     |  Rnd Var Overflow  4x:  90 |
|  sidequest, then you will have the option to |  Rnd Var Overflow  6x:  60 |
|  skip the Battle. The Victory pose and       o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Fanfare theme will *not* play out if you                                 |
|  opted to battle the Turks; however, if you did not complete Yuffie's     |
|  Quest, then you will not have the option to decline the Battle, and the  |
|  Victory pose and Fanfare theme *will* play out in that scenario.         |
| The Player can also skip the Battle by exploiting a glitch with the       |
|  walkmesh. If you were to hug the central pillar on the screen, you would |
|  bypass the trigger point to initiate the Battle with the Turks.          |
| The Turks Battle is subject to an oversight with the encounter Setup Flag |
|  used. As with a handful of prior battles, the "Pre-Emp OFF" Flag has not |
|  been implemented, and as such you have the chance to initiate a Pre-     |
|  Emptive Strike against the Turks.                                        |
| As with the Turks Battle in Gongaga, when you kill one Turk the other     |
|  remaining Turks will flee the Battle, putting a limit on the amount of   |
|  potential Battle Spoils earned. If you wish to gain the maximum possible |
|  EXP/AP/Gil, then be sure to cast Sense on each Turk, and regulate their  |
|  HP accordingly.                                                          |
|                                                                           |
| See notes on Turks:Elena above for details on how to prepare for this     |
|  Battle.                                                                  |
|                                                                           |
| Turks:Reno IV can deal moderate damage with his Electroprod attack, so use |
|  MBarrier and put Lightning defences in place if you are under-levelled.  |
|  Reno has the least amount of HP, so try to attack Elena and Rude first if |
|  you want to try to kill all three at the same time.                      |
| If you did not obtain the Tough Ring from Reno previously, then this      |
|  encounter will be your last opportunity to obtain this Accessory which   |
|  raises Vitality and Spirit by +50. A Lv 54 Cloud would have a 45.31%     |
|  chance of stealing from Reno, or, a 100% chance with the Sneak Glove     |
|  equipped.                                                                |
| Your Deathblow chance will be roughly 67% against Turks:Reno IV           |
| Turks:Reno IV is immune to Seizure, which isn't necessary seeing as there |
|  is no way for the Player to inflict an enemy with Seizure. Turks:Reno IV |
|  is one of 86 enemies that are immune to Seizure. He is also immune to    |
|  Peerless, along with 104 other enemies.                                  |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-----------------.  NOTE - This is the 4th Battle with Rude in Sector 8
 /  {Turks:Rude} IV  \        !! OPTIONAL BOSS !!
```

https://photos.app.goo.gl/JNnaaiRb62KtX46m7 | ID: 12A

Level: 51	Strength: 110	Drop: Elixir [63] 100%
HP: 28,000	Defence: 130	Steal: Ziedrich [32] 40.63%
MP: 250	Magic: 83	Morph: /
	MDefence: 190	
EXP: 5500	Dexterity: 70	
AP: 600	Luck: 20	Back Damage: Normal (2x Damage)
GIL: 5000	Evade: 0	

Fire [Absorb]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Winding Tunnels Repeated Screen		Turks:Rude I
		Turks:Rude II
		Turks:Rude III

No Manipulate Attacks!

Turks:Rude IV's ATTACKS:

Attack 1: <Shoulder Attack> [374] Physical
Target: One Opponent
Element: Hit
Att%: 90
Power: 48
Base Damage: 2955 HP

Attack 2: Fire [01B] Magical
Target: One Opponent
Element: Fire
Att%: 100
Power: 8
MP Cost: 4 MP
Base Damage: 402 HP
Never Used
Reflectable

Attack 3: Cure [000] Magical Spcl Formula
Target: One Ally
Element: Restorative
Att%: 255
Power: 5
MP Cost: 5 MP
Base Damage: 914 HP
Never Used
Reflectable

Attack 4: Grand Spark [1CD] Magical
Target: One Opponent
Element: Hit
Att%: 100
Power: 24
Base Damage: 1206 HP

Attack 5: <Cover> [375] Physical 0 Dam
Target: Self
Att%: Auto Hit
Never Used
Animation

```
|  Attack 6: <(Report)>          Target: Self             Death Animation  |
|  [164]       Physical 0 Dam      Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Turks:Rude IV's BATTLE PLAN: (Repeats)                                  |
|                                                                           |
|  1ST ATTACK: Use <Shoulder Attack> on Rnd Target*                         |
|  2ND ATTACK: Use <Shoulder Attack> on Rnd Target*                         |
|  3RD ATTACK: Use Grand Spark on Rnd Target*                               |
|  4TH ATTACK: Use <Shoulder Attack> on Rnd Target*                         |
|  5TH ATTACK: Use <Shoulder Attack> on Rnd Target*                         |
|  6TH ATTACK: Use <Shoulder Attack> on Rnd Target*                         |
|  7TH ATTACK: Use Grand Spark on Rnd Target*                               |
|                                                                           |
|    *If selected Target is Tifa AND Tifa is the only Target available:     |
|                                                                           |
|      1/3 Chance use <Shoulder Attack> on Tifa                             |
|      2/3 Chance skip a turn, Display String: [Rude "………………"]              |
|                                                                           |
|                                                                           |
|  DEATH: Display String: [Rude "Reno! Elena! Let's pull out!"]             |
|         Use <(Report)> on Self, remove other active Turks from Battle,    |
|          other active Turks leaves no rewards, end Battle                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Turks:Rude IV: (Winding Tunnels)  |   POWER req for Overflow:  |
|                                              |                            |
| This is the fourth and final encounter with  |  Base Damage Overflow: 185 |
|  the Turks, and the only battle with Elena   |  Rnd Var Overflow  3x: 123 |
|  present. If you have completed Yuffie's     |  Rnd Var Overflow  4x:  93 |
|  sidequest, then you will have the option to |  Rnd Var Overflow  6x:  62 |
|  skip the Battle. The Victory pose and       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Fanfare theme will *not* play out if you                                 |
|  opted to battle the Turks; however, if you did not complete Yuffie's     |
|  Quest, then you will not have the option to decline the Battle, and the  |
|  Victory pose and Fanfare theme *will* play out in that scenario.         |
| The Player can also skip the Battle by exploiting a glitch with the       |
|  walkmesh. If you were to hug the central pillar on the screen, you would |
|  bypass the trigger point to initiate the Battle with the Turks.          |
| The Turks Battle is subject to an oversight with the encounter Setup Flag |
|  used. As with a handful of prior battles, the "Pre-Emp OFF" Flag has not |
|  been implemented, and as such you have the chance to initiate a Pre-     |
|  Emptive Strike against the Turks.                                        |
| As with the Turks Battle in Gongaga, when you kill one Turk the other     |
|  remaining Turks will flee the Battle, putting a limit on the amount of   |
|  potential Battle Spoils earned. If you wish to gain the maximum possible |
|  EXP/AP/Gil, then be sure to cast Sense on each Turk, and regulate their  |
|  HP accordingly.                                                          |
|                                                                           |
| See notes on Turks:Elena above for details on how to prepare for this     |
|  Battle.                                                                  |
|                                                                           |
| Turks:Reno IV does not react to Tifa's presence as the AI Script had      |
|  intended. The command used when selecting a target is set to select *all*|
|  targets that is not Tifa, as opposed a single target that is not Tifa.   |
|  Seeing as all of his attacks do not allow for the use of the "Toggle     |
|  Multiple" Flag, he will instead proceed to select a random target        |
|  including Tifa. The script only plays out as intended if Tifa is the only|
|  available target.                                                        |
| If you failed your previous opportunities to obtain the Ziedrich from     |
|  Rude, then now would be your last chance to grab this piece of Armour    |
|  that halves the damage taken by ALL Elemental abilities, including Cut,  |
```

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|  Hit, Punch and Shoot. It will *not* halve the damage taken via Shoot,     |
|  Hidden or Restorative abilities. A Lv 54 Cloud would have a 43.75% chance |
|  of stealing from Reno.                                                    |
| Your Deathblow chance will be roughly 72% against Turks:Reno IV.           |
| Turks:Rude IV is immune to Seizure, which isn't necessary seeing as there  |
|  is no way for the Player to inflict an enemy with Seizure. Turks:Rude IV  |
|  is one of 86 enemies that are immune to Seizure. He is also immune to     |
|  Peerless, along with 104 other enemies.                                   |
\                                                                            /
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               o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,.o
               ||                {Mako Cannon}                 ||
               o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - This area cannot be revisited.

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||   Sector 8 Raid Mako Cannon Bridge (Proud Clod)     N/A              ||
||   Sector 8 Raid Mako Cannon Base (W Save Point)     *****  BEST      ||
||   Sector 8 Raid Mako Cannon Stairwell (Missing Score)   ***          ||
||   Sector 8 Raid Mako Cannon Control Panel (Hojo)    N/A              ||
\|                                                                      |/
 \                                                                      /
  |      Enemies:                                                      |
  |                                                                    |
  |      Proud Clod           (Boss)                                   |
  |      Jamar Armor     (Mini Boss)                                   |
  |      Grosspanzer-Big                                               |
  |      Grosspanzer-Small                                             |
  |      Grosspanzer-Mobile                                            |
  |  L4  SOLDIER:1st                                                   |
  |      XCannon                                                       |
  |      Maximum Kimaira                                               |
  |      Hojo                 (Boss)                                   |
  |      Bad Rap Sample  (Mini Boss)                                   |
  |      Poodler Sample  (Mini Boss)                                   |
  |      Helletic Hojo        (Boss)                                   |
  |      Right Arm       (Mini Boss)                                   |
  |      Left Arm        (Mini Boss)                                   |
  |      Lifeform-Hojo N      (Boss)                                   |
   \                                                                  /
    0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                             ELEMENTS TO USE:                           ]
 [                                                                        ]
 [   Lightning - Grosspanzer-Big    - Double                              ]
 [   Lightning - Grosspanzer-Small  - Double                              ]
```

```
[   Lightning - Grosspanzer-Mobile - Double                                  ]
[   Lightning - XCannon            - Double                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                               ]
[                                                                            ]
[      Gravity - Proud Clod        - Nullify  (Boss)                         ]
[      Gravity - Jamar Armor       - Nullify  (Mini Boss)                    ]
[      Gravity - Hojo              - Nullify  (Boss)                         ]
[      Gravity - Helletic Hojo     - Nullify  (Boss)                         ]
[      Gravity - Left Arm          - Nullify  (Mini Boss)                    ]
[      Gravity - Lifeform-Hojo N   - Nullify  (Boss)                         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                          ]
[                                                                            ]
[        Fire - Grosspanzer-Mobile - Napalm Bomb                             ]
[        Fire - Poodler Sample     - Fire2                                   ]
[         Ice - Maximum Kimaira    - Freeze                                  ]
[      Poison - Bad Rap Sample     - Evil Poison                             ]
[ Restorative - Hojo               - Capsule                                 ]
[                                                                            ]
[         Cut - SOLDIER:1st        - Fight                                   ]
[         Cut - SOLDIER:1st        - Sword of Doom                           ]
[         Cut - SOLDIER:1st        - Quadra-Cut                              ]
[         Hit - Grosspanzer-Mobile - Bodyblow                                ]
[         Hit - Grosspanzer-Mobile - Deadly Wheel                            ]
[         Hit - Bad Rap Sample     - Whip                                    ]
[         Hit - Bad Rap Sample     - Big Fang                                ]
[         Hit - Poodler Sample     - Bodyblow                                ]
[         Hit - Lifeform-Hojo N    - Combo (four variants)                   ]
[       Punch - Maximum Kimaira    - Claw                                    ]
[       Punch - Helletic Hojo      - Pile Banger (two variants)              ]
[       Shoot - Proud Clod         - Big Hand Clash                          ]
[       Shoot - Proud Clod         - Wrist Laser                             ]
[       Shoot - Proud Clod         - Knee Fire                               ]
[       Shoot - Proud Clod         - Knee Blend                              ]
[       Shoot - Proud Clod         - W Machine Gun                           ]
[       Shoot - Proud Clod         - Beam Cannon                             ]
[       Shout - Grosspanzer-Mobile - Normal Shell (two variants)             ]
[       Shout - XCannon            - Search (0 Damage)                       ]
[       Shout - XCannon            - Dragon Cannon                           ]
[       Shout - Helletic Hojo      - Bio Gas                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                           ]
[                                                                            ]
[        Sleep - Helletic Hojo     - Sleepel         (71%  Inflict)          ]
[        Sleep - Lifeform-Hojo N   - Combo           (79%  Inflict)          ]
[       Poison - Maximum Kimaira   - Northern Cross  (99%  Inflict)          ]
[       Poison - Helletic Hojo     - Bio Gas         (100% Inflict)          ]
[       Poison - Lifeform-Hojo N   - Combo           (79%  Inflict)          ]
[    Confusion - Helletic Hojo     - Confu           (59%  Inflict)          ]
[      Silence - SOLDIER:1st       - Silence         (79%  Inflict)          ]
[      Silence - Helletic Hojo     - Silence         (79%  Inflict)          ]
[      Silence - Lifeform-Hojo N   - Silence         (79%  Inflict)          ]
[         Slow - Lifeform-Hojo N   - Slow            (99%  Inflict)          ]
[         Stop - Maximum Kimaira   - Freeze          (67%  Inflict)          ]
[     Darkness - Bad Rap Sample    - Evil Poison     (100% Inflict)          ]
[     Darkness - Lifeform-Hojo N   - Combo           (79%  Inflict)          ]
[      Reflect - Proud Clod        - Materia-jammer  (100% Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                                ]
```

[ ]
[Silence]
'~ ~~'

|| ENEMY LOOT ||

	DROP	STEAL	MORPH
TURBO ETHER	XCannon [8]		
8-INCH CANNON	Grosspanzer-Big [63]		
POWER SOURCE	Lifeform-Hojo N [63]		
GUARD SOURCE			Maximum Kimaira
RAGNAROK	Proud Clod [63]		
SHINRA ALPHA		SOLDIER:1st [8]	

|| ENEMY ENCOUNTERS ||

NOTE - The averages assumes you to kill every part of the Grosspanzer.

SCREEN GROUPING 1: Area Enc Rate:

Sector 8 Raid Mako Cannon Bridge (Proud Clod) OFF

"Battle Victory Music" and "Victory Pose" Flags disabled.
"Shinra Company" Theme plays throughout battle.

Forced Attack	EXP - 15,000	1st Row: 1x Proud Clod,
Can't Escape	AP - 2500	1x Jamar Armor
	GIL - 20,000	#844

SCREEN GROUPING 2: ***** BEST Area Enc Rate:

Sector 8 Raid Mako Cannon Base (W Save Point) 48 High

Average: EXP: 2400 AP: 320 GIL: 4900 Enemy QTY: 4

[100%]	Nrml Bat #1	EXP - 2400	1st Row: 1x Grosspanzer-Big,	#837
	Pre-Emp OFF	AP - 320	2x Grosspanzer-Small,	#838
		GIL - 4900	1x Grosspanzer-Mobile #836	#839

SCREEN GROUPING 3: *** Area Enc Rate:

Sector 8 Raid Mako Cannon Stairwell (Missing Score) 48 High

Average: EXP: 1856.6 AP: 151.7 GIL: 4389.8 Enemy QTY: 1.69

[20.5%]	Nrml Bat #1	EXP - 1920	1st Row: 2x SOLDIER:1st	
		AP - 180		
		GIL - 4800		#848
[19.1%]	Nrml Bat #2	EXP - 2000	1st Row: 1x XCannon	
	Pre-Emp OFF	AP - 90		
		GIL - 3000		#849
[17.8%]	Nrml Bat #3	EXP - 2880	1st Row: 2x SOLDIER:1st	
		AP - 270	2nd Row: 1x SOLDIER:1st	
		GIL - 7200		#850
[16.4%]	Nrml Bat #4	EXP - 1200	1st Row: 1x Maximum Kimaira	
	Pre-Emp OFF	AP - 90		
		GIL - 3800		#852
[13.7%]	Nrml Bat #5	EXP - 960	1st Row: 1x SOLDIER:1st	
		AP - 90		
		GIL - 2400		#853
[6.25%]	Back Attack	EXP - 1920	1st Row: 2x SOLDIER:1st	
	Run = 2	AP - 180		
		GIL - 4800		#851
[6.25%]	Pinc Attack	EXP - 1920	1st Grp: 1x SOLDIER:1st	
		AP - 180	2nd Grp: 1x SOLDIER:1st	
		GIL - 4800		#854

SCREEN GROUPING 4: Area Enc Rate:

Sector 8 Raid Mako Cannon Control Panel (Hojo) OFF

"J-E-N-O-V-A" Theme plays throughout battle.

	Forced Att #1	EXP - /	1st Row: 1x Hojo, 1x Bad Rap Sample,	
	Can't Escape	AP - /	1x Poodler Sample	
		GIL - /		#856
	Forced Att #2	EXP - /	1st Row: 1x Helletic Hojo,	
	Can't Escape	AP - /	1x Right Arm, 1x Left Arm	

```
|                       GIL - /                                      #860 |
|                                                                          |
|         Forced Att #3  EXP - 25,000  1st Row: 1x Lifeform-Hojo N         |
|       Can't Escape     AP  - 2500                                        |
|                        GIL - 6000                                   #864 |
'--------------------------------------------------------------------------'


                              oo~~~~~~~~~~~oo
                              ||  ENEMIES  ||
                              oo~~~~~~~~~~~oo


  .--------------.
 /  {Proud Clod}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/nKqKMWbYxhZ6Muj16                    | ID: 12B |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     53  ||   Strength: 102  ||    Drop: Ragnarok  [63] 100%        |
|  HP:    60,000  ||    Defence: 170  ||   Steal: /                         |
|  MP:       320  ||      Magic: 120  ||   Morph: /                         |
|                 ||   MDefence: 300  ||                                    |
|  EXP:     7000  ||  Dexterity:  88  ||                                    |
|   AP:     1000  ||       Luck:   0  ||                                    |
|  GIL:   10,000  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:       |
|                                                       |                     |
| Sector 8 Raid Mako Cannon Bridge                      |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Proud Clod's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                          |
|  Attack 1: <Big Hand Clash>     Target: One Opponent                     |
|  [31F]       Physical          Element: Shoot                            |
|                                   Att%: 100                              |
|                                  Power: 16                               |
|                            Base Damage: 774 HP                           |
|                                                                          |
|  Attack 2:  Wrist Laser         Target: One Opponent      Can't Cover    |
|  [320]       Physical          Element: Shoot                            |
|                                   Att%: 100                              |
|                                  Power: 16                               |
|                            Base Damage: 774 HP                           |
|                                                                          |
|  Attack 3:  Knee Fire           Target: One Opponent      Can't Cover    |
|  [321]       Physical          Element: Shoot                            |
|                                   Att%: 100                              |
|                                  Power: 16                               |
|                            Base Damage: 774 HP                           |
|                                                                          |
```

```
|  Attack 4:  Knee Blend          Target: One Opponent      Can't Cover      |
|  [322]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                              Base Damage: 774 HP                           |
|                                                                            |
|  Attack 5: <W Machine Gun>      Target: One Opponent                       |
|  [118]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 28                                 |
|                              Base Damage: 1354 HP                          |
|                                                                            |
|  Attack 6:  Materia-jammer      Target: One Opponent      Status Inflict:  |
|  [323]       Magical 0 Dam        Att%: Auto Hit           Reflect (100%)  |
|                                 MP Cost: 16 MP                             |
|                                                                            |
|  Attack 7:  Beam Cannon         Target: All Opponents     No Split Damage  |
|  [325]       Magical           Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 20                                 |
|                                 MP Cost: 32 MP                             |
|                              Base Damage: 1297 HP                          |
|                                                                            |
|  Attack 8:  Charging            Target: Self              Charging         |
|  [19C]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                            |
|  Attack 9: <[No Name]>          Target: Self              Transformation   |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           To Stage 2      |
|                                                                            |
| Attack 10: <[No Name]>          Target: Self              Transformation   |
|  [120]       Physical 0 Dam       Att%: Auto Hit           To Stage 1      |
|                                                                            |
| Attack 11: <Vanish>             Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Proud Clod's BATTLE PLAN: (Repeats)                                      |
|                                                                            |
|  SETUP: Disable default Death Handling                                     |
|                                                                            |
|                                                                            |
|  OPENING ATTACK: 1/7 Chance start from 1st Attack                          |
|                  1/7 Chance start from 2nd Attack                          |
|                  1/7 Chance start from 3rd Attack                          |
|                  1/7 Chance start from 4th Attack                          |
|                  1/7 Chance start from 5th Attack                          |
|                  1/7 Chance start from 6th Attack                          |
|                  1/7 Chance start from 7th Attack                          |
|                                                                            |
|                                                                            |
|  STAGE 1: (Standing)                                                       |
|                                                                            |
|   1ST ATTACK: Use <W Machine Gun> on Rnd Target                            |
|                                                                            |
|    Follow-Up:                                                              |
|                                                                            |
|     Proud Clod's HP  > 80%: 1/5 Chance use <W Machine Gun> on Rnd Target   |
|                             4/5 Chance do nothing                          |
|                                                                            |
|     Proud Clod's HP <= 80%: 1/4 Chance use <W Machine Gun> on Rnd Target   |
|                             3/4 Chance do nothing                          |
```

```
|                                                                          |
|     Proud Clod's HP <= 60%: 1/3 Chance use <W Machine Gun> on Rnd Target  |
|                             2/3 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 40%: 1/2 Chance use <W Machine Gun> on Rnd Target  |
|                             1/2 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 20%: Use <W Machine Gun> on Rnd Target            |
|                                                                          |
|       After 1st Attack: 1/2 Chance jump to 3rd Attack for next turn      |
|                         1/2 Chance jump to 4th Attack for next turn      |
|                                                                          |
|                                                                          |
|   2ND ATTACK: Same as 1st Attack                                         |
|                                                                          |
|     After 2nd Attack: 1/2 Chance jump to 3rd Attack for next turn        |
|                       1/2 Chance jump to 4th Attack for next turn        |
|                                                                          |
|                                                                          |
|   3RD ATTACK: Use <Big Hand Clash> on Rnd Target                         |
|                                                                          |
|    Follow-Up:                                                            |
|                                                                          |
|     Proud Clod's HP  > 80%: 1/5 Chance use <Big Hand Clash> on Rnd Target|
|                             4/5 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 80%: 1/4 Chance use <Big Hand Clash> on Rnd Target|
|                             3/4 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 60%: 1/3 Chance use <Big Hand Clash> on Rnd Target|
|                             2/3 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 40%: 1/2 Chance use <Big Hand Clash> on Rnd Target|
|                             1/2 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 20%: Use <Big Hand Clash> on Rnd Target           |
|                                                                          |
|       After 3rd Attack: 1/2 Chance jump to 5th Attack for next turn      |
|                         1/2 Chance jump to 6th Attack for next turn      |
|                                                                          |
|                                                                          |
|   4TH ATTACK: Use Wrist Laser on Rnd Target                              |
|                                                                          |
|    Follow-Up:                                                            |
|                                                                          |
|     Proud Clod's HP  > 80%: 1/5 Chance use Wrist Laser on Rnd Target     |
|                             4/5 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 80%: 1/4 Chance use Wrist Laser on Rnd Target     |
|                             3/4 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 60%: 1/3 Chance use Wrist Laser on Rnd Target     |
|                             2/3 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 40%: 1/2 Chance use Wrist Laser on Rnd Target     |
|                             1/2 Chance do nothing                        |
|                                                                          |
|     Proud Clod's HP <= 20%: Use Wrist Laser on Rnd Target                |
|                                                                          |
|       After 4th Attack: 1/2 Chance jump to 5th Attack for next turn      |
```

```
|                        1/2 Chance jump to 6th Attack for next turn        |
|                                                                           |
|                                                                           |
|   5TH ATTACK: Use Knee Fire on Rnd Target                                 |
|                                                                           |
|    Follow-Up:                                                             |
|                                                                           |
|     Proud Clod's HP  > 80%: 1/5 Chance use Knee Fire on Rnd Target        |
|                             4/5 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 80%: 1/4 Chance use Knee Fire on Rnd Target        |
|                             3/4 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 60%: 1/3 Chance use Knee Fire on Rnd Target        |
|                             2/3 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 40%: 1/2 Chance use Knee Fire on Rnd Target        |
|                             1/2 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 20%: Use Knee Fire on Rnd Target                   |
|                                                                           |
|       After 5th Attack: Jump to 7th Attack for next turn                  |
|                                                                           |
|                                                                           |
|   6TH ATTACK: Use Knee Blend on Rnd Target                                |
|                                                                           |
|    Follow-Up:                                                             |
|                                                                           |
|     Proud Clod's HP  > 80%: 1/5 Chance use Knee Blend on Rnd Target       |
|                             4/5 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 80%: 1/4 Chance use Knee Blend on Rnd Target       |
|                             3/4 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 60%: 1/3 Chance use Knee Blend on Rnd Target       |
|                             2/3 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 40%: 1/2 Chance use Knee Blend on Rnd Target       |
|                             1/2 Chance do nothing                         |
|                                                                           |
|     Proud Clod's HP <= 20%: Use Knee Blend on Rnd Target                  |
|                                                                           |
|                                                                           |
|   7TH ATTACK:                                                             |
|                                                                           |
|    Jamar Armor has Death OR All Targets with Reflect:                     |
|                                                                           |
|     Use 1st Attack                                                        |
|                                                                           |
|    Jamar Armor does not have Death AND at least one Target without Reflect:|
|                                                                           |
|       *If Proud Clod's MP < 16, use 3rd Attack                            |
|                                                                           |
|     Proud Clod's HP  > 80%: 1/5 Chance use Materia-jammer on Rnd Target   |
|                                  without Reflect*                         |
|                             4/5 Use 3rd Attack                            |
|                                                                           |
|     Proud Clod's HP <= 80%: 1/4 Chance use Materia-jammer on Rnd Target   |
|                                  without Reflect*                         |
|                             3/4 Use 3rd Attack                            |
```

```
|                                                                          |
|     Proud Clod's HP <= 60%: 1/3 Chance use Materia-jammer on Rnd Target  |
|                                  without Reflect*                        |
|                             2/3 Use 3rd Attack                           |
|                                                                          |
|     Proud Clod's HP <= 40%: 1/2 Chance use Materia-jammer on Rnd Target  |
|                                  without Reflect*                        |
|                             1/2 Use 3rd Attack                           |
|                                                                          |
|     Proud Clod's HP <= 20%: Use Materia-jammer on Rnd Target without     |
|                              Reflect*                                    |
|                                                                          |
|       After 7th Attack:                                                  |
|                                                                          |
|        Proud Clod's HP  > 60%: 1/2 Chance jump to 1st Attack for next turn |
|                                1/2 Chance jump to 2nd Attack for next turn |
|                                                                          |
|        Proud Clod's HP <= 60%: Jump to 8th Attack for next turn          |
|                                                                          |
|                                                                          |
|   8TH ATTACK: Use <[No Name]> on Self, transform to Stage 2 (Kneeling)   |
|                                                                          |
|                                                                          |
|  STAGE 2:  (Kneeling)                                                    |
|                                                                          |
|   1ST ATTACK: Use Charging on Self                                       |
|   2ND ATTACK: Use Beam Cannon on All Targets                             |
|   3RD ATTACK: Use <[No Name]> on Self, transform to Stage 1 (Standing)   |
|                                                                          |
|    After 3rd Attack: 1/2 Chance jump to 1st Attack (Stage 1) for next turn |
|                      1/2 Chance jump to 2nd Attack (Stage 1) for next turn |
|                                                                          |
|                                                                          |
|  DEATH: If Jamar Armor does not have Death, remove Jamar Armor from Battle, |
|          Jamar Armor leaves no rewards                                   |
|         End Battle                                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Proud Clod:                      |   POWER req for Overflow:  |
|                                             |                            |
| Proud Clod is found in Battle Square:       |  Base Damage Overflow: 207 |
|  Set - 4  (Special Battles)    Battle - 8   |  Rnd Var Overflow  3x: 138 |
|                                             o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The most intimidating thing about Proud Clod                             |
|  is its large HP; other than that, he isn't that tough, as far as bosses |
|  go. If you destroy Proud Clod before killing Jamar Armor, then the Battle |
|  will end and you will not gain the full Battle Spoils; Jamar Armor leaves |
|  a moderate amount of EXP/AP/Gil, so be sure to target the chest-plate   |
|  prior to the main Boss. You will not be able to Sense Proud Clod.       |
| If you do not have any Holy Torches available then you should equip the  |
|  Destruct Materia. Proud Clod will inflict your characters with Reflect, |
|  which can only be removed via the use of the Despell or DeBarrier       |
|  ability. Proud Clod will never use Materia-jammer if Jamar Armor is dead, |
|  so there are multiple reasons to want to focus on the Mini-Boss first.  |
|  Four uses of Magic Hammer will also stop Proud Clod from casting Materia- |
|  jammer.                                                                 |
| Proud Clod is one of the few Bosses that is not vulnerable to the Slow   |
|  Status, so just focus on offensive Materia such as Comet 2, Bahamut ZERO, |
|  Magic Breath, Double-Cut, and of course, Added Cut with Deathblow; your |
|  chance of connecting with Deathblow will be roughly 71%. Its very large |
|  Defence and MDefence means that your attacks will not deal nearly as much |
```

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|  damage as they normally would. Counter Attack Materias and Champion Belts |
| Once the Battle concludes the party will not perform their victory pose,   |
|  nor will the victory Fanfare theme play. the "Shinra Company" Theme will  |
|  play throughout the battle.                                               |
| All of Proud Clod's attacks are fairly weak; however, when fought in the   |
|  Battle Square it can present a challenge, as it will have 127 Strength,   |
|  150 Magic and 120,000 HP. Any stockpiled X-Potions and Battle Items would |
|  be best used for this battle.                                             |
| Proud Clod is subject to the 'Quadra Magic Ultima Glitch' whereby the game |
|  will freeze when the Player tried cast Ultima, when they have one Ultima  |
|  paired with HP or MP Absorb, and another with Quadra Magic.               |
| Proud Clod is immune to Seizure, which isn't necessary seeing as there is  |
|  no way for the Player to inflict an enemy with Seizure. Proud Clod is one |
|  of 86 enemies that are immune to Seizure. It is also immune to Peerless,  |
|  along with 104 other enemies.                                             |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------.
 /  {Jamar Armor}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/xsyuizdpcpPGH4cx5                    | ID: 12C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     62  ||   Strength: 130  ||    Drop: /                        |
|  HP:    20,000  ||    Defence: 200  ||   Steal: /                        |
|  MP:       300  ||      Magic: 109  ||   Morph: /                        |
|                 ||   MDefence: 330  ||                                   |
|  EXP:     8000  ||  Dexterity: 110  ||                                   |
|   AP:     1500  ||       Luck:   0  ||                                   |
|  GIL:   10,000  ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]           |    Silence  [-]     |                       |
|      Gravity  [Nullify]     |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]           |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]           |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                            |   LOOKALIKES:         |
|                                                   |                       |
| Sector 8 Raid Mako Cannon Bridge                  |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!             |
|   Jamar Armor's ATTACKS:            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1:  Bodyblow           Target: One Opponent      Never Used       |
|  [12D]       Physical         Element: Hit                               |
|                                  Att%: 90                                 |
|                                 Power: 40                                 |
|                           Base Damage: 4090 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Jamar Armor's BATTLE PLAN: (Repeats)                                    |
|                                                                           |
|  No AI Script exists for Jamar Armor.                                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Jamar Armor:                       |   POWER req for Overflow:   |
```

Jamar Armor is found in Battle Square: Set - 4 (Special Battles) Battle - 8	Base Damage Overflow: 226 Rnd Var Overflow 3x: 151

Jamar Armor will never attack you, and is it does not need to be killed for the Battle to end. Given that it drops a reasonable amount of Battle Spoils, you should try to kill the sub-boss prior to the main-boss. You could also use Magic Hammer to replenish your own MP before you kill it, if you wish.

Proud Cloud will never use Materia-jammer to inflict the Party with Reflect once Jamar has been defeated. As with Proud Clod, Jamar Armor has very high Defence and MDefence stats, so you may need to chip away at it before it dies; open with Bahamut ZERO and Neo Bahamut to negate the Def values of the targets. Your Deathblow chance will be roughly 71%.

Jamar Armor is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Jamar Armor is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

{Grosspanzer-Big}

https://photos.app.goo.gl/9bjZci2gXmy8ZQk46 | ID: 123

Level: 46	Strength: 140	Drop: 8-inch Cannon [63] 100%	
HP: 4600	Defence: 120	Steal: /	
MP: 200	Magic: 124	Morph: /	
	MDefence: 160		
EXP: 800	Dexterity: 110		
AP: 80	Luck: 0		
GIL: 2100	Evade: 1		

Fire [-]	Death [VUL]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [Double]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [-]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [-]	Sadness [-]	
Water [-]	Stop [-]	Fury [-]	
Wind [-]	Frog [-]	Haste [-]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Mako Cannon Base (W Save Point)	100%	

No Manipulate Attacks!

Grosspanzer-Big's ATTACKS:

Attack 1: <Napalm Bomb> Target: One Opponent Never Used
[319] Physical Element: Fire Can't Cover
Att%: 100
Power: 24
Base Damage: 1717 HP

Grosspanzer-Big's BATTLE PLAN: (Repeats)

```
|  DEATH: Grosspanzer Parts Dead = Grosspanzer Parts Dead + 1                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Grosspanzer-Big:                 |   POWER req for Overflow:     |
|                                             |                               |
| The Grosspanzer-Big is the top-part of the  |  Base Damage Overflow: 180    |
|  tank-like enemy, and will never attack the |  Rnd Var Overflow  3x: 120    |
|  Player. If you kill the 'Mobile' part      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  (bottom-part), then the Battle will end and                                |
|  you will not get the Battle Spoils from the Grosspanzer-Big. Given that    |
|  the 'Mako Cannon Base' screen is the best screen in Disc 2 for average     |
|  EXP/AP/Gil and Enemy Qty, you should try to kill all parts of the          |
|  Grosspanzer.                                                               |
| Use Lightning-based attacks against the Grosspanzer. One blast of Magic     |
|  Breath should be enough to the 'Big' variant, along with the two 'Small'   |
|  variants. Trine works well, as does pairing Elemental+Ramuh on your        |
|  Physical attacker's Weapon. You could also exploit the Grosspanzer's       |
|  weakness to Death by using Odin to end the Battle in one move.             |
| The Grosspanzer-Mobile will be more deadly with the 'Small' variants        |
|  alive, so focus on killing them before focusing on the 'Big' variant.      |
|  Feel free to use Magic Hammer to replenish your MP, should you need to.    |
|                                                                             |
| The Grosspanzer-Big is the last enemy in the game to obtain 8-inch Cannons  |
|  from. While the Battle Item is fairly useless at this point, they are      |
|  easy to farm as they have a 100% drop rate. Be sure to obtain at least     |
|  one if you aim to max out your inventory slots.                            |
| Your Deathblow chance will be roughly 69% against the Grosspanzer-Big.      |
| The Grosspanzer-Big cannot be Back-Attacked or Side-Attacked, meaning that  |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.         |
| The test Enemy êúô7(úñA) originally took the same model as the Grosspanzer-|
|  Big in the JORG release, however, in the later releases the model was      |
|  changed to that of the Pyramid. Visit the "Extra Enemies" section for      |
|  more info on êúô7(úñA).                                                    |
| The Grosspanzer-Big is encountered in an area that cannot be revisited;     |
|  once you progress past a certain point in the game, you can no longer      |
|  fight the enemy.                                                           |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------------------.
 /  {Grosspanzer-Small}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/11ziyGG3UxGdkpBn6                  | ID: 124 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     42  ||   Strength: 120  ||    Drop: /                         |
|  HP:      2900  ||    Defence: 100  ||   Steal: /                         |
|  MP:       160  ||      Magic:  90  ||   Morph: /                         |
|                 ||   MDefence: 130  ||                                    |
|  EXP:      600  ||  Dexterity: 136  ||                                    |
|   AP:       80  ||       Luck:   0  ||                                    |
|  GIL:      700  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
```

Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Sector 8 Raid Mako Cannon Base (W Save Point)	100%	

No Manipulate Attacks!

Grosspanzer-Small's ATTACKS:

Attack 1: <Normal Shell> Target: One Opponent Never Used
[2E6] Physical Element: Shoot
Att%: 100
Power: 16
Base Damage: 905 HP

Grosspanzer-Small's BATTLE PLAN: (Repeats)

DEATH: Grosspanzer Parts Dead = Grosspanzer Parts Dead + 2

Notes On Grosspanzer-Small:

The Grosspanzer-Small is the smaller middle-part of the tank-like enemy, and appears in groups of two. They will never attack the Player. If you kill the 'Mobile' part (bottom-part), then the Battle will end and you will not get the Battle Spoils from the Grosspanzer-Small. Given that the 'Mako Cannon Base' screen is the best screen in Disc 2 for average EXP/AP/Gil and Enemy Qty, you should try to kill all parts of the Grosspanzer.

Use Lightning-based attacks against the Grosspanzer. One blast of Magic Breath should be enough to the 'Big' variant, along with the two 'Small' variants. Trine works well, as does pairing Elemental+Ramuh on your Physical attacker's Weapon. You could also exploit the Grosspanzer's weakness to Death by using Odin to end the Battle in one move.

The Grosspanzer-Mobile will be more deadly with the 'Small' variants alive, so focus on killing them before focusing on the 'Big' variant. Feel free to use Magic Hammer to replenish your MP, should you need to. Your Deathblow chance will be roughly 68% against the Grosspanzer-Small.

The Grosspanzer-Small cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The test Enemy êúô9(úñC) originally took the same model as the Grosspanzer-Small in the JORG release, however, in the later releases the model was changed to that of the Pyramid. Visit the "Extra Enemies" section for more info on êúô9(úñC).

The Grosspanzer-Small is encountered in an area that cannot be revisited; once you progress past a certain point in the game, you can no longer fight the enemy.

POWER req for Overflow:
Base Damage Overflow: 172
Rnd Var Overflow 3x: 115

{Grosspanzer-Mobile}

https://photos.app.goo.gl/xrrwxXQm3p3CqKrh6 | ID: 125

Level:	50	Strength:	160
HP:	10,000	Defence:	136
MP:	300	Magic:	111
		MDefence:	160
EXP:	400	Dexterity:	75

Drop: /
Steal: /
Morph: /

```
|   AP:       80  ||       Luck:   0  ||                                      |
|  GIL:     1400  ||      Evade:  10  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]      |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [-]     |      Sadness  [-]      |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]      |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 8 Raid Mako Cannon Base (W Save Point)   100% |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Grosspanzer-Mobile's ATTACKS:       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Napalm Bomb>        Target: All Opponents     Split Damage      |
|  [319]       Physical          Element: Fire              Can't Cover       |
|                                   Att%: 100                                 |
|                                  Power: 24                                  |
|                            Base Damage: 2490 HP                             |
|                                                                             |
|  Attack 2: <Normal Shell>       Target: All Opponents     Split Damage      |
|  [2E6]       Physical          Element: Shoot                               |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 1660 HP                             |
|                                                                             |
|  Attack 3: <Normal Shell>       Target: All Opponents     Split Damage      |
|  [3A9]       Physical          Element: Shoot                               |
|                                   Att%: 100                                 |
|                                  Power: 30                                  |
|                            Base Damage: 3112 HP                             |
|                                                                             |
|  Attack 4: <Bodyblow>           Target: One Opponent                        |
|  [12D]       Physical          Element: Hit                                 |
|                                   Att%: 90                                  |
|                                  Power: 40                                  |
|                            Base Damage: 4150 HP                             |
|                                                                             |
|  Attack 5: <Deadly Wheel>       Target: All Opponents     Split Damage      |
|  [1A8]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                            Base Damage: 1660 HP                             |
|                                                                             |
|  Attack 6: <Vanish>             Target: Self              Death Animation   |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Grosspanzer-Mobile's BATTLE PLAN:                                         |
|                                                                             |
|  SETUP: Disable default Death Handling                                      |
|                                                                             |
|                                                                             |
|    Grosspanzer Parts Dead = 0   All parts alive                             |
```

```
|    Grosspanzer Parts Dead = 1   Grosspanzer-Big is dead                    |
|    Grosspanzer Parts Dead = 2   1x Grosspanzer-Small is dead               |
|    Grosspanzer Parts Dead = 3   1x Grosspanzer-Small + Big is dead         |
|    Grosspanzer Parts Dead = 4   2x Grosspanzer-Small are dead              |
|    Grosspanzer Parts Dead = 5   2x Grosspanzer-Small + Big is dead         |
|                                                                            |
|                                                                            |
|  PHASE 1: (Repeats)                                                        |
|                                                                            |
|   Grosspanzer Parts Dead = 0   All parts alive                             |
|                                                                            |
|    1ST ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    2ND ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    3RD ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    4TH ATTACK: Use <Napalm Bomb> on All Targets                            |
|    5TH ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    6TH ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    7TH ATTACK: Use <Napalm Bomb> on All Targets                            |
|    8TH ATTACK: Use <Deadly Wheel> on All Targets                           |
|    9TH ATTACK: Use <Bodyblow> on Rnd Target                                |
|                                                                            |
|                                                                            |
|  PHASE 2: (Repeats)                                                        |
|                                                                            |
|   Grosspanzer Parts Dead = 1   Grosspanzer-Big is dead                     |
|                                                                            |
|    1ST ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    2ND ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    3RD ATTACK: Use <Normal Shell> 3112 Base Damage variant on All Targets  |
|    4TH ATTACK: Use <Deadly Wheel> on All Targets                           |
|                                                                            |
|                                                                            |
|  PHASE 3: (Repeats)                                                        |
|                                                                            |
|   Grosspanzer Parts Dead = 2   1x Grosspanzer-Small is dead                |
|                                                                            |
|    1ST ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    2ND ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    3RD ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    4TH ATTACK: Use <Napalm Bomb> on All Targets                            |
|                                                                            |
|                                                                            |
|  PHASE 4: (Repeats)                                                        |
|                                                                            |
|   Grosspanzer Parts Dead = 3   1x Grosspanzer-Small + Big is dead          |
|                                                                            |
|    1ST ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    2ND ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    3RD ATTACK: Use <Normal Shell> 1660 Base Damage variant on All Targets  |
|    4TH ATTACK: Use <Deadly Wheel> on All Targets                           |
|                                                                            |
|                                                                            |
|  PHASE 5: (Repeats)                                                        |
|                                                                            |
|   Grosspanzer Parts Dead = 4   2x Grosspanzer-Small are dead               |
|                                                                            |
|    1ST ATTACK: Skip a turn                                                 |
|    2ND ATTACK: Use <Deadly Wheel> on All Targets                           |
|    3RD ATTACK: Skip a turn                                                 |
|    4TH ATTACK: Use <Napalm Bomb> on All Targets                            |
```

```
|                                                                                |
|                                                                                |
|  PHASE 6: (Repeats)                                                            |
|                                                                                |
|   Grosspanzer Parts Dead = 5   2x Grosspanzer-Small + Big is dead              |
|                                                                                |
|    1ST ATTACK: Use <Deadly Wheel> on All Targets                               |
|    2ND ATTACK: Use <Deadly Wheel> on All Targets                               |
|    3RD ATTACK: Skip a turn                                                     |
|    4TH ATTACK: Use <Bodyblow> on Rnd Target                                    |
|                                                                                |
|                                                                                |
|  DEATH: Use <(Vanish)> on Self, remove remaining active Grosspanzer Parts,     |
|          remaining Grosspanzer leaves no rewards, end Battle                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Grosspanzer-Mobile:                |   POWER req for Overflow:      |
|                                               |                                |
| The Grosspanzer-Mobile is the large base-     |  Base Damage Overflow: 188     |
|  part of the tank-like enemy, and is the      |  Rnd Var Overflow  3x: 125     |
|  main enemy to deal the damage. If you kill   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the 'Mobile' variant, the Battle will end                                     |
|  and you will not get the Battle Spoils from the other active Grosspanzer      |
|  parts. Given that the 'Mako Cannon Base' screen is the best screen in         |
|  Disc 2 for average EXP/AP/Gil and Enemy Qty, you should try to kill all       |
|  parts of the Grosspanzer.                                                     |
| Use Lightning-based attacks against the Grosspanzer. One blast of Magic        |
|  Breath should be enough to the 'Big' variant, along with the two 'Small'      |
|  variants. Trine works well, as does pairing Elemental+Ramuh on your           |
|  Physical attacker's Weapon. You could also exploit the Grosspanzer's          |
|  weakness to Death by using Odin to end the Battle in one move.                |
|                                                                                |
| Given that the all of the Grosspanzer-Mobile's attacks are Physical, you       |
|  could put all of your characters in the Back Row to reduce the damage         |
|  dealt. The 3112 Base Damage variant of <Normal Shell> will no longer be       |
|  used once one of the 'Small' variants have been destroyed, so focus on        |
|  killing the side-parts prior to the top-part. Feel free to use Magic          |
|  Hammer to replenish your MP, should you need to.                              |
| The Grosspanzer-Mobile cannot be Back-Attacked or Side-Attacked, meaning       |
|  that one cannot perform Random Variation Overflow with 4x or 6x Damage.       |
| The test Enemy êúô8(úñB) originally took the same model as the Grosspanzer-|
|  Mobile in the JORG release, however, in the later releases the model was      |
|  changed to that of the Pyramid. Visit the "Extra Enemies" section for         |
|  more info on êúô8(úñB).                                                       |
| The Grosspanzer-Mobile is encountered in an area that cannot be revisited;     |
|  once you progress past a certain point in the game, you can no longer         |
|  fight the enemy.                                                              |
\                                                                                /
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  .---------------.
 /  {SOLDIER:1st}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/sPKZEj8az5MMA1hHA                    | ID: 12D |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     44  ||   Strength: 100  ||    Drop: /                          |
|  HP:      5000  ||    Defence:  94  ||   Steal: Shinra Alpha  [8] 10.94%   |
|  MP:       400  ||      Magic:  85  ||   Morph: /                          |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      960  ||  Dexterity:  90  ||                                     |
|   AP:       90  ||       Luck:  20  || Back Damage: Normal (2x Damage)     |
```

```
|  GIL:     2400  ||      Evade:   4  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sector 8 Raid Mako Cannon Stairwell              65% |  SOLDIER:3rd        |
|                                                      |  SOLDIER:2nd        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Fight             |
|   SOLDIER:1st's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Fight>             Target: One Opponent      Berserk Attack   |
|  [362]       Physical         Element: Cut                                |
|                                  Att%: 95                                 |
|                                 Power: 16                                 |
|                           Base Damage: 648 HP                             |
|                                                                            |
|  Attack 2:  Silence            Target: One Opponent      Reflectable      |
|  [00D]       Magical 0 Dam       Att%: 100               Status Inflict:  |
|                               MP Cost: 24 MP              Silence (79%)   |
|                                                                            |
|  Attack 3:  Sword of Doom      Target: One Opponent                       |
|  [37C]       Physical         Element: Cut                                |
|                                  Att%: 90                                 |
|                                 Power: 48                                 |
|                           Base Damage: 1944 HP                            |
|                                                                            |
|  Attack 4: <Quadra-Cut>        Target: One Opponent                       |
|  [37D]       Physical         Element: Cut                                |
|                                  Att%: 90                                 |
|                                 Power: 48                                 |
|                           Base Damage: 1944 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   SOLDIER:1st's BATTLE PLAN: (Repeats)                                     |
|                                                                            |
|  OPENING ATTACK: 1/3 Chance start from Nrml Attack                         |
|                  1/3 Chance start from Spcl Attack 1                       |
|                  1/3 Chance start from Spcl Attack 2                       |
|                                                                            |
|                                                                            |
|  NRML ATTACK: Use <Fight> on Rnd Target                                    |
|                                                                            |
|   Follow-Up:                                                               |
|                                                                            |
|    SOLDIER:1st's HP  > 75%: 1/5 Chance use <Fight> on Rnd Target           |
|                             4/5 Chance do nothing                          |
|                                                                            |
|    SOLDIER:1st's HP <= 75%: 1/4 Chance use <Fight> on Rnd Target           |
|                             3/4 Chance do nothing                          |
|                                                                            |
```

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|    SOLDIER:1st's HP <= 50%: 1/3 Chance use <Fight> on Rnd Target           |
|                             2/3 Chance do nothing                         |
|                                                                           |
|    SOLDIER:1st's HP <= 25%: 1/2 Chance use <Fight> on Rnd Target           |
|                             1/2 Chance do nothing                         |
|                                                                           |
|      After Nrml Attack: Use Nrml Attack for next turn                     |
|                                                                           |
|                                                                           |
|  SPCL ATTACK 1: Use <Quadra-Cut> on Last Attacker; If Last Attacker has   |
|                 Death, select Rnd Target                                  |
|                                                                           |
|    After Spcl Attack 1: Use Nrml Attack for next turn                     |
|                                                                           |
|                                                                           |
|  SPCL ATTACK 2: Use Sword of Doom on Last Attacker; If Last Attacker has  |
|                 Death, select Rnd Target                                  |
|                                                                           |
|    After Spcl Attack 2: Use Nrml Attack for next turn                     |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   SOLDIER:1st's HP  > 75%: Use Nrml Attack for next turn                  |
|                                                                           |
|   SOLDIER:1st's HP <= 75%: Use Spcl Attack 1 for next turn the first time |
|                             SOLDIER:1st's HP drops below 75%              |
|                                                                           |
|   SOLDIER:1st's HP <= 50%: Use Spcl Attack 1 for next turn the first time |
|                             SOLDIER:1st's HP drops below 50%              |
|                                                                           |
|   SOLDIER:1st's HP <= 25%: Use Spcl Attack 2 for next turn the first time |
|                             SOLDIER:1st's HP drops below 50%              |
|                                                                           |
|                                                                           |
|  COUNTER: [Magical Attacks Only]                                          |
|                                                                           |
|   Last Mag Attacker has Silence OR SOLDIER:1st's MP < 24:                 |
|                                                                           |
|    Do nothing                                                             |
|                                                                           |
|   Last Mag Attacker does not have Silence AND SOLDIER:1st's MP >= 24:     |
|                                                                           |
|    Use Silence on Last Mag Attacker                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On SOLDIER:1st:                  |   POWER req for Overflow:      |
|                                          |                                |
| The SOLDIER:1st can deliver fairly damaging | Base Damage Overflow: 169    |
|  blows to your Party, so put them in the | Rnd Var Overflow  3x: 113      |
|  Back Row, and use Big Guard if you are  | Rnd Var Overflow  4x:  85      |
|  under-levelled.                         | Rnd Var Overflow  6x:  57      |
| One blast of L4 Suicide followed by Slash- o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  All is the easiest way to dispatch the                                   |
|  SOLDIER:1st.                                                             |
| If you did not manage to obtain the Shinra Alpha from the Underwater MP   |
|  or the Captain during the Huge Materia mission in Junon, then your last  |
|  chance to steal this six slotted piece of Armour will be from the        |
|  SOLDIER:1st. A Lv 56 Cloud would have a 14.06% chance of stealing from   |
|  them.                                                                    |
| The SOLDIER:1st leave large quantities of Battle Spoils, and are desirable |
```

```
|  to battle. The Grosspanzer, however, is better to grind against.          |
| The SOLDIER:1st is encountered in an area that cannot be revisited; once   |
|  you progress past a certain point in the game, you can no longer fight    |
|  the enemy.                                                                |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .-----------.
 /  {XCannon}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/1aFEqW2USvstB7Tw7                    | ID: 12E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     46  ||   Strength:  80  ||    Drop: Turbo Ether  [8] 14.06%    |
|  HP:    20,000  ||    Defence: 120  ||   Steal: /                          |
|  MP:       100  ||      Magic:  60  ||   Morph: /                          |
|                 ||   MDefence: 400  ||                                      |
|  EXP:     2000  ||  Dexterity:  80  ||                                      |
|   AP:       90  ||       Luck:   0  ||                                      |
|  GIL:     3000  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]       |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Sector 8 Raid Mako Cannon Stairwell              19% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!            |
|   XCannon's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Search              Target: One Opponent      Opening          |
|  [328]       Physical 0 Dam    Element: Shoot              Animation       |
|                                   Att%: Auto Hit                           |
|                                                                            |
|  Attack 2:  Drain               Target: One Opponent       Never Used      |
|  [14D]       Magical           Element: None               Drains HP       |
|                                   Att%: 255                                |
|                                  Power: 6                                  |
|                                 MP Cost: 1 MP                              |
|                             Base Damage: 238 HP                            |
|                                                                            |
|  Attack 3:  Dragon Cannon       Target: All Opponents     Split Damage     |
|  [32B]       Physical          Element: Shoot                              |
|                                   Att%: 100                                |
|                                  Power: 16                                 |
|                             Base Damage: 425 HP                            |
|                                                                            |
|  Attack 4: <Before Firing>      Target: Self              Shaking          |
|  [32C]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                            |
|  Attack 5: <[No Name]>          Target: Self              Transformation   |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           To Stage 2      |
```

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|                                                                                |
|  Attack 6: <[No Name]>          Target: Self              Transformation       |
|  [120]       Physical 0 Dam       Att%: Auto Hit           To Stage 1          |
|                                                                                |
|  Attack 7: <Vanish>             Target: Self              Death Animation      |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   XCannon's BATTLE PLAN: (Repeats)                                             |
|                                                                                |
|  1ST ATTACK: Use Search on 2nd Target; If 2nd Target has Death, do nothing     |
|   Follow-Up: Use Search on 1st Target; If 1st Target has Death, do nothing     |
|   Follow-Up: Use Search on 3rd Target; If 3rd Target has Death, do nothing     |
|                                                                                |
|              Display String: [Target: set]                                     |
|              Display String: [Countdown]                                       |
|                                                                                |
|                                                                                |
|  2ND ATTACK: Use <[No Name]> on Self, transform to Stage 2 (Cannon Down)       |
|              Display String: [3]                                               |
|                                                                                |
|  3RD ATTACK: Display String: [2]                                               |
|  4TH ATTACK: Display String: [1]                                               |
|                                                                                |
|  5TH ATTACK: Display String: [0]                                               |
|              Use Dragon Cannon on All Targets                                  |
|                                                                                |
|  6TH ATTACK: Use <[No Name]> on Self, transform to Stage 1 (Cannon Up)         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On XCannon:                          |   POWER req for Overflow:       |
|                                              |                                 |
| The XCannon is a very weak enemy. With only  |  Base Damage Overflow: 180      |
|  one very weak attack used every fifth turn, |  Rnd Var Overflow  3x: 120      |
|  you should be able to defeat it before it   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  is able to attack you. Use Laser or Demi2                                     |
|  twice followed by Physical attacks; your Deathblow chance will be roughly    |
|  68%. Avoid using Magical attacks, given its high MDefence.                    |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,        |
|  central, and left-most characters, respectively.                              |
| The XCannon is one of six enemies that are affected by the 'Berserk            |
|  Glitch', which means that they have no assigned Attack to use when they       |
|  are inflicted with Berserk. As such the "skill power is used up" text         |
|  string will be displayed every turn, seeing as the Attack they are trying    |
|  to use costs 65,535 MP!                                                       |
| The XCannon only appears on one small screen with a low encounter rate,        |
|  so it is possible you may go a playthrough without ever seeing this foe.      |
| The XCannon cannot be Back-Attacked or Side-Attacked, meaning that one         |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                |
| The XCannon is encountered in an area that cannot be revisited; once you       |
|  progress past a certain point in the game, you can no longer fight the        |
|  enemy.                                                                        |
\                                                                                /
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  .--------------------.
 /  {Maximum Kimaira}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/PqVVvBPRsvMZS8qB8                    | ID: 130 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     49  ||   Strength: 120  ||    Drop: /                           |
|  HP:      4000  ||    Defence: 140  ||   Steal: /                           |
```

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|  MP:       350  ||      Magic: 100  ||   Morph: Guard Source                |
|                 ||   MDefence: 126  ||                                       |
|  EXP:     1200  ||  Dexterity:  60  ||                                       |
|   AP:       90  ||       Luck:   6  ||                                       |
|  GIL:     3800  ||      Evade:   5  ||                                       |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:        |
|                                                      |                      |
| Sector 8 Raid Mako Cannon Stairwell              16% |  Harpy               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|                                        |  Manip Attack 1: Claw               |
|   Maximum Kimaira's ATTACKS:           |  Manip Attack 2: Northern Cross     |
|                                        |  Manip Attack 3: Freeze             |
|                                        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Claw>               Target: One Opponent      Berserk Attack    |
|  [20F]       Physical          Element: Punch                               |
|                                   Att%: 130                                 |
|                                  Power: 16                                  |
|                            Base Damage: 1035 HP                             |
|                                                                             |
|  Attack 2:  Freeze              Target: One Opponent      Reflectable       |
|  [02F]       Magical           Element: Ice               Status Inflict:   |
|                                   Att%: 100                Stop (67%)       |
|                                  Power: 95                                  |
|                                MP Cost: 82 MP                               |
|                            Base Damage: 5308 HP                             |
|                                                                             |
|  Attack 3:  Northern Cross      Target: One Opponent      Status Inflict:   |
|  [395]       Magical 0 Dam        Att%: 100                Poison (99%)     |
|                                MP Cost: 30 MP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Maximum Kimaira's BATTLE PLAN: (Repeats)                                  |
|                                                                             |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                           |
|                  1/4 Chance start from 2nd Attack                           |
|                  1/4 Chance start from 3rd Attack                           |
|                  1/4 Chance start from 4th Attack                           |
|                                                                             |
|                                                                             |
|    *If all Targets have Poison, select Rnd Target                           |
|                                                                             |
|  1ST ATTACK: Use <Claw> on Rnd Target without Poison*                       |
|                                                                             |
|   Follow-Up: Select Rnd Target without Poison*                              |
|                                                                             |
|    Maximum Kimaira's HP = 100%: 1/5 Chance use <Claw> on selected Target    |
|                                 4/5 Chance do nothing                       |
|                                                                             |
|    Maximum Kimaira's HP  > 75%: 1/8 Chance use <Claw> on selected Target    |
```

```
|                                7/8 Chance do nothing                          |
|                                                                               |
|    Maximum Kimaira's HP <= 75%: 1/6 Chance use <Claw> on selected Target      |
|                                5/6 Chance do nothing                          |
|                                                                               |
|    Maximum Kimaira's HP <= 50%: 1/4 Chance use <Claw> on selected Target      |
|                                3/4 Chance do nothing                          |
|                                                                               |
|    Maximum Kimaira's HP <= 25%: 1/2 Chance use <Claw> on selected Target      |
|                                1/2 Chance do nothing                          |
|                                                                               |
|                                                                               |
|  2ND ATTACK: Same as 1st Attack                                               |
|                                                                               |
|  3RD ATTACK:                                                                  |
|                                                                               |
|   At least one Target without Poison AND Maximum Kimaira's MP >= 30:          |
|                                                                               |
|    Use Northern Cross on Rnd Target without Poison                            |
|                                                                               |
|   All Targets with Poison OR Maximum Kimaira's MP < 30:                       |
|                                                                               |
|    Use 1st Attack                                                             |
|                                                                               |
|                                                                               |
|      After 3rd Attack:                                                        |
|                                                                               |
|       Maximum Kimaira's HP = 100%: 1/5 Chance jump to 4th Attack next turn    |
|                                4/5 Chance jump to 1st Attack next turn        |
|                                                                               |
|       Maximum Kimaira's HP  > 75%: 1/8 Chance jump to 4th Attack next turn    |
|                                7/8 Chance jump to 1st Attack next turn        |
|                                                                               |
|       Maximum Kimaira's HP <= 75%: 1/6 Chance jump to 4th Attack next turn    |
|                                5/6 Chance jump to 1st Attack next turn        |
|                                                                               |
|       Maximum Kimaira's HP <= 50%: 1/4 Chance jump to 4th Attack next turn    |
|                                3/4 Chance jump to 1st Attack next turn        |
|                                                                               |
|       Maximum Kimaira's HP <= 25%: 1/2 Chance jump to 4th Attack next turn    |
|                                1/2 Chance jump to 1st Attack next turn        |
|                                                                               |
|                                                                               |
|  4TH ATTACK:                                                                  |
|                                                                               |
|   Maximum Kimaira's MP < 82 OR Freeze used three times:                       |
|                                                                               |
|    Use 1st Attack                                                             |
|                                                                               |
|   Maximum Kimaira's MP >= 82 AND Freeze used less than three times:           |
|                                                                               |
|    Maximum Kimaira's HP = 100%: 1/5 Chance use Freeze on Rnd Target           |
|                                4/5 Chance do nothing                          |
|                                                                               |
|    Maximum Kimaira's HP  > 75%: 1/8 Chance use Freeze on Rnd Target           |
|                                7/8 Chance do nothing                          |
|                                                                               |
|    Maximum Kimaira's HP <= 75%: 1/6 Chance use Freeze on Rnd Target           |
|                                5/6 Chance do nothing                          |
|                                                                               |
```

```
|    Maximum Kimaira's HP <= 50%: 1/4 Chance use Freeze on Rnd Target        |
|                                 3/4 Chance do nothing                     |
|                                                                           |
|    Maximum Kimaira's HP <= 25%: 1/2 Chance use Freeze on Rnd Target        |
|                                 1/2 Chance do nothing                     |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|  Attack was Physical:                                                     |
|                                                                           |
|   Maximum Kimaira's HP = 100%: 1/5 Chance use <Claw> on Last Phys Attacker |
|                                4/5 Chance do nothing                      |
|                                                                           |
|   Maximum Kimaira's HP  > 75%: 1/8 Chance use <Claw> on Last Phys Attacker |
|                                7/8 Chance do nothing                      |
|                                                                           |
|   Maximum Kimaira's HP <= 75%: 1/6 Chance use <Claw> on Last Phys Attacker |
|                                5/6 Chance do nothing                      |
|                                                                           |
|   Maximum Kimaira's HP <= 50%: 1/4 Chance use <Claw> on Last Phys Attacker |
|                                3/4 Chance do nothing                      |
|                                                                           |
|   Maximum Kimaira's HP <= 25%: 1/2 Chance use <Claw> on Last Phys Attacker |
|                                1/2 Chance do nothing                      |
|                                                                           |
|                                                                           |
|  Attack was Magical:                                                      |
|                                                                           |
|   Maximum Kimaira's MP < 82 OR Freeze used three times:                   |
|                                                                           |
|    Do nothing                                                             |
|                                                                           |
|   Maximum Kimaira's MP >= 82 AND Freeze used less than three times:       |
|                                                                           |
|    Maximum Kimaira's HP = 100%: 1/5 Chance use Freeze on Last Phys Attacker|
|                                 4/5 Chance do nothing                     |
|                                                                           |
|    Maximum Kimaira's HP  > 75%: 1/8 Chance use Freeze on Last Phys Attacker|
|                                 7/8 Chance do nothing                     |
|                                                                           |
|    Maximum Kimaira's HP <= 75%: 1/6 Chance use Freeze on Last Phys Attacker|
|                                 5/6 Chance do nothing                     |
|                                                                           |
|    Maximum Kimaira's HP <= 50%: 1/4 Chance use Freeze on Last Phys Attacker|
|                                 3/4 Chance do nothing                     |
|                                                                           |
|    Maximum Kimaira's HP <= 25%: 1/2 Chance use Freeze on Last Phys Attacker|
|                                 1/2 Chance do nothing                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Maximum Kimaira:                |   POWER req for Overflow:    |
|                                            |                              |
| Maximum Kimaira is found in Battle Square: |  Base Damage Overflow: 190   |
|  Set - 4  (Special Battles)    Battle - 7  |  Rnd Var Overflow  3x: 127   |
|                                            o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The Maximum Kimaira is a tough randomly                                   |
|  encountered enemy. Freeze has the potential to kill its target outright;  |
|  however, it can only use Freeze a maximum of three times per battle. Use  |
|  Big Guard if you are under-levelled.                                     |
| You could use Bad Breath to inflict the Maximum Kimaira with Silence and   |
```

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|  Sleep to stop it from using Freeze, then use Physical attacks to finish   |
|  it off while it remains asleep. It has fairly high Defence but low HP, so |
|  it shouldn't take long to kill it. Your Deathblow chance will be roughly  |
|  64%.                                                                      |
| A flaw exists with the Maximum Kimaira's AI Script. When it is attacked    |
|  via a Magical ability, it will counter by selecting its last Physical     |
|  Attacker. If it has not yet taken Physical damage, it will select Cloud   |
|  by default. Use Magic Hammer three times to prevent it from using Freeze, |
|  keeping in mind that it may use Freeze as a counter.                      |
| You should try to Morph the Maximum Kimaira into Guard Sources, which      |
|  permanently raise Defence. Use Laser five times, then follow up with      |
|  Morph, which should deal around 200 HP from your Physical attacker.       |
| When met in the Battle Square, the Maximum Kimaira will have 125 Magic,    |
|  and 8000 HP. It is still not too threatening with its low HP; however, it |
|  can still kill your character with the use of Freeze, so use Big Guard.   |
|  Dragon Scales will deal 2601 - 2774 HP against them.                      |
| The Maximum Kimaira cannot be Back-Attacked or Side-Attacked, meaning that |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
| The Maximum Kimaira is one of 105 enemies that are Immune to Peerless,     |
|  which isn't necessary seeing as there is no way for the Player to inflict |
|  the enemy with Peerless.                                                  |
| The Maximum Kimaira is encountered in an area that cannot be revisited;    |
|  once you progress past a certain point in the game, you can no longer     |
|  fight the enemy (although you can still encounter it in the Battle        |
|  Square).                                                                  |
\                                                                            /
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  .--------.
 /  {Hojo}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/km6EdmszazmuTvW46                     | ID: 131 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     50  ||   Strength:  60  ||    Drop: /                          |
|  HP:    13,000  ||    Defence: 130  ||   Steal: /                          |
|  MP:       250  ||      Magic:  60  ||   Morph: /                          |
|                 ||   MDefence: 150  ||                                      |
|  EXP:        0  ||  Dexterity:  78  ||                                      |
|   AP:        0  ||       Luck:   6  ||                                      |
|  GIL:        0  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                |   LOOKALIKES:        |
|                                                       |                      |
| Sector 8 Raid Mako Cannon Control Panel               |                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!              |
|   Hojo's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1:  Capsule             Target: All Allies        Miss If Alive      |
```

```
|  [38B]       Magical           Element: Restorative       Status Remove:   |
|              % Based             Att%: 255                 Death (100%)    |
|                                  Power: 32                                 |
|                              Base Damage: 100% Max HP                      |
|                                                                            |
|  Attack 2:  Capsule            Target: All Allies        Never Used       |
|  [38C]       Physical 0 Dam      Att%: Auto Hit                           |
|                                                                            |
|  Attack 3: <[No Name]>         Target: Self              Taunting         |
|  [11F]       Physical 0 Dam      Att%: Auto Hit           Animation       |
|                                                                            |
|  Attack 4: <Change>            Target: All Allies        Transformation   |
|  [3AB]       Physical 0 Dam      Att%: Auto Hit           To Helletic Hojo|
|                                                                            |
|  Attack 5: <Vanish>            Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam      Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Hojo's BATTLE PLAN: (Repeats)                                            |
|                                                                            |
|  SETUP: Disable default Death Handling                                     |
|                                                                            |
|                                                                            |
|  OPENING ATTACK: Display String: [Hojo “Gwah, haw, haw!!”]                 |
|                  Use <[No Name]> on Self                                   |
|                                                                            |
|                                                                            |
|  No Allies have Death: Do nothing                                          |
|                                                                            |
|  At least one Ally has Death: Use <Capsule> on All Allies with Death       |
|                               Restore dead Allies HP to Max HP             |
|                               Restore dead Allies MP to Max MP             |
|                                                                            |
|                                                                            |
|  DEATH: Cure Self of Sleep, Poison, Haste, Slow, D. Sentence & Berserk     |
|         Display String: [Hojo “Haw…now let's see]                          |
|         Display String: [how the Mako Juice is reacting?”]                 |
|         Use <Vanish> on Self                                               |
|         Use <Change> on Self, remove all active enemies from Battle, all   |
|          enemies leaves no rewards, spawn in Helletic Hojo                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Hojo:                           |   POWER req for Overflow:     |
|                                            |                               |
| Hojo is the first part of a three-part Boss |  Base Damage Overflow: 185    |
|  Battle, and is considerably easy. Use this |  Rnd Var Overflow  3x: 123    |
|  opening fight to set up Big Guard and      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Regen.                                                                    |
| Hojo will never attack you; instead, he will in two 'Samples' to do the    |
|  job for him. Every time you kill either the Poodler Sample or Bad Rap     |
|  Sample, Hojo will just revive them straight away. You do not need to kill |
|  the Samples to progress onto Helletic Hojo, and you will not receive any  |
|  EXP/AP/Gil from them, so your main focus should primarily be Hojo.        |
| While the first Battle is relatively easy, you do want to set yourself up  |
|  accordingly for the subsequent Battles. Be sure to equip Ribbons and      |
|  Added Effect+Hades on someones Armour. Your Deathblow chance against Hojo |
|  will be roughly 64%, or 94% with the Mystile equipped. You should also    |
|  equip all of the Counter Attack Materias that you have.                   |
|                                                                            |
| The easiest way to deal with the opening Battle is to cast Bad Breath as   |
|  soon as Hojo spawns in the Samples. This way none of the enemies will be  |
|  able to damage you; stick to using Magic Breath and the like to defeat    |
```

```
|  the first set of enemies.                                                  |
| When the Battle begins both Samples will be dead. When Hojo uses <Capsule> |
|  (of which there are two variants, one of which is never used) to revive    |
|  his pets, the HP restored will read 9999. This is due to the 'Sanity       |
|  Check' that is in place that limits all damage output to 9999. The AI      |
|  Script corrects this, by manually setting their HP and MP values to their |
|  respective Max values.                                                     |
| The "J-E-N-O-V-A" theme will be heard throughout this Boss Battle, as       |
|  opposed to the regular "Still More Fighting" Boss Theme.                   |
| Hojo is immune to Seizure, which isn't necessary seeing as there is no way |
|  for the Player to inflict an enemy with Seizure. Jamar Armor is one of 86  |
|  enemies that are immune to Seizure. It is also immune to Peerless, along   |
|  with 104 other enemies.                                                    |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------------.
 /  {Bad Rap Sample}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/cCSSbaxwZFpks3Lm7                  | ID: 16A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     34  ||   Strength:  96  ||    Drop: /                        |
|  HP:    11,000  ||    Defence: 120  ||   Steal: /                        |
|  MP:       120  ||      Magic: 100  ||   Morph: /                        |
|                 ||   MDefence: 160  ||                                    |
|  EXP:     2000* ||  Dexterity:  89  ||                                    |
|   AP:      150* ||       Luck:   3  ||                                    |
|  GIL:     2200* ||      Evade:   2  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Sector 8 Raid Mako Cannon Control Panel            |  Bad Rap              |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Whip               |
|   Bad Rap Sample's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Whip>              Target: One Opponent                         |
|  [180]       Physical         Element: Hit                                 |
|                                  Att%: 110                                  |
|                                 Power: 16                                   |
|                            Base Damage: 504 HP                              |
|                                                                             |
|  Attack 2:  Big Fang           Target: One Opponent                         |
|  [181]       Physical         Element: Hit                                 |
|                                  Att%: 85                                   |
|                                 Power: 42                                   |
|                            Base Damage: 1323 HP                             |
|                                                                             |
|  Attack 3:  Evil Poison        Target: One Opponent      Can't Cover        |
```

```
| [182]       Physical          Element: Poison            Status inflict:  |
|                                  Att%: 105                Darkness (100%) |
|                                Power: 12                                  |
|                              MP Cost: 4 MP                                |
|                           Base Damage: 378 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  Bad Rap Sample's BATTLE PLAN: (Repeats)                                  |
|                                                                           |
| SETUP: Begin with Death Status                                            |
|                                                                           |
|                                                                           |
| 1ST ATTACK: Use <Whip> on Rnd Target                                      |
|                                                                           |
|  Follow-Up:                                                               |
|                                                                           |
|   Bad Rap Sample's HP = 100%:  1/16 Chance use <Whip> on Rnd Target       |
|                               15/16 Chance do nothing                     |
|                                                                           |
|   Bad Rap Sample's HP  > 75%: 1/4 Chance use <Whip> on Rnd Target         |
|                               3/4 Chance do nothing                       |
|                                                                           |
|   Bad Rap Sample's HP <= 75%: 1/3 Chance use <Whip> on Rnd Target         |
|                               2/3 Chance do nothing                       |
|                                                                           |
|   Bad Rap Sample's HP <= 50%: 1/2 Chance use <Whip> on Rnd Target         |
|                               1/2 Chance do nothing                       |
|                                                                           |
|                                                                           |
| 2ND ATTACK: Same as 1st Attack                                            |
|                                                                           |
| 3RD ATTACK:                                                               |
|                                                                           |
|  All Targets with Darkness: Use 1st Attack                                |
|                                                                           |
|  At least one Target without Darkness:                                    |
|                                                                           |
|   Bad Rap Sample's HP = 100%:  1/16 Chance Use Evil Poison on Rnd Target  |
|                                       without Darkness                    |
|                               15/16 Chance use 1st Attack                 |
|                                                                           |
|   Bad Rap Sample's HP  > 75%: 1/4 Chance Use Evil Poison on Rnd Target    |
|                                    without Darkness                       |
|                               3/4 Chance use 1st Attack                   |
|                                                                           |
|   Bad Rap Sample's HP <= 75%: 1/3 Chance Use Evil Poison on Rnd Target    |
|                                    without Darkness                       |
|                               2/3 Chance use 1st Attack                   |
|                                                                           |
|   Bad Rap Sample's HP <= 50%: 1/2 Chance Use Evil Poison on Rnd Target    |
|                                    without Darkness                       |
|                               1/2 Chance use 1st Attack                   |
|                                                                           |
|     After 3rd Attack:                                                     |
|                                                                           |
|      Evil Poison was used: Jump to 3rd Attack for next turn               |
|      <Whip> was used once: Jump to 1st Attack for next turn               |
|     <Whip> was used twice: Jump to 4th Attack for next turn               |
|                                                                           |
|                                                                           |
| 4TH ATTACK: Use Big Fang on Target with Highest Current HP                |
```

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|                                                                                |
|    After 4th Attack: Jump to 2nd Attack for next turn                          |
|                                                                                |
|                                                                                |
|  DEATH: Cure Self of Sleep, Poison, Haste, Slow, D. Sentence & Berserk         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bad Rap Sample:                    |   POWER req for Overflow:        |
|                                               |                                  |
| The Bad Rap Sample will not spawn at the      |  Base Damage Overflow: 180       |
|  start of the battle; instead, Hojo will      |  Rnd Var Overflow  3x: 120       |
|  revive the 'Sample' enemies after one turn. o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Hojo will never attack the Player, he will                                    |
|  have the Bad Rap Sample and Poodler Sample do it for him. You do not need     |
|  to kill the Samples to progress with the fight; just concentrate on           |
|  defeating Hojo.                                                               |
| If either Sample enemies die, Hojo will revive them straight away. The HP      |
|  restored will be displayed as 9999; however, the AI script will make sure     |
|  that the HP and MP values are equal to the Max HP and MP values,              |
|  respectively.                                                                 |
| You will not receive any EXP/AP/Gil from the Bad Rap or Poodler Sample,        |
|  so the best way to deal with them is to use Bad Breath, then use either       |
|  Physical blows on Hojo, or Magical abilities such as Magic Breath.            |
| All of the Bad Rap Sample's attacks are the same as the Bad Rap fought on      |
|  the Gelnika, with the exception of the fact that the 'Sample' variant is      |
|  marginally stronger, so all of the Base Damage values are slightly            |
|  higher.                                                                       |
\                                                                                /
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  .------------------.
 /  {Poodler Sample}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/kqXM6iH6qTvXAsaYA                     | ID: 16B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     42  ||   Strength:  93  ||    Drop: /                           |
|  HP:    10,000  ||    Defence: 100  ||   Steal: /                           |
|  MP:       200  ||      Magic:  55  ||   Morph: /                           |
|                 ||   MDefence: 130  ||                                      |
|  EXP:     2000* ||  Dexterity:  80  ||                                      |
|   AP:      150* ||       Luck:   0  ||                                      |
|  GIL:     2000* ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [-]      |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [-]      |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]           |    Silence  [-]     |                        |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                            |   LOOKALIKES:          |
|                                                   |                        |
| Sector 8 Raid Mako Cannon Control Panel           |  Beachplug             |
|                                                   |  Poodler               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Bodyblow           |
|   Poodler Sample's ATTACKS:          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
```

```
|                                                                          |
|  Attack 1: <Bodyblow>          Target: One Opponent                      |
|  [172]       Physical         Element: Hit                              |
|                                  Att%: 100                               |
|                                 Power: 16                                |
|                            Base Damage: 581 HP                           |
|                                                                          |
|  Attack 2:  Fire2              Target: One Opponent      Reflectable     |
|  [01C]       Magical           Element: Fire                             |
|                                  Att%: 100                               |
|                                 Power: 22                                |
|                                MP Cost: 22 MP                            |
|                            Base Damage: 727 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Poodler Sample's BATTLE PLAN: (Repeats)                                |
|                                                                          |
|  SETUP: Begin with Death Status                                          |
|                                                                          |
|                                                                          |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                        |
|                  1/3 Chance start from 2nd Attack                        |
|                  1/3 Chance start from 3rd Attack                        |
|                                                                          |
|                                                                          |
|  1ST ATTACK: Use <Bodyblow> on 2nd Target; If 2nd Target has Death, skip a |
|              turn                                                        |
|                                                                          |
|  2ND ATTACK: Use <Bodyblow> on 1st Target; If 1st Target has Death, skip a |
|              turn                                                        |
|                                                                          |
|  3RD ATTACK: Use <Bodyblow> on 3rd Target; If 3rd Target has Death, skip a |
|              turn                                                        |
|                                                                          |
|                                                                          |
|  COUNTER: [All Physical and Magical Attacks]                             |
|                                                                          |
|   Poodler Sample's HP  > 25%: Do nothing                                 |
|                                                                          |
|   Poodler Sample's HP <= 25%: 1/3 Chance use Fire2 on Last Attacker; If  |
|                                  Poodler Sample's MP < 4, do nothing     |
|                               2/3 Chance do nothing                      |
|                                                                          |
|                                                                          |
|  DEATH: Cure Self of Sleep, Poison, Haste, Slow, D. Sentence & Berserk   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Poodler Sample:                  |   POWER req for Overflow:  |
|                                             |                            |
| The Poodler Sample will not spawn at the    |  Base Damage Overflow: 172 |
|  start of the battle; instead, Hojo will    |  Rnd Var Overflow  3x: 115 |
|  revive the 'Sample' enemies after one turn. o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Hojo will never attack the Player, he will                              |
|  have the Poodler Sample and Bad Rap Sample do it for him. You do not need |
|  to kill the Samples to progress with the fight; just concentrate on     |
|  defeating Hojo.                                                         |
| If either Sample enemies die, Hojo will revive them straight away. The HP |
|  restored will be displayed as 9999; however, the AI script will make sure |
|  that the HP and MP values are equal to the Max HP and MP values,        |
|  respectively.                                                           |
| You will not receive any EXP/AP/Gil from the Poodler or Bad Rap Sample,  |
|  so the best way to deal with them is to use Bad Breath, then use either |
```

```
|  Physical blows on Hojo, or Magical abilities such as Magic Breath.        |
| The Poodler Sample is lightly weaker than the Poodler encountered on the   |
|  Gelnika; however, it will use Fire2 occasionally as a Counter Attack in   |
|  place of Fire.                                                            |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,    |
|  central, and left-most characters, respectively.                          |
\                                                                            /
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  .-----------------.
 /  {Helletic Hojo}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/MSftoAsZrcAYDjPs9                  | ID: 132 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     55  ||   Strength:  80  ||    Drop: /                       |
|  HP:    26,000  ||    Defence: 140  ||   Steal: /                       |
|  MP:       200  ||      Magic:  60  ||   Morph: /                       |
|                 ||   MDefence: 200  ||                                  |
|  EXP:        0  ||  Dexterity:  68  ||                                  |
|   AP:        0  ||       Luck:   0  ||                                  |
|  GIL:        0  ||      Evade:   6  ||                                  |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                                 LOOKALIKES:       |
|                                                      |                   |
| Sector 8 Raid Mako Cannon Control Panel              |                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Helletic Hojo's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                          |
|  Attack 1: <Pile Banger>        Target: One Opponent                     |
|  [38D]       Physical          Element: Punch                          |
|  [390]                            Att%: 100                            |
|                                  Power: 50                             |
|                              Base Damage: 1962 HP                        |
|                                                                          |
|  Attack 2:  Bio Gas             Target: One Opponent      Status Inflict:  |
|  [38E]       Magical           Element: Shoot              Poison (100%)  |
|                                   Att%: 100                              |
|                                  Power: 16                               |
|                                 MP Cost: 15 MP                           |
|                              Base Damage: 690 HP                         |
|                                                                          |
|  Attack 3:  Confu               Target: One Opponent      Reflectable    |
|  [00C]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                 MP Cost: 18 MP              Confusion (59%) |
|                                                                          |
|  Attack 4:  Sleepel             Target: One Opponent      Reflectable    |
|  [00B]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                 MP Cost: 8 MP               Sleep (71%)  |
```

Attack 5: Silence	Target: One Opponent	Reflectable
[00D] Magical 0 Dam	Att%: 100	Status Inflict:
	MP Cost: 24 MP	Silence (79%)
Attack 6: <Right Arm Revive>	Target: Self	Revival
[38F] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 7: <Vanish>	Target: Self	Death Animation
[14E] Physical 0 Dam	Att%: Auto Hit	
Attack 8: <Appear>	Target: Self	Never Used
[14F] Physical 0 Dam	Att%: Auto Hit	Animation
[151]		
Attack 9: <Transform>	Target: Self	Transformation
[391] Physical 0 Dam	Att%: Auto Hit	to Lifeform-Hojo N

Helletic Hojo's BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling

OPENING ATTACK: 1/5 Chance start from 1st Attack
1/5 Chance start from 2nd Attack
1/5 Chance start from 3rd Attack
1/5 Chance start from 4th Attack
1/5 Chance start from 5th Attack

STAGE 1: (No Arms Dead)

*If all Targets have Confusion OR all Targets have Sleep, select Rnd Target

1ST ATTACK: Use <Pile Banger> on Rnd Target without Confusion AND Sleep*

Follow-Up: 1/3 Chance repeat 1st Attack
2/3 Chance do nothing

2ND ATTACK: Same as 1st Attack
3RD ATTACK: Same as 1st Attack

After 3rd Attack: 1/3 Chance jump to 4th Attack for next turn
2/3 Chance jump to 5th Attack for next turn

4TH ATTACK:

At least one Target without Confusion AND at least one Target without Sleep AND Helletic Hojo's MP >= 15:

Use Bio Gas on Rnd Target without Confusion AND Sleep

All Targets with Confusion OR all Targets with Sleep OR Helletic Hojo's MP < 15:

Use <Pile Banger> on Rnd Target without Confusion AND Sleep*

After 4th Attack: Jump to 1st Attack for next turn

5TH ATTACK:

At least one Target without Confusion AND at least one Target without Sleep AND Helletic Hojo's MP >= 18:

Use Confu on Rnd Target without Confusion AND Sleep

All Targets with Confusion OR all Targets with Sleep OR Helletic Hojo's MP < 18:

Use <Pile Banger> on Rnd Target without Confusion AND Sleep*

After 5th Attack: Jump to 1st Attack for next turn

STAGE 2: (Right Arm Dead)

*If all Targets have Confusion OR all Targets have Sleep OR all Targets have Reflect, skip a turn

1ST ATTACK: Use Sleepel on Rnd Target without Confusion AND Sleep AND Reflect*

2ND ATTACK: 1/2 Chance skip a turn
1/2 Chance Use <Right Arm Revive> on Self
Cure Right Arm of Death, set Right Arm's HP to Max HP
Transform to Stage 1

PHASE 3: (Left Arm Dead)

*If all Targets have Confusion OR all Targets have Sleep, select Rnd Target

1ST ATTACK: Use <Pile Banger> on Rnd Target without Confusion AND Sleep*

Follow-Up: 1/2 Chance repeat 1st Attack
1/2 Chance do nothing

2ND ATTACK: Same as 1st Attack

3RD ATTACK:

At least one Target without Reflect AND at least one Target without Sleep AND Helletic Hojo's MP >= 8:

Use Silence on Rnd Target without Reflect AND Silence

All Targets with Reflect OR all Targets with Sleep OR Helletic Hojo's MP < 8:

Use <Pile Banger> on Rnd Target without Confusion AND Sleep*

DEATH: Cure Self of Sleep, Poison, Haste, Slow, D. Sentence & Berserk

```
|         Use <Vanish> on Self, remove active Right Arm and Left Arm from    |
|          Battle                                                            |
|         Use <Transform> on Self                                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Helletic Hojo:                    |   POWER req for Overflow:   |
|                                              |                             |
| Helletic Hojo is the second part of a three- |  Base Damage Overflow: 190  |
|  part battle. So long as you have equipped   |  Rnd Var Overflow  3x: 127  |
|  three Ribbons, or, two Ribbons and Added    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Effect+Hades on someones Armour, then you                                 |
|  should not struggle with this Battle.                                     |
| The easiest way of dealing with Helletic Hojo is to first kill the Right   |
|  Arm; it only has 5000 HP, and will stop Helletic from using any damaging  |
|  attacks. If it revives the Right Arm, simply kill it again; Magic Breath  |
|  will deal roughly 3000 HP to the Right Arm (and 2500 - 3000 to the Left   |
|  Arm and Helletic Hojo).  Shadow Flare may be strong enough to kill it in  |
|  one hit.                                                                  |
| There are two ways for you to advance onto the next stage of the Battle;   |
|  the first is to just kill Helletic Hojo, regardless of the Arms being     |
|  alive or dead. The second way is to defeat both of the Arms, at which     |
|  point Helletic will die and you'll face the final stage of the Battle.    |
| Once you have killed the Right Arm, you should just focus on the Left Arm; |
|  it has lower HP and MDefence values to Helletic, but slightly higher      |
|  Defence.                                                                  |
| Your Deathblow chances against Helletic Hojo will be roughly 63%; equip    |
|  the Mystile to increase this chance to roughly 94%.                       |
| Two versions of Pile Banger exists, one used when it is in Stage 1 or      |
|  Stage 2, and one used when it is in Stage 3. Both versions are identical  |
|  in attack properties.                                                     |
| The "J-E-N-O-V-A" theme will be heard throughout this Boss Battle, as      |
|  opposed to the regular "Still More Fighting" Boss Theme.                  |
| Helletic Hojo is subject to the 'Quadra Magic Ultima Glitch' whereby the   |
|  game will freeze when the Player tried cast Ultima, when they have one    |
|  Ultima paired with HP or MP Absorb, and another with Quadra Magic.        |
| Helletic Hojo is immune to Seizure, which isn't necessary seeing as there  |
|  is no way for the Player to inflict an enemy with Seizure. Helletic Hojo  |
|  is one of 86 enemies that are immune to Seizure. He is also immune to     |
|  Peerless, along with 104 other enemies.                                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .-------------.  NOTE - This is the Right Arm that is part of Helletic Hojo
 /  {Right Arm}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ikjLjA49dcf2Fqqm7                    | ID: 133 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     55  ||   Strength: 150  ||    Drop: /                        |
|  HP:      5000  ||    Defence: 120  ||   Steal: /                        |
|  MP:       300  ||      Magic:  80  ||   Morph: /                        |
|                 ||   MDefence: 130  ||                                   |
|  EXP:         0 ||  Dexterity:  95  ||                                   |
|   AP:         0 ||       Luck:   0  ||                                   |
|  GIL:         0 ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [-]     |                       |
|      Gravity  [-]           |       Slow  [-]     |      Sadness  [VUL]   |
```

```
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Sector 8 Raid Mako Cannon Control Panel                 |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!            |
|   Right Arm's ATTACKS: (Helletic Hojo)o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <[No Name]>          Target: Self              Death Animation   |
|  [120]       Physical 0 Dam       Att%: Auto Hit                           |
|                                                                             |
|  Attack 2: <Appear>             Target: Self              Helletic Hojo     |
|  [14F]       Physical 0 Dam       Att%: Auto Hit           Death Animation  |
|                                                                             |
|  Attack 3: <Transform>          Target: Self              Transformation    |
|  [391]       Physical 0 Dam       Att%: Auto Hit        to Lifeform-Hojo N  |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Right Arm's BATTLE PLAN: (Helletic Hojo) (Repeats)                        |
|                                                                             |
|  SETUP: Disable default Death Handling                                      |
|                                                                             |
|                                                                             |
|  DEATH:                                                                     |
|                                                                             |
|   Left Arm is alive: Use <[No Name]> on Self                                |
|                                                                             |
|   Left Arm is Dead: Use <Appear> on Self, remove Helletic Hojo from Battle  |
|                     Use <Transform> on Self                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Right Arm: (Helletic Hojo)        |   POWER req for Overflow:    |
|                                              |                              |
| Killing the Right Arm first will render      |  Base Damage Overflow: 180   |
|  Helletic Hojo harmless, so long as you have |  Rnd Var Overflow  3x: 120   |
|  Sleep defences in place. If Helletic        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  revives the Right Arm, simply kill it again;                               |
|  it only has 5000 HP. Your Deathblow chance will be roughly 68%, or 99%     |
|  with the Mystile equipped.                                                 |
| The Right Arm will never attack you itself; all of the damage dealt is      |
|  via Helletic Hojo. You do not need to kill the Arms for the Battle to      |
|  end; you can just defeat Helletic Hojo if you wish. Also, you do not need  |
|  to kill Helletic Hojo for the Battle to end; killing both Arms will do     |
|  the trick.                                                                 |
| The Right Arm is one of six enemies that are affected by the 'Berserk       |
|  Glitch', which means that they have no assigned Attack to use when they    |
|  are inflicted with Berserk. As such the "skill power is used up" text      |
|  string will be displayed every turn, seeing as the Attack they are trying  |
|  to use costs 65,535 MP!                                                    |
| Helletic Hojo's Right Arm is immune to Seizure, which isn't necessary       |
|  seeing as there is no way for the Player to inflict an enemy with          |
|  Seizure. Helletic Hojo's Right Arm is one of 86 enemies that are immune    |
|  to Seizure. He is also immune to Peerless, along with 104 other enemies.   |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .------------.  NOTE - This is the Left Arm that is part of Helletic Hojo
 /  {Left Arm}  \        !! MINI-BOSS !!
```

https://photos.app.goo.gl/FEnQgGZ4uAhrbfoEA | ID: 134

Level:	55	Strength:	46	Drop:	/
HP:	24,000	Defence:	150	Steal:	/
MP:	400	Magic:	100	Morph:	/
		MDefence:	150		
EXP:	0	Dexterity:	90		
AP:	0	Luck:	0		
GIL:	0	Evade:	1		

Fire	[-]	Death	[-]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[-]		
Gravity	[Nullify]	Slow	[-]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[-]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[-]

MAPS:

Sector 8 Raid Mako Cannon Control Panel

LOOKALIKES:

No Manipulate Attacks!

Left Arm's ATTACKS: (Helletic Hojo)

Attack 1: <[No Name]> Target: Self Death Animation
[120] Physical 0 Dam Att%: Auto Hit

Attack 2: <Appear> Target: Self Helletic Hojo
[14F] Physical 0 Dam Att%: Auto Hit Death Animation

Attack 3: <Transform> Target: Self Transformation
[391] Physical 0 Dam Att%: Auto Hit to Lifeform-Hojo N

Left Arm's BATTLE PLAN: (Helletic Hojo) (Repeats)

SETUP: Disable default Death Handling

DEATH:

Right Arm is alive: Use <[No Name]> on Self

Right Arm is Dead: Use <Appear> on Self, remove Helletic Hojo from Battle
Use <Transform> on Self

Notes On Left Arm: (Helletic Hojo)

The Left Arm has slightly less HP and MDef Helletic Hojo, but slightly higher Def. It will never attack you itself; all of the damage dealt is via Helletic Hojo. You do not need to kill the Arms for the Battle to end; you can just defeat Helletic Hojo if you wish. Also, you do not need to kill Helletic Hojo for the Battle to end; killing both Arms will do the trick. If you kill the Left Arm first, Helletic can never revive it, and will

POWER req for Overflow:

Base Damage Overflow: 195
Rnd Var Overflow 3x: 130

```
|  transform into a slightly different version of itself. it will try to     |
|  inflict you with Silence while in this form, so make sure to have the     |
|  necessary defences in place.                                              |
| If you kill the RIght Arm first (which you should), you should then just   |
|  focus on the Left Arm, given that it has less HP than Helletic. Shadow    |
|  Flare will deal upwards of 4500 HP per hit.                               |
| Helletic Hojo's Left Arm is immune to Seizure, which isn't necessary       |
|  seeing as there is no way for the Player to inflict an enemy with         |
|  Seizure. Helletic Hojo's Left Arm is one of 86 enemies that are immune to |
|  Seizure. He is also immune to Peerless, along with 104 other enemies.     |
\                                                                            /
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  .-------------------.
 /  {Lifeform-Hojo N}  \        !! BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/E1aJyenBd3vCCv2g6                  | ID: 135 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     58  ||   Strength: 100  ||    Drop: Power Source  [63] 100%    |
|  HP:    30,000  ||    Defence: 120  ||   Steal: /                          |
|  MP:       100  ||      Magic:  90  ||   Morph: /                          |
|                 ||   MDefence: 180  ||                                      |
|  EXP:   25,000  ||  Dexterity: 100  ||                                      |
|   AP:     2500  ||       Luck:   6  ||                                      |
|  GIL:     6000  ||      Evade:   5  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]           |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]           |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]           |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [-]     |                       |
|      Gravity  [Nullify]     |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                          |   LOOKALIKES:         |
|                                                 |                       |
| Sector 8 Raid Mako Cannon Control Panel         |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                    |  No Manipulate Attacks!              |
|   Lifeform-Hojo N's ATTACKS:       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                          |
|  Attack 1: <Absorb>            Target: One Opponent                      |
|  [3A2]       Magical          Element: None                             |
|                                  Att%: 10                                |
|                                 Power: 10                                |
|                                MP Cost: 2 MP                             |
|                           Base Damage: 555 HP                            |
|                                                                          |
|  Attack 2:  Combo              Target: One Opponent                      |
|  [392]       Physical          Element: Hit                              |
|                                  Att%: 100                               |
|                                 Power: 5                                 |
|                           Base Damage: 257 HP                            |
|                                                                          |
|  Attack 3: <Combo>             Target: One Opponent      Status Inflict: |
|  [3A6]       Physical          Element: Hit                Poison (79%)  |
|                                  Att%: 100                               |
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|                                Power: 12                                |
|                           Base Damage: 618 HP                           |
|                                                                         |
|  Attack 4: <Combo>              Target: One Opponent      Status Inflict:  |
|  [3A7]       Physical          Element: Hit                Darkness (79%)  |
|                                  Att%: 100                              |
|                                 Power: 7                                |
|                           Base Damage: 360 HP                           |
|                                                                         |
|  Attack 5: <Combo>              Target: One Opponent      Status Inflict:  |
|  [3A8]       Physical          Element: Hit                Sleep (79%)     |
|                                  Att%: 100                              |
|                                 Power: 16                               |
|                           Base Damage: 824 HP                           |
|                                                                         |
|  Attack 6:  Slow                Target: 1/A Opponents     Split Damage     |
|  [014]       Magical 0 Dam        Att%: Auto Hit          Reflectable      |
|                                MP Cost: 20 MP             Status Inflict:  |
|                                                            Slow (99%)     |
|                                                                         |
|  Attack 7:  Silence             Target: One Opponent      Reflectable      |
|  [00D]       Magical 0 Dam        Att%: 100               Status Inflict:  |
|                                MP Cost: 24 MP              Silence (79%)   |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Lifeform-Hojo N's BATTLE PLAN: (Repeats)                              |
|                                                                         |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                       |
|                  1/3 Chance start from 3rd Attack                       |
|                  1/3 Chance start from 4th Attack                       |
|                                                                         |
|                                                                         |
|  1ST ATTACK: Select Rnd Target with Slow; If no Targets have Slow, select  |
|               Rnd Target                                                |
|                                                                         |
|   Follow-Up: Same as 2nd Attack                                         |
|                                                                         |
|                                                                         |
|  2ND ATTACK: Use Combo no-Status variant on selected Target; If selected   |
|               Target has Death, select a new Rnd Target                 |
|                                                                         |
|   Follow-Up: Use <Combo> Poison variant on selected Target; If selected    |
|               Target has Death, select a new Rnd Target                 |
|                                                                         |
|   Follow-Up: Use <Combo> Darkness variant on selected Target; If selected  |
|               Target has Death, select a new Rnd Target                 |
|                                                                         |
|   Follow-Up: Use <Combo> Sleep variant on selected Target; If selected     |
|               Target has Death, select a new Rnd Target                 |
|                                                                         |
|     After 2nd Attack: 1/5 Chance jump to 1st Attack for next turn       |
|                       2/5 Chance jump to 3rd Attack for next turn       |
|                       2/5 Chance jump to 4th Attack for next turn       |
|                                                                         |
|                                                                         |
|  3RD ATTACK:                                                            |
|                                                                         |
|   All Targets with Slow:                                                |
|                                                                         |
|    Skip a turn, jump to 1st Attack for next turn                        |
|                                                                         |
```

At least one Target without Slow:
Lifeform-Hojo N's MP < 20:
Skip a turn, jump to 4th Attack for next turn
Lifeform-Hojo N's MP >= 20:
Use Slow on All Targets without Slow, jump to 1st Attack for next turn
4TH ATTACK:
Lifeform-Hojo N's HP = 100% AND Lifeform-Hojo N's MP = 100%:
Skip a turn
Lifeform-Hojo N's HP < 100%:
Use <Absorb> on Target with highest Current HP
Lifeform-Hojo N's HP = 100% AND Lifeform-Hojo N's MP < 100%:
Use <Absorb> on Target with highest Current MP
COUNTER: [Magical Attacks Only]
Use Silence on Las Mag Attacker; If Last Mag Attacker has Silence OR
Lifeform-Hojo's MP < 24, do nothing

Notes On Lifeform-Hojo N:	POWER req for Overflow:
Lifeform-Hojo N is the third and final part of the three-part battle against Hojo. He is tougher than the previous two version, but should still not cause you too much of a problem, so long as you have Ribbons and Added Effect+Hades (on Armour) in place.	Base Damage Overflow: 180 Rnd Var Overflow 3x: 120

Lifeform is the only Hojo variant that is vulnerable to Slow, so equip the Time Materia or use Spider Webs to slow him down.

Use Comet2, Shadow Flare, Magic Breath, Ultima and Deathblow to knock out Lifeform's HP. Your Deathblow chance will be roughly 64%, or 95% with the Mystile equipped. You should also equip as many Counter Attack Materias as you have available; every time Lifeform-Hojo N uses <Combo>, it will trigger the Counter Attack chance. Your Physical blows will be slightly stronger than the previous versions, given Lifeform's lower Defence.

Using the Cover Materia on the character with the Counter Attack Materias is a good idea, as they will cover then counter each of the Combo moves.

A flaw exists with the Attack properties of <Absorb>. It makes use of the "Drain HP/MP" Flag, but does not make use of the preliminary "Drain Damage" Flag, so the Drain HP/MP Flag is overlooked.

If Lifeform-Hojo N tries to inflict more than one target with Slow, the Status infliction chance will be subject to Split Damage, and will only have a 66% chance of succeeding.

The "J-E-N-O-V-A" theme will be heard throughout this Boss Battle, as opposed to the regular "Still More Fighting" Boss Theme.

When you target the final Hojo, its name will read "Lifeform-Hojo NA". This is actually Lifeform-Hojo N [A]; the "A" indicating that there are multiple versions of Lifeform. There are, in fact, three versions of the

```
|  enemy; two of which are programmed to be invisible and non-targetable,    |
|  and begin with the Death Status. This is purely to overwrite the enemy    |
|  placeholder slots left over from the Right Arm and Left Arm, to prevent   |
|  the Formation from reading the values left behind from those enemies.     |
| Lifeform-Hojo N is one of a number of enemies that are elevated above the  |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
| Lifeform-Hojo N is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. Lifeform-|
|  Hojo N is one of 86 enemies that are immune to Seizure. He is also immune |
|  to Peerless, along with 104 other enemies.                                |
\                                                                            /
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             o.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,o
             ||            {North Crater Descent}                          ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - You are going to have to make a choice in which way to send your
         characters when you get to the Left and Right Fork. To gain the
         "best" possible outcome with the North Crater Item Duplication
         trick, you should make a Party consisting of Barret and Cait Sith
         prior to your descent.

        When you get to the first main split, send Tifa along the Right Path
         by herself, and send everyone else along the Left Path. On the next
         fork, send Red XIII, Yuffie, Cid and Vincent along the Upper-Path,
         and send Yourself along the Lower-Path with Barret and Cait Sith.

        Once you have cleared the Lower-Left Path, progress to the final
         "circular" screen (with the Luck Source chest), then make your way
         *back* through up Lower-Left Path route to then clear out the Swamp
         Area (Upper-Left Path).

        Head back up through the Lower-Left Path once more until you get back
         to the main Left and Right Fork split. You could optionally double-
         back on yourself after clearing the Items from the 'Swamp' route.
         Finally, collect all the items along the Right Path, to then advance
         to the final gathering (point-of-no return) screen. If done
         correctly, you will dupe yourself the following items:

          - Tifa     - Mystile
          - Red XIII - Shield Materia
          - Yuffie   - Counter Materia
          - Cid      - Imperial Guard
          - Vincent  - Magic Source

        If you wanted instead to dupe the Mega All Materia, send Tifa along
         the Right Path, send Cloud Barret and Cait Sith along the Upper-Left
         Fork, and everyone else along the Lower-Left Fork.

        Note that you *can* escape the North Crater after descending.

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::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
```

```
||   N Crater Descent 1st Screen Anticlockwise Spiral      **               ||
||   N Crater Descent 2nd Screen Narrow Cascading Paths    ***              ||
||   N Crater Descent 3rd Screen 2D Platform Jumps         ****             ||
||   N Crater Descent Rear Cavern From Platform Jumps      *****  BEST      ||
||   N Crater Descent Left & Right Main Fork               *****  BEST      ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                         |
  |                                                                        |
  |      Gargoyle 1st Form                                                 |
  |      Gargoyle 2nd Form                                                 |
  |      Parasite                    Magic Breath, L5 Death                |
  |      Dark Dragon                 Dragon Force, Laser                   |
  |      Scissors                                                          |
  |      Scissors(Upper)                                                   |
  |      Scissors(Lower)                                                   |
  |      Master Tonberry                                                   |
  \                                                                        /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
```

ELEMENTS AND STATUSES

ELEMENTS TO USE:

Wind - Parasite	- Double	
Holy - Parasite	- Double	

ELEMENTS TO AVOID:

Gravity - Master Tonberry	- Absorb	
Lightning - Dark Dragon	- Nullify	
Earth - Parasite	- Nullify	

ELEMENTS USED BY ENEMIES:

Restorative - Scissors(Lower)	- Cure3	
Cut - Parasite	- Para Tail	
Cut - Master Tonberry	- Knife (0 Damage)	
Hit - Parasite	- Head Attack	
Hit - Dark Dragon	- Tail Attack	
Punch - Dark Dragon	- Claw	
Shoot - Gargoyle 2nd Form	- Kick	
Shoot - Gargoyle 2nd Form	- L4 Death (0 Damage)	
Shoot - Dark Dragon	- Dark Dragon Breath	
Shoot - Scissors	- Cross Scissor	
Shoot - Scissors	- Scissor Kick	
Shoot - Scissors(Upper)	- Cross Scissor	
Shoot - Scissors(Lower)	- Scissor Kick	

STATUSES TO DEFEND FROM:

Death - Gargoyle 2nd Form	- L4 Death	(100% Inflict)	
Death - Scissors	- Scissor Attack	(100% Inflict)	
Death - Master Tonberry	- Knife	(100% Inflict)	

```
[    Confusion - Scissors(Lower)   - Confu               (59%  Inflict)     ]
[      Silence - Parasite          - Magic Extinguish    (100% Inflict)     ]
[    Slow-numb - Gargoyle 1st Form - Rock Finger         (100% Inflict)     ]
[     Darkness - Dark Dragon       - Dark Dragon Breath  (79%  Inflict)     ]
[      Sadness - Parasite          - Para Tail           (100% Inflict)     ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                                  ]
[                                                                              ]
[   Poison, Silence                                                            ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP	STEAL	MORPH
X-POTION		
Gargoyle 2nd Form [8]	Gargoyle 2nd Form [32]	
Scissors [8]		
Scissors(Upper) [8]		
Scissors(Lower) [8]		
ETHER		
	Scissors [32]	
	Scissors(Upper) [32]	
	Scissors(Lower) [32]	
ELIXIR		
Dark Dragon [8]	Master Tonberry [32]	
MEGALIXIR		
Master Tonberry [8]		
REMEDY		
Parasite [8]	Parasite [32]	Parasite
VACCINE		
		Dark Dragon
DRAGON ARMLET		
	Dark Dragon [8]	
RIBBON		
		Master Tonberry

ENEMY ENCOUNTERS

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NOTE - The averages assumes you to kill every part of the Scissors.

SCREEN GROUPING 1: ** Area Enc Rate:

N Crater Descent 1st Screen Anticlockwise Spiral 32 Extremely High

Average: EXP: 2418.8 AP: 197.3 GIL: 2929.7 Enemy QTY: 1.45

[28.1%] Nrml Bat #1	EXP - 800	1st Row: 1x Gargoyle	
Pre-Emp OFF	AP - 80		
	GIL - 2500		#868
[26.6%] Nrml Bat #2	EXP - 5000	1st Row: 1x Dark Dragon	
Pre-Emp OFF	AP - 350		
	GIL - 2500		#870
[23.4%] Nrml Bat #3	EXP - 2200	1st Row: 2x Parasite	
	AP - 200		
	GIL - 2000		#873
[21.9%] Nrml Bat #4	EXP - 1600	1st Row: 2x Gargoyle	
Pre-Emp OFF	AP - 160		
	GIL - 5000		#869

SCREEN GROUPING 2: *** Area Enc Rate:

N Crater Descent 2nd Screen Narrow Cascading Paths 24 Insanely High!!

Average: EXP: 2797.7 AP: 221.0 GIL: 2937.3 Enemy QTY: 2.08

[24.6%] Nrml Bat #1	EXP - 2400	1st Row: 1x Scissors	
Pre-Emp OFF	AP - 180		
	GIL - 2800		#948
[23.2%] Nrml Bat #2	EXP - 5000	1st Row: 1x Dark Dragon	
Pre-Emp OFF	AP - 350		
	GIL - 2500		#870
[20.5%] Nrml Bat #3	EXP - 2200	1st Row: 2x Parasite	
	AP - 200		
	GIL - 2000		#873
[19.1%] Nrml Bat #4	EXP - 1600	1st Row: 2x Gargoyle	
Pre-Emp OFF	AP - 160		
	GIL - 5000		#869
[6.25%] Back Att #1	EXP - 2200	1st Row: 2x Parasite	
Run = 2	AP - 200		
	GIL - 2000		#875
[6.25%] Back Att #2	EXP - 2400	1st Row: 1x Scissors	
Run = 2	AP - 180		
	GIL - 2800		#950

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'-------------------------------------------------------------------------'

 SCREEN GROUPING 3: ****                                Area Enc Rate:

   N Crater Descent 3rd Screen 2D Platform Jumps       24   Insanely High!!

   Average:   EXP: 3325.4     AP: 261.6     GIL: 2996.0      Enemy QTY: 2.79

.-------------------------------------------------------------------------.
|  [20.5%]  Nrml Bat #1  EXP - 2400    1st Row: 1x Scissors               |
|        Pre-Emp OFF     AP  - 180                                        |
|                        GIL - 2800                                  #948 |
|                                                                         |
|  [19.1%]  Nrml Bat #2  EXP - 5000    1st Row: 1x Dark Dragon            |
|        Pre-Emp OFF     AP  - 350                                        |
|                        GIL - 2500                                  #870 |
|                                                                         |
|  [17.8%]  Nrml Bat #3  EXP - 2200    1st Row: 2x Parasite               |
|                        AP  - 200                                        |
|                        GIL - 2000                                  #873 |
|                                                                         |
|  [16.4%]  Nrml Bat #4  EXP - 3300    1st Row: 1x Parasite               |
|                        AP  - 300     2nd Row: 2x Parasite               |
|                        GIL - 3000                                  #874 |
|                                                                         |
|  [13.7%]  Nrml Bat #5  EXP - 4800    1st Row: 2x Scissors               |
|        Pre-Emp OFF     AP  - 360                                        |
|                        GIL - 5600                                  #949 |
|                                                                         |
|  [6.25%]  Back Att #1  EXP - 2200    1st Row: 2x Parasite               |
|            Run = 2     AP  - 200                                        |
|                        GIL - 2000                                  #875 |
|                                                                         |
|  [6.25%]  Back Att #2  EXP - 2400    1st Row: 1x Scissors               |
|            Run = 2     AP  - 180                                        |
|                        GIL - 2800                                  #950 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4: *****  BEST                        Area Enc Rate:

  N Crater Descent Rear Cavern From Platform Jumps     32   Extremely High
  N Crater Descent Left & Right Main Fork              40   Very High

   Average:   EXP: 3747.9     AP: 263.6     GIL: 3578.5      Enemy QTY: 2.81

.-------------------------------------------------------------------------.
|  [19.1%]  Nrml Bat #1  EXP - 4800    1st Row: 2x Scissors               |
|        Pre-Emp OFF     AP  - 360                                        |
|                        GIL - 5600                                  #949 |
|                                                                         |
|  [16.4%]  Nrml Bat #2  EXP - 5000    1st Row: 1x Dark Dragon            |
|        Pre-Emp OFF     AP  - 350                                        |
|                        GIL - 2500                                  #870 |
|                                                                         |
|  [15.0%]  Nrml Bat #3  EXP - 2200    1st Row: 2x Parasite               |
|                        AP  - 200                                        |
|                        GIL - 2000                                  #873 |
|                                                                         |
```

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|  [13.7%]  Nrml Bat #4  EXP - 2400    1st Row: 1x Scissors                  |
|        Pre-Emp OFF     AP  - 180                                           |
|                        GIL - 2800                                  #948    |
|                                                                            |
|  [12.3%]  Nrml Bat #5  EXP - 3300    1st Row: 1x Parasite                  |
|                        AP  - 300     2nd Row: 2x Parasite                  |
|                        GIL - 3000                                  #874    |
|                                                                            |
|  [10.9%]  Nrml Bat #6  EXP - 6000    1st Row: 1x Master Tonberry           |
|        Pre-Emp OFF     AP  - 200                                           |
|            Run = 3     GIL - 6800                                  #872    |
|                                                                            |
|  [6.25%]  Back Att #1  EXP - 2200    1st Row: 2x Parasite                  |
|            Run = 2     AP  - 200                                           |
|                        GIL - 2000                                  #875    |
|                                                                            |
|  [6.25%]  Back Att #2  EXP - 2400    1st Row: 1x Scissors                  |
|            Run = 2     AP  - 180                                           |
|                        GIL - 2800                                  #950    |
'----------------------------------------------------------------------------'
```

ENEMIES

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/ {Gargoyle} \ NOTE - This is the Gargoyle in its 1st Form

https://photos.app.goo.gl/4AGEXWtJst5UX3Yn9 | ID: 126

Level: 43	Strength: 120	Drop: Remedy [63] 100%
HP: 2000	Defence: 140	Steal: /
MP: 200	Magic: 64	Morph: /
	MDefence: 120	
EXP: 800*	Dexterity: 90	
AP: 80*	Luck: 0	
GIL: 2500*	Evade: 1	

Fire [-]	Death [VUL]	Petrify [-]	
Ice [-]	Sleep [VUL]	D. Sentence [-]	
Lightning [-]	Poison [-]	Paralyzed [VUL]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS: APPEARANCE RATE: | LOOKALIKES:

Crater Descent 1st Scrn Anticlockwise Spiral	50%
Crater Descent 2nd Scrn Narrow Cascading Paths	19%

No Manipulate Attacks!

Gargoyle's ATTACKS: (1st Form)

Attack 1: <[No Name]>	Target: Self	Transformation
[11F] Physical 0 Dam	Att%: Auto Hit	To 2nd Form

Attack 2: <Rock Finger>	Target: One Opponent	Status Inflict:
[31D] Magical	Element: None	Slow-numb (100%)
	Att%: 100	
	Power: 16	
	MP Cost: 10 MP	
	Base Damage: 642 HP	
Attack 3: <Vanish>	Target: Self	Death Animation
[14E] Physical 0 Dam	Att%: Auto Hit	

Gargoyle 1st Form's BATTLE PLAN: (Repeats)

SETUP: Enable Physical immunity, enable Magical immunity

1ST ATTACK: Skip a turn
2ND ATTACK: Skip a turn

3RD ATTACK: Use <[No Name]> on Self, transform to 2nd Form
Use <Vanish> on Self, remove Self from Battle, leave no rewards

COUNTER: [All Physical and Magical Attacks]

Last Command was Item AND Last Item used was Soft:

Do nothing. A Soft will not trigger the Counter Script; here was the intended response to a Soft:

Use <Vanish> on Self, remove Self from Battle, leave no rewards
Spawn in Gargoyle 2nd Form

Last Command was Attack: Do nothing

Last Command was NOT Attack:

Use <Rock Finger> on Last Attacker, remove Self from Battle, leave no rewards
Spawn in Gargoyle 2nd Form

Notes On Gargoyle: (1st Form)

The first version of the Gargoyle can never be killed, and will only transform into its second form after either two turns have passed, or it is attacked via any Command that *isn't* Attack; this means 2x-Cut and Slash-All *will* trigger the transformation.

While the Gargoyle has a vulnerability to the Death Status, the Physical and Magical immunity overwrites this vulnerability; even Cait Sith's 'Game Over' Limit Break (which ignores the target's Status defences) will not kill the Gargoyle 1st Form. Because of this, you can never gain the EXP/AP/Gil earned from it, nor can you obtain the Remedy that it drops.

The Gargoyle should have transformed into its 2nd form after being hit with a Soft; however, a Soft can never trigger the Counter Script, so this bug cannot be neatly resolved. It's likely the developer's were aware of this, but could not fix the problem. The Script is also not coded to check for the use of the W-Item Command.

POWER req for Overflow:

Base Damage Overflow: 190
Rnd Var Overflow 3x: 127

```
| As with a lot of the enemies in the North Crater, the Gargoyle will        |
|  inflict you with a deadly Status; be sure to have Safety Bits equipped    |
|  and Added Effect+Odin on someone's Armour.                                |
| The Gargoyle's positioning within the Enemy Data files is amongst those    |
|  fought on the Mako Cannon towards the end of Disc 2. This suggests that   |
|  the developer's had originally designed the Gargoyle to be fought as part |
|  of the Raid On Midgar batch of encounters.                                |
| The Gargoyle cannot be Back-Attacked or Side-Attacked, meaning that one    |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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  .------------.
 /  {Gargoyle}  \  NOTE - This is the Gargoyle in its 2nd Form
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/HhrXPuCWnknU3SB7A                     | ID: 127 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     43  ||   Strength: 120  ||    Drop: X-Potion   [8]  14.06%     |
|  HP:      2000  ||    Defence: 140  ||   Steal: X-Potion   [32] 40.63%     |
|  MP:       200  ||      Magic:  64  ||   Morph: /                         |
|                 ||   MDefence: 120  ||                                     |
|  EXP:      800  ||  Dexterity:  90  ||                                     |
|   AP:       80  ||       Luck:   0  ||                                     |
|  GIL:     2500  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Crater Descent 1st Scrn Anticlockwise Spiral     50% |                     |
| Crater Descent 2nd Scrn Narrow Cascading Paths   19% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   Gargoyle's ATTACKS: (2nd Form)     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Kick>              Target: One Opponent                        |
|  [31C]       Physical         Element: Shoot                              |
|                                  Att%: 100                                 |
|                                 Power: 16                                  |
|                           Base Damage: 925 HP                              |
|                                                                            |
|  Attack 2: <Rock Finger>       Target: One Opponent      Never Used        |
|  [31D]       Magical          Element: None              Status Inflict:   |
|                                  Att%: 100                Slow-numb (100%)|
|                                 Power: 16                                  |
|                                MP Cost: 10 MP                              |
|                           Base Damage: 642 HP                              |
|                                                                            |
|  Attack 3:  L4 Death           Target: All Opponents     Status Inflict:   |
|  [31E]       Magical 0 Dam    Element: Shoot              Death (100%)    |
|                                  Att%: Lv 4 = Auto Hit                     |
```

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|                              MP Cost: 20 MP                                 |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Gargoyle 2nd Form's BATTLE PLAN: (Repeats)                                |
|                                                                             |
|  Use <Kick> on Rnd Target without Petrify                                   |
|                                                                             |
|   Follow-Up: 1/2 Chance use <Kick> on Rnd Target without Petrify            |
|              1/2 Chance do nothing                                          |
|                                                                             |
|                                                                             |
|  DEATH: 1/2 Chance use L4 Death on All Targets; If Gargoyle's MP < 20, do   |
|              nothing                                                        |
|         1/2 Chance do nothing                                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gargoyle: (2nd Form)              |   POWER req for Overflow:    |
|                                              |                              |
| The second variant of the Gargoyle will      |  Base Damage Overflow: 190   |
|  spawn in once the first version has either  |  Rnd Var Overflow  3x: 127   |
|  been attacked with a Command that *isn't*   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack, or, two turns have passed for the                                  |
|  Gargoyle. You cannot harm the Gargoyle in its first form; however, if you  |
|  were able to damage it, it would *not* transfer over its remaining HP to   |
|  the second variant.                                                        |
| The Gargoyle are not a tough opponent, and can easily be killed with a few  |
|  Physical blows. Be very mindful that it can use L4 Death as a finishing    |
|  move; You should be equipping Safety Bits and Added Effect+Odin (on        |
|  Armour) to help defend against the many enemies in the North Crater that   |
|  can inflict you with Death. You could also use Magic Hammer twice to       |
|  prevent it from using L4 Death.                                            |
| The Gargoyle's positioning within the Enemy Data files is amongst those     |
|  fought on the Mako Cannon towards the end of Disc 2. This suggests that    |
|  the developer's had originally designed the Gargoyle to be fought as part  |
|  of the Raid On Midgar batch of encounters.                                 |
| The Gargoyle 2nd Form is one of a number of enemies that are elevated       |
|  above the ground, but will not take double damage from the Wind Element,   |
|  nor will it nullify Earth.                                                 |
| The Gargoyle cannot be Back-Attacked or Side-Attacked, meaning that one     |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.             |
\                                                                             /
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  .------------.
 /  {Parasite}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/jhs56RjwPZL5Cdvj6                    | ID: 141 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     51  ||   Strength: 120  ||    Drop: Remedy  [8]  14.06%        |
|  HP:      6000  ||    Defence: 150  ||   Steal: Remedy  [32] 40.63%        |
|  MP:       300  ||      Magic: 100  ||   Morph: Remedy                     |
|                 ||   MDefence: 140  ||                                     |
|  EXP:     1100  ||  Dexterity:  90  ||                                     |
|   AP:      100  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:     1000  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
```

Water [-]	Stop [VUL]	Fury [VUL]
Wind [Double]	Frog [-]	Haste [VUL]
Holy [Double]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Descent 1st Scrn Anticlockwise Spiral	23%	
Crater Descent 2nd Scrn Narrow Cascading Paths	27%	
Crater Descent 3rd Scrn 2D Platform Jumps	24%	
Crater Descent Rear Cavern From Platform Jumps	34%	
Crater Descent Left & Right Main Fork	34%	
Crater Right Path 1st Scrn Spiral Descent	29%	
Crater Right Path 2nd Scrn Spiral Base (Mystile)	29%	
Crater Right Path 3rd Scrn Large Nesting Area	29%	
Crater Right Path 4th Scrn Spinal Pathway	29%	

Parasite's ATTACKS:

Manip Attack 1: Head Attack
Manip Attack 2: L5 Death
Manip Attack 3: Magic Breath

Attack 1: <Head Attack>	Target: One Opponent	Berserk Attack	
[34A] Physical	Element: Hit		
	Att%: 100		
	Power: 16		
	Base Damage: 1075 HP		
Attack 2: <Para Tail>	Target: One Opponent	Status Inflict:	
[34B] Physical	Element: Cut	Sadness (100%)	
	Att%: 100		
	Power: 16		
	Base Damage: 1075 HP		
Attack 3: Magic Extinguish	Target: One Opponent	Status Inflict:	
[34C] Magical 0 Dam	Att%: 100	Silence (100%)	
Attack 4: L5 Death	Target: All Opponents	**Enemy Skill**	
[05B] Magical 0 Dam	Att%: Lv 5 = Auto Hit	Never Used	
		Status Inflict:	
		Death (100%)	
Attack 5: Magic Breath	Target: All Opponents	**Enemy Skill**	
[057] Magical	Element: Fire/Ice/Lightning		
	Att%: 100	Never Used	
	Power: 77	No Split Damage	
	MP Cost: 75 MP		
	Base Damage: 4360 HP		

Parasite's BATTLE PLAN: (Repeats)

Use <Para Tail> on Rnd Target without Sadness; If all Targets have Sadness, use <Head Attack> on Rnd Target

COUNTER: [Magical Attacks Only]

Use Magic Extinguish on last Mag Attacker; If Last Mag Attacker has Silence, do nothing

Notes On Parasite:	POWER req for Overflow:

The Parasite can only use two fairly weak attacks, so they should not pose too much of a problem to the Player. You should have protection from Death in place for the other enemies found in the North Crater, which means you will likely have a vulnerability to Silence; use mainly Physical attacks to deal with the Parasite.	Base Damage Overflow: 195 Rnd Var Overflow 3x: 130 Rnd Var Overflow 4x: 98 Rnd Var Overflow 6x: 65
Your Deathblow chance will be roughly 63% against the Parasite, or 95% with the Mystile equipped. You should also try to steal Remedies from them, which will help to cure yourself of any Statuses should you lose the ability to use White Wind; a Lv 57 Cloud would have a 46.88% chance to steal from the Parasite.	
You should take the time to Manipulate the Parasite to learn L5 Death; just be sure to have Death immunity in place via Safety Bits and Added Effect+Odin on Armour to prevent your characters from being KO'd. Note an Enemy Skill *will* be learned if it kills the character via the use of the Death Status, but not if it kills the character from the damage taken. You can also use Death Force to protect from Death. A Lv 57 Cloud would have a 57% chance to Manipulate the Parasite.	
If you missed the opportunity to learn Magic Breath from the Stilva, then you should acquire that Enemy Skill, also; just be sure to use Big Guard beforehand, as it will hit for roughly 3000 HP. Once you have learned the Enemy Skills you need, you can use the Parasite to cast Magic Breath on itself. If you need to, you can use Bad Breath immobilise the Parasite while trying to Manipulate/Steal from them.	
The Parasite is the only enemy in the game other than the Soul Fire that takes Double Damage from the Holy Element (Alexander), but does not absorb Restorative. This technically means the Parasite cannot be considered to be "Undead".	
Equip Elemental+Choco/Mog on your weapon to exploit the Parasite's weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.	

{Dark Dragon}

https://photos.app.goo.gl/ZizgR5jtNG9Zcaj56 | ID: 142

Level: 57	Strength: 150	Drop: Elixir	[8] 14.06%
HP: 14,000	Defence: 120*	Steal: Dragon Armlet	[8] 10.94%
MP: 600	Magic: 90	Morph: Vaccine	
	MDefence: 240*		
EXP: 5000	Dexterity: 100		
AP: 350	Luck: 3		
GIL: 2500	Evade: 5		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [VUL]	D. Sentence [VUL]	
Lightning [Nullify]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [VUL]	Darkness [-]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [VUL]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [VUL]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Descent 1st Scrn Anticlockwise Spiral	27%	Dragon
Crater Descent 2nd Scrn Narrow Cascading Paths	23%	Red Dragon
Crater Descent 3rd Scrn 2D Platform Jumps	19%	Blue Dragon
Crater Descent Rear Cavern From Platform Jumps	16%	
Crater Descent Left & Right Main Fork	16%	

Dark Dragon's ATTACKS:

Manip Attack 1: Laser
Manip Attack 2: Dragon Force

Attack 1: <Claw> [20F]	Physical	Target: One Opponent Element: Punch Att%: 130 Power: 16 Base Damage: 1752 HP	
Attack 2: <Tail Attack> [142]	Physical	Target: One Opponent Element: Hit Att%: 90 Power: 20 Base Damage: 2190 HP	
Attack 3: Dark Dragon Breath [34D]	Magical	Target: All Opponents Element: Shoot Att%: 100 Power: 20 MP Cost: 20 MP Base Damage: 1102 HP	Split Damage Status Inflict: Darkness (79%)
Attack 4: Ultima [034]	Magical	Target: All Opponents Element: None Att%: 100 Power: 105 MP Cost: 130 MP Base Damage: 5788 HP	No Split Damage
Attack 5: Dragon Force [04E]	Magical 0 Dam	Target: One Ally Att%: 255 MP Cost: 19 MP	**Enemy Skill** Raises Def and MDef by 50%
Attack 6: Laser [051]	Magical % Based	Target: One Opponent Element: Gravity Att%: 100 Power: 16 MP Cost: 16 MP Base Damage: 50% Current HP	**Enemy Skill** Never Used Reflectable

Dark Dragon's BATTLE PLAN: (Repeats)

OPENING ATTACK: 1/4 Chance start from 1st Attack
1/4 Chance start from 2nd Attack
1/4 Chance start from 3rd Attack
1/4 Chance start from 4th Attack

1ST ATTACK: Use <Tail Attack> on Rnd Target

Follow-Up:

```
|                                                                          |
|    Dark Dragon's HP  > 75%: 1/5 Chance use <Tail Attack> on Rnd Target   |
|                             4/5 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 75%: 1/4 Chance use <Tail Attack> on Rnd Target   |
|                             3/4 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 50%: 1/3 Chance use <Tail Attack> on Rnd Target   |
|                             2/3 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 25%: 1/2 Chance use <Tail Attack> on Rnd Target   |
|                             1/2 Chance do nothing                        |
|                                                                          |
|                                                                          |
|  2ND ATTACK: Use <Claw> on Rnd Target                                    |
|                                                                          |
|   Follow-Up:                                                             |
|                                                                          |
|    Dark Dragon's HP  > 75%: 1/5 Chance use <Claw> on Rnd Target          |
|                             4/5 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 75%: 1/4 Chance use <Claw> on Rnd Target          |
|                             3/4 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 50%: 1/3 Chance use <Claw> on Rnd Target          |
|                             2/3 Chance do nothing                        |
|                                                                          |
|    Dark Dragon's HP <= 25%: 1/2 Chance use <Claw> on Rnd Target          |
|                             1/2 Chance do nothing                        |
|                                                                          |
|                                                                          |
|  3RD ATTACK:                                                             |
|                                                                          |
|     *If Dark Dragon's MP < 19, use 2nd Attack                            |
|                                                                          |
|   Dark Dragon's HP  > 75%: 1/5 Chance use Dragon Force on Self*          |
|                            4/5 Chance use 2nd Attack                     |
|                                                                          |
|   Dark Dragon's HP <= 75%: 1/4 Chance use Dragon Force on Self*          |
|                            3/4 Chance use 2nd Attack                     |
|                                                                          |
|   Dark Dragon's HP <= 50%: 1/3 Chance use Dragon Force on Self*          |
|                            2/3 Chance use 2nd Attack                     |
|                                                                          |
|   Dark Dragon's HP <= 25%: 1/2 Chance use Dragon Force on Self*          |
|                            1/2 Chance use 2nd Attack                     |
|                                                                          |
|                                                                          |
|  4TH ATTACK: Use Dark Dragon Breath on All Targets; If Dark Dragon's     |
|              MP < 20, use 1st Attack                                     |
|                                                                          |
|    After 4th Attack: 1/2 Chance jump to 1st Attack for next turn         |
|                      1/2 Chance jump to 2nd Attack for next turn         |
|                                                                          |
|                                                                          |
|  COUNTER: [Magical Attacks Only]                                         |
|                                                                          |
|   Dark Dragon's MP < 130 OR Ultima has been used: Do nothing             |
|                                                                          |
|   Dark Dragon's MP >=130 AND Ultima has not been used:                   |
```

```
|                                                                              |
|    Dark Dragon's HP  > 75%: 1/5 Chance use Ultima on All Targets              |
|                             4/5 Chance do nothing                            |
|                                                                              |
|    Dark Dragon's HP <= 75%: 1/4 Chance use Ultima on All Targets              |
|                             3/4 Chance do nothing                            |
|                                                                              |
|    Dark Dragon's HP <= 50%: 1/3 Chance use Ultima on All Targets              |
|                             2/3 Chance do nothing                            |
|                                                                              |
|    Dark Dragon's HP <= 25%: 1/2 Chance use Ultima on All Targets              |
|                             1/2 Chance do nothing                            |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Dark Dragon:                      |   POWER req for Overflow:     |
|                                              | 1st Stage:                    |
|  0 Dragon Force used:  Def = 120  MDef = 240 |  Base Damage Overflow: 180    |
|  1 Dragon Force used:  Def = 180  MDef = 360 |  Rnd Var Overflow  3x: 120    |
|  2 Dragon Force used:  Def = 240  MDef = 480 | 2nd Stage:                    |
|                                              |  Base Damage Overflow: 213    |
| The Dark Dragon is a formidable opponent, so |  Rnd Var Overflow  3x: 142    |
|  be sure to use Big Guard, and put your      | 3rd Stage:                    |
|  characters in the Back Row should you need  |  Base Damage Overflow: 260    |
|  the extra defence.                          |  Rnd Var Overflow  3x: 173    |
| Using Bad Breath is the best way to stop the o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  enemy in its tracks, as it will inflict it                                  |
|  with Silence, preventing it from using Ultima as a Counter Attack, which    |
|  has the potential to destroy your Party. If it passes the chance to cast    |
|  Ultima while inflicted with Silence, it will *not* use Ultima should you    |
|  cure it of Silence.                                                         |
| While it is inflicted with Sleep, you should cast Laser on it twice, then    |
|  follow up with powerful Magic abilities such as Shadow Flare or Comet2;     |
|  avoid using Magic Breath as it will nullify the damage. So long as it is    |
|  inflicted with Silence, you could also use Magic Hammer to replenish your   |
|  own MP without fear of Ultima.                                              |
| A Lv 57 Cloud would have a 51% chance of Manipulating the Dark Dragon,       |
|  which you will need to do if you wish to learn the Dragon Force and Laser   |
|  Enemy Skills. The Dark Dragon will not retaliate to Magical attacks while   |
|  under the influence of Manipulate, which is another way to defeat it with   |
|  the use of Magical spells without the fear of Ultima.                       |
| When the Dark Dragon uses Dragon Force on itself it will raise its Defence   |
|  and MDefence values by 50%, up to a maximum of +100% of their base          |
|  values. It will not keep track of how many times it has used Dragon Force   |
|  on itself, and will continue to use the ability once it has reached the     |
|  maximum boost in stats.                                                     |
| If you did not get a chance to obtain a set of Dragon Armlets from the       |
|  Blue Dragon in Gaea's Cliff, then you could steal them now from the Dark    |
|  Dragon; a Lv 57 Cloud would have a 10.94% chance of stealing from them.     |
|  Alternatively, you could opt *not* to steal from them to try to obtain      |
|  the Elixir it carries, as you will need a stockpile of Elixirs to deal      |
|  with the Magic Pot (they cannot be bought).                                 |
| When the Dark Dragon uses Dark Dragon Breath, the Status chances will be     |
|  subject to Split Damage, and will only have a 51% chance of inflicting      |
|  your Party with Darkness.                                                   |
| The Dark Dragon cannot be Back-Attacked or Side-Attacked, meaning that one   |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.              |
\                                                                              /
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  .------------.
 /  {Scissors}  \
```

https://photos.app.goo.gl/KXB6D5k87auuD9Xm9 | ID: F0

Level: 33	Strength: 72	Drop: X-Potion [8]	14.06%
HP: 2900	Defence: 58	Steal: Ether [32]	40.63%
MP: 88	Magic: 65	Morph: /	
	MDefence: 80		
EXP: 1000	Dexterity: 70		
AP: 90	Luck: 0		
GIL: 1400	Evade: 1		

Fire [-]	Death [VUL]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Descent 2nd Scrn Narrow Cascading Paths	31%	
Crater Descent 3rd Scrn 2D Platform Jumps	40%	
Crater Descent Rear Cavern From Platform Jumps	39%	
Crater Descent Left & Right Main Fork	39%	

Scissors' ATTACKS:

No Manipulate Attacks!

Attack 1: Cross Scissor
[330] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 294 HP

Attack 2: Scissor Kick
[331] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 294 HP

Attack 3: Scissor Attack
[332] Physical
Target: One Opponent
Element: None
Att%: 100
Power: 1
Base Damage: 18 HP
Status Inflict: Death (100%)

Attack 4: <[No Name]>
[11F] Physical 0 Dam
Target: Self
Att%: Auto Hit
Transformation To 2nd Form

Scissors' BATTLE PLAN: (Repeats)

1/2 Chance: Use Cross Scissor on Rnd Target
1/2 Chance: Use Scissor Kick on Rnd Target

COUNTER: [All Physical and Magical Attacks]

```
|                                                                                |
|   Scissors' HP  > 50%: Do nothing                                              |
|                                                                                |
|   Scissors' HP <= 50%: Use Scissor Attack on Last Attacker                     |
|                                                                                |
|    Use Scissor Attack on Last Attacker                                         |
|    Use <[No Name]> on Self                                                     |
|    Set Scissors' Current HP to Max HP and Current MP to Max MP                 |
|    Transfer Current HP and MP values to Scissor(Upper) and Scissors(Lower)     |
|    Spawn in Scissors(Upper) and Scissors(Lower)                                |
|    Remove Self from Battle, leave no rewards                                   |
|                                                                                |
|                                                                                |
|  DEATH: Prevent Scissors(Upper) and Scissors(Lower) from spawning,             |
|         Scissors(Upper) and Scissors(Lower) leaves no rewards, end Battle      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Scissors:                       |   POWER req for Overflow:         |
|                                            |                                   |
| The Scissors is not a particularly strong  |  Base Damage Overflow: 156        |
|  enemy; however, it can inflict the Player |  Rnd Var Overflow  3x: 104        |
|  with Death when it transforms into its 2nd  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  stage, so you should equip Safety Bits and                                    |
|  Added Effect+Odin (on Armour), as is standard for dealing with most of        |
|  the enemies in the North Crater. You could also use Death Force to            |
|  protect from Death, or by setting up Resist (Lv 3 Heal Materia or use a       |
|  Vaccine).                                                                     |
| Use Laser or Demi2 once to trigger the transformation to the 2nd stage. If     |
|  you manage to kill the Scissors before it transforms (which is easy to do     |
|  using Deathblow with Added Cut, given its low HP), then you will only         |
|  gain the Battle Spoils for killing the Scissors. Given that the other         |
|  Scissors parts leaves more rewards, you should aim to only end the battle     |
|  once the other parts have spawned in.                                         |
| If you do trigger the transformation, you will not receive the Spoils from     |
|  the Scissors; if you wanted to, you could try to steal the Ether from it      |
|  before it transforms. A Lv 57 Cloud would have a 64.06% chance of             |
|  stealing from the Scissors; although, Ethers can easily bought at this        |
|  point.                                                                        |
| The Scissors' positioning within the Enemy Data files is amongst those         |
|  fought on pathways in Junon towards the Reactor. This suggests that the       |
|  developer's had originally designed the Scissors to be fought as part of      |
|  the Junon Huge Materia Quest batch of encounters.                             |
| The Scissors cannot be Back-Attacked or Side-Attacked, meaning that one        |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                |
| The Scissors is immune to Seizure, which isn't necessary seeing as there       |
|  is no way for the Player to inflict an enemy with Seizure. The Scissors       |
|  is one of 86 enemies that are immune to Seizure. It is also immune to         |
|  Peerless, along with 104 other enemies.                                       |
\                                                                                /
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  .--------------------.
 /  {Scissors(Upper)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7kLE1AJVTKFv1NP99                    | ID:  F1 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     33  ||   Strength:  72  ||    Drop: X-Potion  [8]  14.06%      |
|  HP:      2900  ||    Defence:  58  ||   Steal: Ether     [32] 40.63%      |
|  MP:        88  ||      Magic:  65  ||   Morph: /                         |
|                 ||   MDefence:  80  ||                                     |
|  EXP:     1200  ||  Dexterity:  60  ||                                     |
```

AP: 90	Luck: 0			
GIL: 1400	Evade: 1			

Fire [-]	Death [VUL]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [VUL]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [VUL]		
Gravity [-]	Slow [-]	Sadness [VUL]	
Water [-]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [-]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Descent 2nd Scrn Narrow Cascading Paths	31%	
Crater Descent 3rd Scrn 2D Platform Jumps	40%	
Crater Descent Rear Cavern From Platform Jumps	39%	
Crater Descent Left & Right Main Fork	39%	

No Manipulate Attacks!

Scissors(Upper)'s ATTACKS:

Attack 1: Cross Scissor [330] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 294 HP

Attack 2: Scissor Tornado [333] Physical 0 Dam
Target: One Opponent
Att%: Auto Hit
Ejects From Bat
Flag as Escaped

Attack 3: Bloody Nail [334] Physical
Target: One Opponent
Element: None
Att%: 255
Power: 16
Base Damage: 294 HP
Drains HP

Scissors(Upper)'s BATTLE PLAN: (Repeats)

1ST ATTACK: Use Cross Scissor on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

2ND ATTACK: Same as 1st Attack

3RD ATTACK:

All Targets with Confusion OR Scissors(Upper)'s HP = 100%

Use Cross Scissor on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

At least one Target without Confusion AND Scissors(Upper)'s HP < 100%:

Use Bloody Nail on Target with Highest Current HP without Confusion

After 3rd Attack:

Scissor Tornado has not been used: Jump to 4th Attack for next turn

|
| Scissor Tornado has been used: Jump to 1st Attack for next turn |
|
|
| 4TH ATTACK:
|
| All Targets with Confusion: Skip a turn
|
| At least one Target without Confusion:
|
| 1/3 Chance: Use Scissor Tornado on Target with Highest Current HP
| without Confusion
| 2/3 Chance: Use Cross Scissor on Rnd Target without Confusion
|>~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Notes On Scissors(Upper): | POWER req for Overflow: |
| |
| The Scissors(Upper) along with the (Lower) | Base Damage Overflow: 156 |
| variant will only spawn in once the | Rnd Var Overflow 3x: 104 |
| Scissors' HP has reached 50% or lower. The o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| Battle Spoils will be slightly higher if
| you trigger the transformation to the 2nd stage, so you should use Laser
| or Demi2 to spawn in the Scissors(Upper)+(Lower).
| The Scissor Tornado attack is similar to the Midgar Zolom's Blown Away, in
| that the character will *not* be flagged as Dead, but rather as escaped
| from Battle. If your remaining two characters were to be KO'd following
| the use of Scissor Tornado, you will not be met with a Game Over and
| instead will be taken back to the Field Map. Scissor Tornado can only be
| used per Battle, per Scissors (Upper).
| It will not take much to kill the Scissors(Upper). A few Physical blows
| from the likes of 2x-Cut and Deathblow+Added Cut will be enough to
| dispatch the enemy. While the Scissors(Lower) is scripted to use Cure3 on
| the Upper-half, it only has enough MP for one use which it will always
| use on itself, so it will not cure the Upper half unless you replenish
| its MP via the use of Ethers.
| The Scissors' positioning within the Enemy Data files is amongst those
| fought on pathways in Junon towards the Reactor. This suggests that the
| developer's had originally designed the Scissors to be fought as part of
| the Junon Huge Materia Quest batch of encounters.
| The Scissors cannot be Back-Attacked or Side-Attacked, meaning that one
| cannot perform Random Variation Overflow with 4x or 6x Damage.
| The Scissors(Upper) is immune to Seizure, which isn't necessary seeing as
| there is no way for the Player to inflict an enemy with Seizure. The
| Scissors(Upper) is one of 86 enemies that are immune to Seizure. It is
| also immune to Peerless, along with 104 other enemies.
\ /
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  .--------------------.
 / {Scissors(Lower)} \
/~~~~~~o~~~~~~~~~\
| https://photos.app.goo.gl/pBy2PD9CFbBxGBCy6 | ID: F2 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
Level: 33		Strength: 72		Drop: X-Potion [8] 14.06%
HP: 2900		Defence: 58		Steal: Ether [32] 40.63%
MP: 88		Magic: 65		Morph: /
		MDefence: 80		
EXP: 1200		Dexterity: 60		
AP: 90		Luck: 0		
GIL: 1400		Evade: 1		
>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<

Fire [-]	Death [VUL]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Descent 2nd Scrn Narrow Cascading Paths	31%	
Crater Descent 3rd Scrn 2D Platform Jumps	40%	
Crater Descent Rear Cavern From Platform Jumps	39%	
Crater Descent Left & Right Main Fork	39%	

No Manipulate Attacks!

Scissors(Lower)'s ATTACKS:

Attack 1: Scissor Kick [331] Physical
Target: One Opponent
Element: Shoot
Att%: 100
Power: 16
Base Damage: 294 HP

Attack 2: Confu [00C] Magical 0 Dam
Target: One Opponent
Att%: 100
MP Cost: 18 MP
Reflectable
Status Inflict: Confusion (59%)

Attack 3: Cure3 [002] Magical Spcl Formula
Target: One Opponent
Element: Restorative
Att%: 255
Power: 130
MP Cost: 64 MP
Base Damage: 3448 HP
Reflectable

Scissors(Lower)'s BATTLE PLAN: (Repeats)

1ST ATTACK: Use Scissor Kick on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

2ND ATTACK: Same as 1st Attack

3RD ATTACK:

All Targets with Confusion OR Scissors(Lower)'s MP < 18:

Use Scissor Kick on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

At least one Target without Confusion AND Scissors(Lower)'s MP >= 18:

Use Confu on Rnd Target without Confusion

After 3rd Attack:

Cure3 has not been used OR Cure3 was last used on Scissors(Upper):

Jump to 4th Attack for next turn

Cure3 was last used on Scissors(Lower):

Jump to 5th Attack for next turn

4TH ATTACK:

Scissors(Lower)'s HP > 33% OR Scissors(Lower)'s MP < 64:

Use Scissor Kick on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

Scissors(Lower)'s HP <= 33% AND Scissors(Lower)'s MP >= 64:

Use Cure3 on Self

After 4th Attack: Jump to 1st Attack for next turn

5TH ATTACK:

Scissors(Upper)'s HP > 33% OR Scissors(Lower)'s MP < 64:

Use Scissor Kick on Rnd Target without Confusion; If all Targets have Confusion, skip a turn

Scissors(Upper)'s HP <= 33% AND Scissors(Lower)'s MP >= 64:

Use Cure3 on Scissors(Upper)

Notes On Scissors(Lower):

The Scissors(Lower) along with the (Upper) variant will only spawn in once the Scissors' HP has reached 50% or lower. The Battle Spoils will be slightly higher if you trigger the transformation to the 2nd stage, so you should use Laser or Demi2 to spawn in the Scissors(Lower)+(Upper).

If you have placed Status defences in place to protect from Death (which you should be doing while in the North Crater), then you may be left vulnerable to the Confusion Status. Be prepared to use White Wind or a Remedy, should you need to.

It will not take much to kill the Scissors(Lower). A few Physical blows from the likes of 2x-Cut and Deathblow+Added Cut will be enough to dispatch the enemy. Once its HP has dropped below 33% it will use Cure3 on itself, after which it should have then used Cure3 on the Upper half. Given that it only has enough MP for one cast of Cure3, it will never cure its ally unless the Player feeds it an Ether to restore its MP.

The Scissors' positioning within the Enemy Data files is amongst those fought on pathways in Junon towards the Reactor. This suggests that the developer's had originally designed the Scissors to be fought as part of the Junon Huge Materia Quest batch of encounters.

The Scissors cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

The Scissors(Lower) is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. The Scissors(Lower) is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

POWER req for Overflow:

Base Damage Overflow: 156
Rnd Var Overflow 3x: 104

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 /  {Master Tonberry}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/BspDbAvVQ15kxH7R6                      | ID: 13D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     77  ||   Strength: 150  ||    Drop: Megalixir  [8]  14.06%     |
|  HP:    44,444  ||    Defence: 136  ||   Steal: Elixir     [32] 40.63%     |
|  MP:       100  ||      Magic: 130  ||   Morph: Ribbon                      |
|                 ||   MDefence: 150  ||                                      |
|  EXP:     6000  ||  Dexterity:  70  ||                                      |
|   AP:      200  ||       Luck:   0  ||                                      |
|  GIL:     6800  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Absorb]       |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:          |
|                                                      |                        |
| Crater Descent Rear Cavern From Platform Jumps   11% |  Tonberry              |
| Crater Descent Left & Right Main Fork            11% |                        |
| Crater Left Path Upper & Lower Fork              19% |                        |
| Crater Left Path Lower Fork 1st Scrn             19% |                        |
| Crater Left Path Lower Fork 2nd Scrn             19% |                        |
| Crater Left Path Lower Fork 3rd Scrn             19% |                        |
| Crater Swamp Area 1st Scrn (Left-Upper Fork)     11% |                        |
| Crater Swamp Area 2nd Scrn (Left-Upper Fork)     11% |                        |
| Crater Final Scrn After Swamp (Left-Upper Fork)  19% |                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                          |  No Manipulate Attacks!             |
|   Master Tonberry's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1:  Everyone's Grudge   Target: One Opponent      Can't Cover         |
|  [33E]       Physical          Element: None              Fixed Damage        |
|              Spcl Formula         Att%: 255                                  |
|                                  Power: 255                                  |
|                            Base Damage: Target's Kill Count * 10             |
|                                                                              |
|  Attack 2:  Knife               Target: One Opponent      Status Inflict:    |
|  [2D7]       Magical 0 Dam     Element: Cut                Death (100%)      |
|                                   Att%: 255                                  |
|                                                                              |
|  Attack 3: <Move>               Target: Self              Moving Forward     |
|  [303]       Physical 0 Dam       Att%: Auto Hit            Animation        |
|                                                                              |
|  Attack 4: <Move Right>         Target: Self              Moving Right       |
|  [304]       Physical 0 Dam       Att%: Auto Hit            Animation        |
|                                                                              |
|  Attack 5: <Move Left>          Target: Self              Moving Left        |
|  [305]       Physical 0 Dam       Att%: Auto Hit            Animation        |
```

Master Tonberry's BATTLE PLAN: (Repeats)

SETUP: Start in Stage 2 (Centre Position)

STAGE 1: (Right Position)

M Tonberry is at the Back: Use <Move> on Self, move M Tonberry forward +1

M Tonberry is has moved forward once OR twice:

3/8 Chance: Use <Move Left> on Self, move M Tonberry to Centre
5/8 Chance: Use <Move> on Self, move M Tonberry forward +1

M Tonberry has moved forward three times:

1/2 Chance: Use Knife on 1st Target, move M Tonberry to Back and Centre; If 1st Target has Death, use <Move Left> on Self, move M Tonberry to Centre

1/2 Chance: Use <Move Left> on Self, move M Tonberry to Centre

STAGE 2: (Centre Position)

M Tonberry is at the Back: Use <Move> on Self, move M Tonberry forward +1

M Tonberry is has moved forward once:

1/4 Chance: Use <Move Right> on Self, move M Tonberry to Right
1/4 Chance: Use <Move Left> on Self, move M Tonberry to Left
1/2 Chance: Use <Move> on Self, move M Tonberry forward +1

M Tonberry is has moved forward twice:

3/8 Chance: Use <Move Right> on Self, move M Tonberry to Right
3/8 Chance: Use <Move Left> on Self, move M Tonberry to Left
1/4 Chance: Use <Move> on Self, move M Tonberry forward +1

M Tonberry has moved forward three times:

1/2 Chance: Use Knife on 2nd Target, move M Tonberry to Back and Centre; If 2nd Target has Death, move onto remaining 1/2 chance

1/4 Chance: Use <Move Left> on Self, move M Tonberry to Left
1/4 Chance: Use <Move Right> on Self, move M Tonberry to Right

STAGE 3: (Left Position)

M Tonberry is at the Back: Use <Move> on Self, move M Tonberry forward +1

M Tonberry is has moved forward once OR twice:

3/8 Chance: Use <Move Right> on Self, move M Tonberry to Centre

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|    5/8 Chance: Use <Move> on Self, move M Tonberry forward +1                |
|                                                                              |
|                                                                              |
|   M Tonberry has moved forward three times:                                  |
|                                                                              |
|     1/2 Chance: Use Knife on 3rd Target, move M Tonberry to Back and         |
|                 Centre; If 3rd Target has Death, use <Move Right> on         |
|                 Self, move M Tonberry to Centre                              |
|                                                                              |
|     1/2 Chance: Use <Move Right> on Self, move M Tonberry to Centre          |
|                                                                              |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   1ST COUNTER: Do nothing                                                    |
|   2ND COUNTER: Use Everyone's Grudge on Last Attacker                        |
|                                                                              |
|    At the start of every turn, the Master Tonberry's Counter Script will     |
|     jump back to the 1st Counter                                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Master Tonberry:                 |   POWER req for Overflow:      |
|                                             |                                |
| The Master Tonberry acts identically to the |  Base Damage Overflow: 188     |
|  way the Tonberry would, if the Tonberry    |  Rnd Var Overflow  3x: 125     |
|  could be randomly encountered. The only    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  difference between the two variants is that                                 |
|  the Master Tonberry will use Everyone's Grudge when it is attacked twice    |
|  in one turn, whereas the Tonberry will use Time Damage when it is           |
|  attacked thrice in one turn.                                                |
| The "1st Target", "2nd Target" & "3rd Target" refers to the right-most,      |
|  central, and left-most characters, respectively.                            |
| As is standard for dealing with most of the North Crater enemies, you        |
|  should equip Safety Bits and Added Effect+Odin on someone's Armour to       |
|  defend from the Death Status. You could also inflict the Master Tonberry    |
|  with Stop or Paralyzed (Dazers) to prevent it from advancing. Inflicting    |
|  it with Slow and Poison helps, also. You could also set up defence          |
|  against the Death Status by casting Death Force, or casting Resist on       |
|  your characters (Lv 3 Heal Materia, or a use a Vaccine).                    |
| The Master Tonberry's biggest threat is the fact that it will use            |
|  Everyone's Grudge as a Counter Attack when attacked twice in one turn,      |
|  which can be devastating once the Player reaches 'Lv 99' territory. You     |
|  should use attacks such as 4x-Cut and Added Cut+Deathblow, along with       |
|  other multiple-attack abilities to maximise the amount of damage            |
|  delivered per turn. Avoid using Laser or other Gravity-based attacks.       |
| Given the Master Tonberry's high Lv, Yuffie's Conformer works extremely      |
|  well against them, as her regular attacks will have 77 Power' equal to      |
|  4.8125x normal damage. You should easily be able to Morph a them into a     |
|  Ribbon using Yuffie.                                                        |
| Stealing Elixirs from the Master Tonberry would be a good idea, as they      |
|  will be required for defeating the Magic Pot. A Lv 58 Cloud would have a    |
|  21.88% chance of stealing from the Master Tonberry, or, a 100% chance       |
|  with the Sneak Glove equipped. Elixirs can also be stolen from Gighee;      |
|  although, you would have an easier time stealing from the M Tonberry.       |
| The Master Tonberry is the only enemy in the game to carry Megalixirs;       |
|  just note that you cannot obtain both the Steal and the Drop.               |
| All of the encounters with the Master Tonberry have a Run Count value of     |
|  3, which means you'll have a harder time fleeing from them.                 |
| The Master Tonberry cannot be Back-Attacked or Side-Attacked, meaning that   |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.          |
\                                                                              /
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             ||           {North Crater Left Path}           ||
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oo.............................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                             ||
||   Screens:                                                Training Rating: ||
||                                                                             ||
||   N Crater Left Path Upper & Lower Fork                   **               ||
||   N Crater Left Path Lower Fork 1st Screen                **               ||
||   N Crater Left Path Lower Fork 2nd Screen                **               ||
||   N Crater Left Path Lower Fork 3rd Screen                **               ||
||   N Crater Swamp Area 1st Screen (Left-Upper Fork)        ********  WOAH!  ||
||   N Crater Swamp Area 2nd Screen (Left-Upper Fork)        ********  WOAH!  ||
||   N Crater Final Screen After Swamp (Left-Upper Fork)     **               ||
\|                                                                             |/
 \                                                                             /
  |      Enemies:                    Enemy Skills:                            |
  |                                                                           |
  |  L4  King Behemoth                                                        |
  |  L4  Allemagne                                                            |
  |      Armored Golem                                                        |
  |      Master Tonberry                                                      |
  |      Magic Pot                                                            |
  |      Christopher                 Frog Song                                |
  |      Gighee                                                               |
  |      Mover                                                                |
  \                                                                           /
   0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


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                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

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 [                              ELEMENTS TO USE:                               ]
 [                                                                             ]
 [         Wind - Allemagne         - Double                                   ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                               ]
 [                                                                             ]
 [      Gravity - Master Tonberry   - Absorb                                   ]
 [                                                                             ]
 [        Earth - Allemagne         - Nullify                                  ]
 [                                                                             ]
 [         Fire - Mover             - Halve                                    ]
 [          Ice - Mover             - Halve                                    ]
 [    Lightning - Mover             - Halve                                    ]
 [        Earth - Mover             - Halve                                    ]
 [      Gravity - King Behemoth     - Halve                                    ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                         ELEMENTS USED BY ENEMIES:                           ]
 [                                                                             ]
 [         Fire - Allemagne         - L3 Flare                                 ]
```

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[    Lightning - Christopher       - Bolt3                                    ]
[  Restorative - Christopher       - Cure2                                    ]
[                                                                             ]
[          Cut - King Behemoth     - King Teel                                ]
[          Cut - Master Tonberry   - Knife (0 Damage)                         ]
[          Hit - King Behemoth     - Bite                                     ]
[          Hit - Allemagne         - Claw                                     ]
[          Hit - Armored Golem     - Megaton Punch                            ]
[          Hit - Christopher       - Flutilizer                               ]
[        Punch - King Behemoth     - Behemoth Horn                            ]
[        Shoot - Allemagne         - Teardrop                                 ]
[        Shoot - Allemagne         - Big Breath                               ]
[        Shoot - Allemagne         - L4 Death (0 Damage)                      ]
[        Shoot - Christopher       - High/Low Suit (Sadness Variant - 0 Dam)  ]
[        Shoot - Christopher       - Suffocation Song                         ]
[        Shoot - Christopher       - Stardust March                           ]
[        Shoot - Gighee            - Guitar Slap                              ]
[        Shoot - Gighee            - Petrif-Eye                               ]
[        Shoot - Gighee            - Voice of Ages                            ]
[        Shoot - Mover             - Bodyblow                                 ]
[        Shoot - Mover             - Triangle Attack                          ]
[        Shout - Armored Golem     - Snap                                     ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                             ]
[                                                                             ]
[        Death - Allemagne         - L4 Death          (100% Inflict)         ]
[        Death - Master Tonberry   - Knife             (100% Inflict)         ]
[        Death - Christopher       - Suffocation Song  (100% Inflict)         ]
[        Sleep - Christopher       - Frog Song         (100% Toggle)          ]
[      Silence - Gighee            - Voice of Ages     (100% Inflict)         ]
[         Frog - Christopher       - Frog Song         (100% Toggle)          ]
[      Petrify - Gighee            - Petrif-Eye        (100% Inflict)         ]
[      Sadness - Allemagne         - Teardrop          (100% Inflict)         ]
[      Sadness - Christopher       - High/Low Suit     (100% Inflict)         ]
[         Fury - Gighee            - Guitar Slap       (100% Inflict)         ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                                  ]
[                                                                             ]
[   Slow                                                                      ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

DROP	STEAL	MORPH
X-POTION		
King Behemoth [32]		
ETHER		
Gighee [8]	Mover [32]	
TURBO ETHER		
Magic Pot [63]	Armored Golem [32]	

	Mover [63]	Mover [32]	
ELIXIR			
		Master Tonberry [32]	
		Gighee [8]	
MEGALIXIR			
	Master Tonberry [8]		
PHOENIX DOWN			
	Christopher [8]	King Behemoth [32]	
ECHO SCREEN			
	Armored Golem [8]		
EARTH DRUM			
		Christopher [8]	
EYE DROP			
	Allemagne [63]	Allemagne [32]	
GUARD SOURCE			
			Armored Golem
RIBBON			
			Master Tonberry
PROTECT RING			
			Protect Ring

ENEMY ENCOUNTERS

SCREEN GROUPING 1: **

		Area Enc Rate:
N Crater Left Path Upper & Lower Fork	32	Extremely High
N Crater Final Screen After Swamp (Left-Upper Fork)	32	Extremely High
N Crater Left Path Lower Fork 1st Screen	32	Extremely High
N Crater Left Path Lower Fork 2nd Screen	32	Extremely High
N Crater Left Path Lower Fork 3rd Screen	32	Extremely High

Average: EXP: 2618.0 AP: 156.1 GIL: 2571.1 Enemy QTY: 1.0

[24.6%] Nrml Bat #1 EXP - 2000 1st Row: 1x King Behemoth
Pre-Emp OFF AP - 250
Run = 2 GIL - 950 #892

```
|                                                                              |
|  [23.2%]  Nrml Bat #2  EXP - 1300    1st Row: 1x Allemagne                   |
|        Pre-Emp OFF     AP  - 100                                             |
|            Run = 2     GIL - 1360                                      #893  |
|                                                                              |
|  [20.5%]  Nrml Bat #3  EXP - 2500    1st Row: 1x Armored Golem               |
|        Pre-Emp OFF     AP  - 100                                             |
|            Run = 2     GIL - 2680                                      #894  |
|                                                                              |
|  [19.1%]  Nrml Bat #4  EXP - 6000    1st Row: 1x Master Tonberry             |
|        Pre-Emp OFF     AP  - 200                                             |
|            Run = 3     GIL - 6800                                      #896  |
|                                                                              |
|  [12.5%]  Back Attack  EXP - 1300    1st Row: 1x Allemagne                   |
|            Run = 3     AP  - 100                                             |
|                        GIL - 1360                                      #895  |
'------------------------------------------------------------------------------'


 SCREEN GROUPING 2: ********  BEST IN THE GAME         Area Enc Rate:

  N Crater Swamp Area 1st Screen (Left-Upper Fork)     24   Insanely High!!
  N Crater Swamp Area 2nd Screen (Left-Upper Fork)     32   Extremely High

   Average:   EXP: 6945.7     AP: 879.7     GIL: 11,507.9    Enemy QTY: 1.66

.------------------------------------------------------------------------------.
|  [17.6%]  Nrml Bat #1  EXP - 2000    1st Row: 1x Christopher, 1x Gighee      |
|        Pre-Emp OFF     AP  - 140                                             |
|                        GIL - 1400                                      #884  |
|                                                                              |
|  [15.2%]  Nrml Bat #2  EXP - 8000    1st Row: 1x Magic Pot                   |
|                        AP  - 1000                                            |
|                        GIL - 8500                                      #885  |
|                                                                              |
|  [14.1%]  Nrml Bat #3  EXP - 16,000  1st Row: 2x Magic Pot                   |
|                        AP  - 2000                                            |
|                        GIL - 17,000                                    #886  |
|                                                                              |
|  [12.9%]  Nrml Bat #4  EXP - 1300    1st Row: 1x Allemagne                   |
|        Pre-Emp OFF     AP  - 100                                             |
|                        GIL - 1360                                      #889  |
|                                                                              |
|  [10.6%]  Nrml Bat #5  EXP - 6000    1st Row: 1x Master Tonberry             |
|        Pre-Emp OFF     AP  - 200                                             |
|            Run = 3     GIL - 6800                                      #891  |
|                                                                              |
|  [4.69%]  Nrml Bat #6  EXP - 0       1st Row: 3x Mover                       |
|        Pre-Emp OFF     AP  - 2400                                            |
|                        GIL - 90,000                                    #890  |
|                                                                              |
|  [12.5%]  Side Attack  EXP - 16,000  1st Row: 2x Magic Pot                   |
|                        AP  - 2000                                            |
|                        GIL - 17,000                                    #887  |
|                                                                              |
|  [12.5%]  Pinc Attack  EXP - 2600    1st Grp: 1x Allemagne                   |
|                        AP  - 200     2nd Grp: 1x Allemagne                   |
|                        GIL - 2720                                      #888  |
'------------------------------------------------------------------------------'
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                                ||  ENEMIES   ||
                                oo~~~~~~~~~~~~oo

 NOTE - The Master Tonberry can also be fought here; however, I will not be
        duplicating that entry. You can find the Master Tonberry within the
        "North Crater Descent" listings just above.

  .-----------------.
 /  {King Behemoth}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/quQcJFHf6urGS5iTA                    | ID: 139 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     60  ||   Strength: 150  ||    Drop: X-Potion      [32] 51.56%  |
|  HP:    18,000  ||    Defence: 140  ||   Steal: Phoenix Down  [32] 40.63%  |
|  MP:       560  ||      Magic:  65  ||   Morph: /                          |
|                 ||   MDefence: 256  ||                                      |
|  EXP:     2000  ||  Dexterity:  90  ||                                      |
|   AP:      250  ||       Luck:   0  ||                                      |
|  GIL:      950  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [Halve]       |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Crater Left Path Upper & Lower Fork              25% |  Behemoth           |
| Crater Left Path Lower Fork 1st Scrn             25% |                     |
| Crater Left Path Lower Fork 2nd Scrn             25% |                     |
| Crater Left Path Lower Fork 3rd Scrn             25% |                     |
| Crater Final Scrn After Swamp (Left-Upper Fork)  25% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  Manip Attack 1: Behemoth Horn     |
|   King Behemoth's ATTACKS:           |  Manip Attack 2: Flare             |
|                                      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Behemoth Horn>      Target: One Opponent      Berserk Attack  |
|  [313]       Physical          Element: Punch                             |
|                                   Att%: 100                               |
|                                  Power: 18                                |
|                             Base Damage: 2065 HP                          |
|                                                                           |
|  Attack 2:  King Teel           Target: One Opponent                      |
|  [314]       Physical          Element: Cut                               |
|                                   Att%: 100                               |
|                                  Power: 16                                |
|                             Base Damage: 1836 HP                          |
|                                                                           |
|  Attack 3:  Flare               Target: One Opponent      Never Used      |
|  [032]       Magical           Element: Fire              Reflectable     |
|                                   Att%: 100                               |
|                                  Power: 115                               |
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|                              MP Cost: 100 MP                              |
|                          Base Damage: 5390 HP                             |
|                                                                           |
|  Attack 4:  Comet2             Target: Random Target     Four Consecutive |
|  [02E]       Magical          Element: None               Hits            |
|                                  Att%: 100                                |
|                                 Power: 30                                 |
|                              MP Cost: 110 MP                              |
|                          Base Damage: 1406 HP                             |
|                                                                           |
|  Attack 5:  Bite               Target: One Opponent                       |
|  [1B8]       Physical          Element: Hit                               |
|                                  Att%: 110                                |
|                                 Power: 16                                 |
|                          Base Damage: 1836 HP                             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   King Behemoth's BATTLE PLAN: (Repeats)                                  |
|                                                                           |
|  1/3 Chance: Use <Behemoth Horn> on Rnd Target                            |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    King Behemoth's HP  > 75%: 1/6 Chance use <Behemoth Horn> on Rnd Target |
|                               5/6 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 75%: 1/4 Chance use <Behemoth Horn> on Rnd Target |
|                               3/4 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 50%: 1/3 Chance use <Behemoth Horn> on Rnd Target |
|                               2/3 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 25%: 1/2 Chance use <Behemoth Horn> on Rnd Target |
|                               1/2 Chance do nothing                       |
|                                                                           |
|                                                                           |
|  1/3 Chance: Use King Teel on Rnd Target                                  |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    King Behemoth's HP  > 75%: 1/6 Chance use King Teel on Rnd Target      |
|                               5/6 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 75%: 1/4 Chance use King Teel on Rnd Target      |
|                               3/4 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 50%: 1/3 Chance use King Teel on Rnd Target      |
|                               2/3 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 25%: 1/2 Chance use King Teel on Rnd Target      |
|                               1/2 Chance do nothing                       |
|                                                                           |
|                                                                           |
|  1/3 Chance: Use Bite on Rnd Target                                       |
|                                                                           |
|   Follow-Up:                                                              |
|                                                                           |
|    King Behemoth's HP  > 75%: 1/6 Chance use Bite on Rnd Target           |
|                               5/6 Chance do nothing                       |
|                                                                           |
|    King Behemoth's HP <= 75%: 1/4 Chance use Bite on Rnd Target           |
```

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|                              3/4 Chance do nothing                          |
|                                                                             |
|    King Behemoth's HP <= 50%: 1/3 Chance use Bite on Rnd Target             |
|                              2/3 Chance do nothing                          |
|                                                                             |
|    King Behemoth's HP <= 25%: 1/2 Chance use Bite on Rnd Target             |
|                              1/2 Chance do nothing                          |
|                                                                             |
|                                                                             |
|  COUNTER: [Magical Attacks Only]                                            |
|                                                                             |
|   Use Comet2 on All Targets; If King Behemoth's MP < 110, do nothing        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On King Behemoth:                  |   POWER req for Overflow:      |
|                                            |                                |
| The King Behemoth is a strong opponent, so |  Base Damage Overflow: 190     |
|  use Big Guard if you need the additional  |  Rnd Var Overflow  3x: 127     |
|  defence. You could also use Dragon Force if o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  you are under-levelled. Its biggest                                        |
|  weakness is the fact that it has no Status immunities, so one quick blast |
|  of Bad Breath will render it incapacitated. If you wanted to use Magic    |
|  Hammer to replenish your MP, then wait until it has been inflicted with   |
|  Sleep/Silence before doing so.                                             |
| If you are going to use a Gravity-based attack, then Demi3 will deal 6750  |
|  HP while the King Behemoth is at full health. You could also just use L4  |
|  Suicide to quickly defeat it, or, one blast of L5 Death will kill it      |
|  instantly.                                                                 |
| All of the encounters with the King Behemoth have a Run Count value of 2,  |
|  which means you'll have a harder time fleeing from them.                   |
| The King Behemoth cannot be Back-Attacked or Side-Attacked, meaning that   |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.         |
\                                                                             /
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  .-------------.
 /  {Allemagne}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/xNTn8ZKwYrc8cU95A                   | ID: 13A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     48  ||   Strength: 120  ||    Drop: Eye Drop  [63]   100%      |
|  HP:      8000  ||    Defence:  90  ||   Steal: Eye Drop  [32] 40.63%      |
|  MP:       200  ||      Magic:  88  ||   Morph: /                         |
|                 ||   MDefence:  96  ||                                     |
|  EXP:     1300  ||  Dexterity:  85  ||                                     |
|   AP:      100  ||       Luck:   0  ||                                     |
|  GIL:     1360  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [Double]       |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
```

```
| Crater Left Path Upper & Lower Fork              36% |                      |
| Crater Left Path Lower Fork 1st Scrn             36% |                      |
| Crater Left Path Lower Fork 2nd Scrn             36% |                      |
| Crater Left Path Lower Fork 3rd Scrn             36% |                      |
| Crater Swamp Area 1st Scrn (Left-Upper Fork)     25% |                      |
| Crater Swamp Area 2nd Scrn (Left-Upper Fork)     25% |                      |
| Crater Final Scrn After Swamp (Left-Upper Fork)  36% |                      |
| Planet's Core Floating Platforms 1st Screen     2.9%*|                      |
| Planet's Core Floating Platforms 2nd Screen     2.9%*|                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                    |  Manip Attack 1: Claw               |
|   Allemagne's ATTACKS:             |  Manip Attack 2: L4 Death           |
|                                    |  Manip Attack 3: L3 Flare           |
|                                    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Attack 1: <Claw>              Target: One Opponent      Berserk Attack   |
|  [1BE]       Physical         Element: Hit                               |
|                                  Att%: 100                               |
|                                 Power: 16                                |
|                           Base Damage: 1020 HP                           |
|                                                                          |
|  Attack 2:  Teardrop           Target: One Opponent      Can't Cover      |
|  [337]       Physical         Element: Shoot            Status Inflict:  |
|                                  Att%: 100                Sadness (100%)  |
|                                 Power: 16                                |
|                           Base Damage: 1020 HP                           |
|                                                                          |
|  Attack 3:  Big Breath          Target: One Opponent                     |
|  [338]       Magical           Element: Shoot                           |
|                                  Att%: 100                               |
|                                 Power: 16                                |
|                                MP Cost: 20 MP                            |
|                           Base Damage: 816 HP                            |
|                                                                          |
|  Attack 4:  L4 Death           Target: All Opponents     Status Inflict:  |
|  [31E]       Magical 0 Dam     Element: Shoot             Death (100%)   |
|                                  Att%: Lv 4 = Auto Hit                   |
|                                MP Cost: 20 MP                            |
|                                                                          |
|  Attack 5:  L3 Flare           Target: All Opponents     No Split Damage  |
|  [336]       Magical           Element: Fire                            |
|              % Based             Att%: Lv 3 = Auto Hit                   |
|                                 Power: 40                                |
|                                MP Cost: 20 MP                            |
|                           Base Damage: 125% Current HP                   |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Allemagne's BATTLE PLAN: (Repeats)                                     |
|                                                                          |
|  OPENING ATTACK: 1/3 Chance start from 1st Attack                        |
|                  1/3 Chance start from 2nd Attack                        |
|                  1/3 Chance start from 3rd Attack                        |
|                                                                          |
|                                                                          |
|  1ST ATTACK: use <Claw> on Rnd Target                                    |
|                                                                          |
|   Follow-Up:                                                             |
|                                                                          |
|    Allemagne's HP  > 75%: 1/5 Chance use <Claw> on Rnd Target            |
|                           4/5 Chance do nothing                          |
|                                                                          |
|    Allemagne's HP <= 75%: 1/4 Chance use <Claw> on Rnd Target            |
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|                          3/4 Chance do nothing                          |
|                                                                         |
|    Allemagne's HP <= 50%: 1/3 Chance use <Claw> on Rnd Target           |
|                          2/3 Chance do nothing                          |
|                                                                         |
|    Allemagne's HP <= 25%: 1/2 Chance use <Claw> on Rnd Target           |
|                          1/2 Chance do nothing                          |
|                                                                         |
|                                                                         |
|  2ND ATTACK: Same as 1st Attack                                         |
|                                                                         |
|  3RD ATTACK:                                                            |
|                                                                         |
|   Allemagne's HP  > 75%: 1/5 Chance use Big Breath on Rnd Target        |
|                          4/5 Chance use <Claw> on Rnd Target            |
|                                                                         |
|   Allemagne's HP <= 75%: 1/4 Chance use Big Breath on Rnd Target        |
|                          3/4 Chance use <Claw> on Rnd Target            |
|                                                                         |
|   Allemagne's HP <= 50%: 1/3 Chance use Big Breath on Rnd Target        |
|                          2/3 Chance use <Claw> on Rnd Target            |
|                                                                         |
|   Allemagne's HP <= 25%: 1/2 Chance use Big Breath on Rnd Target        |
|                          1/2 Chance use <Claw> on Rnd Target            |
|                                                                         |
|                                                                         |
|  COUNTER: [All Physical and Magical Attacks]                            |
|                                                                         |
|  Attack was Physical:                                                   |
|                                                                         |
|   Allemagne's HP  > 75%: 1/5 Chance use Teardrop on Last Phys Attacker  |
|                          4/5 Chance do nothing                          |
|                                                                         |
|   Allemagne's HP <= 75%: 1/4 Chance use Teardrop on Last Phys Attacker  |
|                          3/4 Chance do nothing                          |
|                                                                         |
|   Allemagne's HP <= 50%: 1/3 Chance use Teardrop on Last Phys Attacker  |
|                          2/3 Chance do nothing                          |
|                                                                         |
|   Allemagne's HP <= 25%: 1/2 Chance use Teardrop on Last Phys Attacker  |
|                          1/2 Chance do nothing                          |
|                                                                         |
|                                                                         |
|  Attack was Magical:                                                    |
|                                                                         |
|   L3 Flare AND L4 Death have both been used: Do nothing                 |
|                                                                         |
|   L3 Flare has not been used:                                           |
|                                                                         |
|      *If Allemagne's MP < 20, do nothing                                |
|                                                                         |
|    Allemagne's HP  > 75%: 1/5 Chance use L3 Flare on All Targets*       |
|                          4/5 Chance do nothing                          |
|                                                                         |
|    Allemagne's HP <= 75%: 1/4 Chance use L3 Flare on All Targets*       |
|                          3/4 Chance do nothing                          |
|                                                                         |
|    Allemagne's HP <= 50%: 1/3 Chance use L3 Flare on All Targets*       |
|                          2/3 Chance do nothing                          |
|                                                                         |
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|    Allemagne's HP <= 25%: 1/2 Chance use L3 Flare on All Targets*          |
|                           1/2 Chance do nothing                            |
|                                                                            |
|                                                                            |
|   L3 Flare has been used:                                                  |
|                                                                            |
|    L4 Death has not been used:                                             |
|                                                                            |
|     Allemagne's HP  > 75%: 1/5 Chance use L4 Death on All Targets*         |
|                            4/5 Chance do nothing                           |
|                                                                            |
|     Allemagne's HP <= 75%: 1/4 Chance use L4 Death on All Targets*         |
|                            3/4 Chance do nothing                           |
|                                                                            |
|     Allemagne's HP <= 50%: 1/3 Chance use L4 Death on All Targets*         |
|                            2/3 Chance do nothing                           |
|                                                                            |
|     Allemagne's HP <= 25%: 1/2 Chance use L4 Death on All Targets*         |
|                            1/2 Chance do nothing                           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Allemagne:                          |   POWER req for Overflow:   |
|                                                |                             |
| While the Allemagne does not appear to be      |  Base Damage Overflow: 167  |
|  very tough, it can use some abilities that    |  Rnd Var Overflow  3x: 112  |
|  can devastate your Party. You should stick    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  to using Physical attacks to kill this                                    |
|  enemy, and avoid using L4 Suicide. You could cast Bad Breath firstly to   |
|  prevent it from using any Magic, then follow up with L4 Suicide.          |
|  Alternatively, you could manipulate it and have it cast L4 Death on       |
|  itself, ending the Battle instantly.                                      |
| If the Allemagne uses L3 Flare as a Counter, it will inflict 125% of the   |
|  caster's Current HP *against all targets*. This can be a real problem if  |
|  you are grinding late-game, with three Lv 99 characters. Avoid using      |
|  Vincent's Limit Breaks, as it will restore his HP to full, meaning a      |
|  certain Game Over if L3 Flare is used and all character's are hit.        |
| Seeing as L3 Flare is a %-based attack, you can not defend from the damage |
|  taken by using MBarrier. You can, however, halve/negate/absorb the damage |
|  dealt by equipping Elemental+Fire on your Armour.                         |
| You should have defences in place against the Death Status to protect from |
|  L4 Death, as is standard when traversing through the North Crater. Equip  |
|  Safety Bits and Added Effect+Odin (on Armour). Death Force can also be    |
|  used to defend against Death, or, you could set up Resist (Vaccine or Lv  |
|  3 Heal Materia).                                                          |
| When you make the final descent to the Planet's Core (after the point-of-  |
|  no return), you will have an overall 2.94% chance encountering a single   |
|  Allemagne for each of the thirteen platform jumps.                        |
| A slight flaw exists with the Allemagne's AI Script. When it performs an   |
|  MP check to use L4 Death, it checks to see if its MP is equal to or       |
|  greater than the amount needed to use L3 Flare. Seeing as they both cost  |
|  the same amount of MP, this does not cause any problems.                  |
| The Allemagne's appearance is that of a giant flying eyeball, and as such  |
|  the 'eyeball enemy' carries Eye drops. Go figure.                         |
| Most of the encounters with the Allemagne have a Run Count value of 2,     |
|  which means you'll have a harder time fleeing from them. The encounters   |
|  in the Swamp area with the Allemagne have the default value of 1.         |
| Equip Elemental+Choco/Mog on your weapon to exploit the Allemagne's        |
|  weakness to Wind (as with all other 'elevated' enemies). Avoid Earth.     |
| The Allemagne cannot be Back-Attacked or Side-Attacked, meaning that one   |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.            |
\                                                                            /
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  .-----------------.
 /  {Armored Golem}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/zopxFNqcVH2YXvse6                      | ID: 13C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     41  ||   Strength: 110* ||    Drop: Echo Screen   [8]  14.06%  |
|  HP:    10,000  ||    Defence: 100* ||   Steal: Turbo Ether   [32] 40.63%  |
|  MP:       200  ||      Magic:  98* ||   Morph: Guard Source               |
|                 ||   MDefence: 120* ||                                     |
|  EXP:     2500  ||  Dexterity: 110  ||                                     |
|   AP:      100  ||       Luck:   0  ||                                     |
|  GIL:     2680  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [-]     |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Crater Left Path Upper & Lower Fork              21% |  Golem              |
| Crater Left Path Lower Fork 1st Scrn             21% |  Ice Golem          |
| Crater Left Path Lower Fork 2nd Scrn             21% |                     |
| Crater Left Path Lower Fork 3rd Scrn             21% |                     |
| Crater Final Scrn After Swamp (Left-Upper Fork)  21% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Armored Golem's ATTACKS:             o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1:  Golem Punch          Target: One Opponent      Never Used       |
|  [213]       Physical          Element: Hit                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                              Base Damage: 574, 598, 622, 646 or 670 HP      |
|                                                                             |
|  Attack 2:  Snap                 Target: All Opponents     Split Damage     |
|  [33C]       Physical          Element: Shout                               |
|                                   Att%: 95                                  |
|                                  Power: 40                                  |
|                              Base Damage: 1435, 1495, 1555, 1615 or 1675 HP |
|                                                                             |
|  Attack 3:  Megaton Punch        Target: One Opponent                       |
|  [215]       Physical          Element: Hit                                 |
|                                   Att%: 110                                 |
|                                  Power: 30                                  |
|                              Base Damage: 1076, 1121, 1166, 1211 or 1256 HP |
|                                                                             |
|  Attack 4:  Golem Laser          Target: All Opponents     No Split Damage  |
|  [29C]       Magical           Element: None                                |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                                MP Cost: 20 MP                               |
```

	Base Damage: 690, 726, 762, 798 or 834 HP
Attack 5: <Advance>	Target: Self — Transformation
[216] Physical 0 Dam	Att%: Auto Hit — To Stage 2/3/4
[29F]	
Attack 6: <Retreat>	Target: Self — Transformation
[217] Physical 0 Dam	Att%: Auto Hit — To Stage 3/2/1
[2A0]	
Attack 7: <Defense Start>	Target: Self — Transformation
[29D] Physical 0 Dam	Att%: Auto Hit — To Spcl Stage
Attack 8: <Defense Down>	Target: Self — Transformation
[29E] Physical 0 Dam	Att%: Auto Hit — To Nrml Stage

Armored Golem's BATTLE PLAN: (Repeats)

STAGE 1: (Back Row)

Set Strength to 94 and Defence to 132
Set Magic to 74 and MDefence to 160

1/2 Chance: Use <Advance> on Self, transform to Stage 2 (Centre-B Row)
Set Strength to 98 and Defence to 124
Set Magic to 80 and MDefence to 150

1/3 Chance: Use Snap on All Targets
1/6 Chance: Use Golem Laser on All Targets

STAGE 2: (Centre-Back Row)

1/2 Chance: Use <Advance> on Self, transform to Stage 3 (Centre-F Row)
Set Strength to 102 and Defence to 116
Set Magic to 86 and MDefence to 140

1/3 Chance: Use Snap on All Targets
1/6 Chance: Use Golem Laser on All Targets

STAGE 3: (Centre-Front Row)

1/2 Chance: Use <Advance> on Self, transform to Stage 4 (Front Row)
Set Strength to 106 and Defence to 108
Set Magic to 92 and MDefence to 130

1/3 Chance: Use Snap on All Targets
1/6 Chance: Use Golem Laser on All Targets

STAGE 4: (Front Row)

Use Megaton Punch on Rnd Target

SPCL STAGE: (Arms Folded)

Armored Golem's HP >= 50%: Do not transform into Spcl Stage

```
|   Armored Golem's HP  < 50%: Transform into Spcl Stage (Arms Folded)       |
|                              Use <Defence Start> on Self                   |
|                              Set Defence to 400 and MDefence to 470        |
|                                                                            |
|    STAGE 1: (Back Row)                                                     |
|                                                                            |
|     Use <Advance> on Self, transform to Stage 2 (Centre-B Row)             |
|                                                                            |
|    STAGE 2: (Centre-Back Row)                                              |
|                                                                            |
|     Use <Advance> on Self, transform to Stage 3 (Centre-F Row)             |
|                                                                            |
|    STAGE 3: (Centre-Front Row)                                             |
|                                                                            |
|     Use <Advance> on Self, transform to Stage 4 (Front Row)                |
|                                                                            |
|    STAGE 4: (Front Row)                                                    |
|                                                                            |
|     1ST ATTACK: Use <Defence Down> on Self                                 |
|                 Set Strength to 106 and Defence to 108                     |
|                 Set Magic to 92 and MDefence to 130                        |
|                                                                            |
|     2ND ATTACK: Use Golem Laser on All Targets                             |
|                                                                            |
|       After 2nd Attack: End Spcl Stage, continue on from the Stage the     |
|                         Armored Golem is currently in                      |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Armored Golem has not taken damage AND Armored Golem has not used its    |
|    first turn:                                                             |
|                                                                            |
|     Set Strength to 94 and Defence to 132                                  |
|     Set Magic to 74 and MDefence to 160                                    |
|                                                                            |
|                                                                            |
|   Last Attack on Golem dealt <= 1000 HP OR in Stage 1 (Back Row):          |
|                                                                            |
|    Do nothing                                                              |
|                                                                            |
|                                                                            |
|   Last Attack on Golem dealt > 1000 HP AND in Stage 2 (Centre-Back Row):   |
|                                                                            |
|    Use <Retreat> on Self, transform to Stage 1 (Back Row)                  |
|    Set Strength to 94 and Defence to 132                                   |
|    Set Magic to 74 and MDefence to 160                                     |
|                                                                            |
|                                                                            |
|   Last Attack on Golem dealt > 1000 HP AND in Stage 3 (Centre-Front Row):  |
|                                                                            |
|    Use <Retreat> on Self, transform to Stage 2 (Centre-Back Row)           |
|    Set Strength to 98 and Defence to 124                                   |
|    Set Magic to 80 and MDefence to 150                                     |
|                                                                            |
|                                                                            |
|   Last Attack on Golem dealt > 1000 HP AND in Stage 4 (Front Row):         |
|                                                                            |
|    Use <Retreat> on Self, transform to Stage 3 (Centre-Front Row)          |
|    Set Strength to 102 and Defence to 116                                  |
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|    Set Magic to 86 and MDefence to 140                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Armored Golem:                  |   POWER req for Overflow:    |
|                                            | Default:                     |
|    Default: Str 110 Def 100 Mag 98  MDef 120 |  Base Damage Overflow: 172  |
|  1st Stage: Str 94  Def 132 Mag 74  MDef 160 |  Rnd Var Overflow  3x: 115  |
|  2nd Stage: Str 98  Def 124 Mag 80  MDef 150 | 1st Stage:                  |
|  3rd Stage: Str 102 Def 116 Mag 86  MDef 140 |  Base Damage Overflow: 186  |
|  4th Stage: Str 106 Def 108 Mag 92  MDef 130 |  Rnd Var Overflow  3x: 124  |
| Spcl Stage:         Def 400         MDef 470 | 2nd Stage:                  |
|                                            |  Base Damage Overflow: 182  |
| Even though the Armored Golem appears to   |  Rnd Var Overflow  3x: 112  |
|  change rows mid-battle, its 'row value' is  | 3rd Stage:                |
|  always 1, which means you'll always deal  |  Base Damage Overflow: 178  |
|  normal damage (as opposed to Back Row     |  Rnd Var Overflow  3x: 119  |
|  damage for 50% of your normal damage).    | 4th Stage:                  |
| The further forward the Armored Golem is,  |  Base Damage Overflow: 175  |
|  the higher its Strength and Magic, and the |  Rnd Var Overflow  3x: 117 |
|  lower is Def and MDef (except for when it's | Spcl Stage:                |
|  in its default form).                     |  Base Damage Overflow: N/A  |
| If the Armored Golem takes damage before its |  Rnd Var Overflow  3x: 420 |
|  first turn, then it will modify its Base  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  stats to the 1st Stage stats *after* the                                 |
|  damage for the first attack against it has been calculated.              |
| When the Armored Golem enters into its 'Special Stage', its Strength and  |
|  Magic values are not changed; they will only be set once it leaves its   |
|  Special Stage. Seeing as it does not attack while in its Special Stage,  |
|  this does not matter.                                                    |
| Turbo Ethers make for an easy steal; a Lv 59 Cloud would have a 59.38%     |
|  chance of stealing from the Armored Golem. You should also try to Morph  |
|  them into Guard Sources (raises Defence). Either use Yuffie's Conformer, |
|  or, use Laser/Demi2 six times (or Demi3 three times) followed by Morph,  |
|  which should deal at least 150 HP at this point in the game.             |
| A flaw exists in the Armored Golem's script, whereby it does not check for |
|  the Restorative Element used when it runs its Counter Script. If you were |
|  to heal the enemy, the game would not recognise the use of the 'Healing' |
|  Flag; instead of thinking that you've healed it by [Healing Damage], it  |
|  will instead think that you've caused [4,294,967,296 - Healing Damage]   |
|  worth of damage, sending the figure through the reverse process of       |
|  overflow. Because of this, healing the Golem will trigger the Counter    |
|  Script.                                                                  |
| Two versions of <Advance> and <Retreat> exist for the Armored Golem; one  |
|  of each ability is used when it is in its 'normal' stages, and another   |
|  set used when it is in its 'special' stage.                              |
| The Armored Golem has the 2nd highest MDef in the game while in its       |
|  'Special' Stage, so you would be better off using Physical attacks. With |
|  that said, its Def while in its 'Special' Stage is only slightly lower   |
|  than its MDef, and as such the Armored Golem is one of four enemies with |
|  a Def stat too great to overflow against; only Vincent can overflow      |
|  against it while it's in this stage, and he would need 52,480 kills to   |
|  have a 2.34% chance to cause Random Variation Overflow against it, or,   |
|  56,064 kill to have a 100% chance (448 Power).                           |
| All of the encounters with the Armored Golem have a Run Count value of 2, |
|  which means you'll have a harder time fleeing from them.                 |
| The Armored Golem cannot be Back-Attacked or Side-Attacked, meaning that  |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.       |
\                                                                           /
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```

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 /  {Magic Pot}  \
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|  https://photos.app.goo.gl/va4AmqL3TyXHbQSY9                    | ID: 136 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     41  ||   Strength:  64  ||    Drop: Turbo Ether  [63] 100%     |
|  HP:      4096  ||    Defence:  64  ||   Steal: /                          |
|  MP:       128  ||      Magic:  64  ||   Morph: /                          |
|                 ||   MDefence:  64  ||                                     |
|  EXP:     8000  ||  Dexterity:  64  ||                                     |
|   AP:     1000  ||       Luck:  16  || Back Damage: Normal (2x Damage)     |
|  GIL:     8500  ||      Evade:   8  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Crater Swamp Area 1st Scrn (Left-Upper Fork)     42% |                     |
| Crater Swamp Area 2nd Scrn (Left-Upper Fork)     42% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!           |
|   Magic Pot's ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Gimme>              Target: One Opponent      Steals From     |
|  [38A]       Physical 0 Dam       Att%: Auto Hit           Target        |
|                                                                           |
|  Attack 2: <(Report)>           Target: Self              Escapes Battle  |
|  [164]       Physical 0 Dam       Att%: Auto Hit                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Magic Pot's BATTLE PLAN:                                                |
|                                                                           |
|  SETUP: Enable Physical immunity, enable Magical immunity                 |
|                                                                           |
|                                                                           |
|  PHASE 1: (Repeats)                                                       |
|                                                                           |
|   Magic Pot has not been given an Elixir:                                 |
|                                                                           |
|    Display String: [Magic Pot “Gimme Elixir!”]                            |
|                                                                           |
|                                                                           |
|  PHASE 2: (Repeats)                                                       |
|                                                                           |
|   Magic Pot has been given an Elixir:                                     |
|                                                                           |
|    Do nothing                                                             |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   Last Command was Item OR W-Item:                                        |
|                                                                           |
```

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|    Item used was on Magic Pot was an Elixir:                                |
|                                                                             |
|     Disable Physical immunity, disable Magical immunity, move onto Phase 2 |
|                                                                             |
|                                                                             |
|   Last Command was Item OR W-Item AND Item used on Magic Pot was NOT an     |
|    Elixir, OR, Last Command was NOT Item or W-Item:                         |
|                                                                             |
|     Magic Pot is in Phase 1:                                                |
|                                                                             |
|      1/4 Chance: Use <Gimme> on Last Attacker                               |
|     3/64 Chance: Use <(Report)> on Self, remove Self from Battle, Magic     |
|                  Pot leaves no rewards                                      |
|                                                                             |
|     Magic Pot is in Phase 2:                                                |
|                                                                             |
|      Do nothing                                                             |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Magic Pot:                          |   POWER req for Overflow:    |
|                                                |                              |
| The Magic Pot is arguable the best enemy in    |  Base Damage Overflow: 158   |
|  the game to grind against, given the          |  Rnd Var Overflow  3x: 105   |
|  extraordinarily large amounts of EXP/AP/Gil   |  Rnd Var Overflow  4x:  79   |
|  it leaves behind. They can never harm the     |  Rnd Var Overflow  6x:  53   |
|  player with damage; however, they can (and    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  will) steal your most prized possessions,                                  |
|  and then flee with no way to recover the lost Ultima Weapon, or Sneak      |
|  Glove. Remember, when grinding in the North Crater, be like Jesus - save   |
|  often!                                                                     |
| You should consider using your Save Crystal in the Swamp Area, on the       |
|  first screen with the two chests. This screen has a better Area Encounter  |
|  Rate than the second screen, so you will engage Magic Pots more often      |
|  there.                                                                     |
| The only way to recover a stolen Item is to kill them before they are able  |
|  to flee the Battle. They may try to steal from you more than once,         |
|  although, they can only carry one stolen Item, which will be the first     |
|  stolen Item. Any subsequent Steal attempts will always fail. Also note     |
|  that an item can only be stolen if it can be sold in the shops.            |
| You will need to use one Elixir per Magic Pot you encounter in order to     |
|  defeat them, so having a stockpile of Elixirs is mandatory. You can        |
|  either make use of the Standard W-Item Glitch, or, you can dupe yourself   |
|  a finite amount of Elixirs from the Great Glacier, using the "Great        |
|  Glacier Elixir Dupe" exploit. If you do not wish to make use of exploits,  |
|  then the best way to farm Elixirs is to either steal from the Master       |
|  Tonberry, or, to Morph the Harpy. With two mastered Chocobo Lure Materias  |
|  equipped you would encounter the Harpy 33.2% of the time.                  |
| Take note of the fact that the check performed is specifically for the use  |
|  of Item ID #05, which is an Elixir; using a Megalixir will not work.       |
|  Once you have lifted their Physical and Magic immunities you can easily    |
|  defeat them using your regular attacks, as they have very low HP. All of   |
|  the Magic Pot's stats are rounded binary numbers.                          |
\                                                                             /
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 /  {Christopher}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/X7MFeSCKFTs4haw58                  | ID: 137 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     34  ||   Strength:  70  ||    Drop: Phoenix Down  [8] 14.06%   |
```

HP: 6000	Defence: 66	Steal: Earth Drum [8] 10.94%
MP: 200	Magic: 64	Morph: /
	MDefence: 150	
EXP: 1300	Dexterity: 90	
AP: 80	Luck: 5	
GIL: 800	Evade: 5	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [VUL]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Swamp Area 1st Scrn (Left-Upper Fork)	18%	
Crater Swamp Area 2nd Scrn (Left-Upper Fork)	18%	

No Manipulate Attacks!

Christopher's ATTACKS:

Attack 1: <Flutilizer> [34F] Physical
Target: One Opponent
Element: Hit
Att%: 100
Power: 20
Base Damage: 365 HP

Attack 2: Cure2 [001] Magical, Spcl Formula
Target: 1/A Allies
Element: Restorative
Att%: 255
Power: 35
MP Cost: 24 MP
Base Damage: 1358 HP
Reflectable
Split Damage

Attack 3: Bolt3 [023] Magical
Target: One Opponent
Element: Lightning
Att%: 100
Power: 64
MP Cost: 52 MP
Base Damage: 2352 HP
Reflectable

Attack 4: Aspil [188] Magical
Target: One Opponent
Element: None
Att%: 255
Power: 2
MP Cost: 1 MP
Base Damage: 73 MP
Drains MP

Attack 5: Frog Song [048] Magical 0 Dam
Target: One Opponent
Att%: 100
MP Cost: 5 MP
Enemy Skill
Reflectable
Status Toggle:
Sleep (100%)
Frog

Attack 6: High/Low Suit
Target: One Opponent
Status Toggle:

```
|  [351]       Magical 0 Dam     Element: Shoot              Sadness (100%)  |
|                                   Att%: 100                                 |
|                                MP Cost: 10 MP                               |
|                                                                             |
|  Attack 7:  High/Low Suit       Target: One Opponent      Never Used        |
|  [3A5]       Magical 0 Dam     Element: Shoot             Status Toggle:   |
|                                   Att%: 100                Fury (100%)      |
|                                MP Cost: 10 MP                               |
|                                                                             |
|  Attack 8:  Suffocation Song    Target: One Opponent      Status Toggle:    |
|  [352]       Physical          Element: Shoot              Death (100%)     |
|                                   Att%: 100                                 |
|                                                                             |
|  Attack 9:  Stardust March      Target: One Opponent      Can't Cover       |
|  [353]       Physical          Element: Shoot                              |
|                                   Att%: 100                                 |
|                                  Power: 16                                  |
|                            Base Damage: 292 HP                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Christopher's BATTLE PLAN: (Repeats)                                      |
|                                                                             |
|  OPENING ATTACK: 1/7 Chance start from 1st Attack                           |
|                  1/7 Chance start from 2nd Attack                           |
|                  1/7 Chance start from 3rd Attack                           |
|                  1/7 Chance start from 4th Attack                           |
|                  1/7 Chance start from 5th Attack                           |
|                  1/7 Chance start from 6th Attack                           |
|                  1/7 Chance start from 7th Attack                           |
|                                                                             |
|                                                                             |
|  SPCL ATTACK: Use <Flutilizer> on Rnd Target with Frog; If no Targets have  |
|                Frog, select Rnd Target                                      |
|                                                                             |
|   Follow-Up:                                                                |
|                                                                             |
|    Christopher's HP  > 75%: 1/5 Chance repeat Spcl Attack                   |
|                             4/5 Chance do nothing                           |
|                                                                             |
|    Christopher's HP <= 75%: 1/4 Chance repeat Spcl Attack                   |
|                             3/4 Chance do nothing                           |
|                                                                             |
|    Christopher's HP <= 50%: 1/3 Chance repeat Spcl Attack                   |
|                             2/3 Chance do nothing                           |
|                                                                             |
|    Christopher's HP <= 25%: 1/2 Chance repeat Spcl Attack                   |
|                             1/2 Chance do nothing                           |
|                                                                             |
|                                                                             |
|  1ST ATTACK: Use Spcl Attack                                                |
|  2ND ATTACK: Use Spcl Attack                                                |
|                                                                             |
|    After 2nd Attack: 1/2 Chance jump to 3rd Attack for next turn            |
|                      1/2 Chance jump to 4th Attack for next turn            |
|                                                                             |
|                                                                             |
|  3RD ATTACK:                                                                |
|                                                                             |
|   All Targets with Frog: Use Spcl Attack                                    |
|                                                                             |
|   At least one Target without Frog:                                         |
```

*If Christopher's MP < 5, use Aspil on Target with Highest Current MP

Christopher's HP > 75%: 1/5 Chance use Frog Song on Rnd Target without Frog*
4/5 Chance use Spcl Attack

Christopher's HP <= 75%: 1/4 Chance use Frog Song on Rnd Target without Frog*
3/4 Chance use Spcl Attack

Christopher's HP <= 50%: 1/3 Chance use Frog Song on Rnd Target without Frog*
2/3 Chance use Spcl Attack

Christopher's HP <= 25%: 1/2 Chance use Frog Song on Rnd Target without Frog*
1/2 Chance use Spcl Attack

4TH ATTACK:

Christopher's HP > 50%: Use Spcl Attack

Christopher's HP <= 50%: Use Cure2 on All Allies with HP <= 66%; If Christopher's MP < 24, use Aspil on Target with Highest Current MP

5TH ATTACK:

Gighee is dead OR Christopher's MP < 10: Use Spcl Attack

Gighee is alive AND Christopher's MP >= 10:

No Targets with Fury: Use Aspil on Target with Highest Current MP

At least one Target with Fury:

Use High/Low Suit Sadness variant on Rnd Target with Fury

Follow-Up: Use High/Low Suit on selected Target; If selected Target has Death, do nothing

6TH ATTACK:

Gighee is dead: Use Spcl Attack

Gighee is alive:

No Targets with Sadness:

Use Bolt3 on Rnd Target; If Christopher's MP < 52, us Aspil on Target with Highest Current MP

At least one Target with Sadness:

Use Suffocation Song on Rnd Target with Sadness

```
|                                                                                |
|  7TH ATTACK:                                                                   |
|                                                                                |
|   Gighee is dead: Use Bolt3 on Rnd Target; If Christopher's MP < 52, use       |
|                   Aspil on Target with Highest Current MP                      |
|                                                                                |
|   Gighee is alive: Use Stardust March on Rnd Target                            |
|                                                                                |
|    After 7th Attack: 1/2 Chance jump to 1st Attack for next turn               |
|                      1/2 Chance jump to 2nd Attack for next turn                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Christopher:                      |   POWER req for Overflow:       |
|                                              |                                 |
| The Christopher always appears alongside the |  Base Damage Overflow: 159      |
|  Gighee, and together they resemble 'Ziggy   |  Rnd Var Overflow  3x: 113      |
|  Stardust' (David Bowie's persona). All of   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  their attacks are song-related.                                               |
| The Christopher along with the Gighee both have relatively low Defence and     |
|  HP values, so it will not take much to kill them. The worst thing the         |
|  Christopher can do to you is inflict you with Death, which it will only       |
|  do if at least one character is inflicted with Sadness; make sure to          |
|  equip Safety Bits and Added Effect+Odin (on Armour), as is standard while     |
|  navigating the North Crater. You can also use Death Force or Resist to        |
|  defend from the Death Status.                                                 |
| A flaw exists with Christopher's AI Script; more than one to be exact. The     |
|  first error is with its 5th Attack; it should have been scripted to use       |
|  Flutilizer (Spcl Attack) if no characters are inflicted with Fury, and        |
|  Aspil if one or more characters are inflicted with Fury but its MP is         |
|  less than 10. It will incorrectly use Aspil if no characters have Fury,       |
|  and Flutilizer if one or more have Fury.                                      |
| The second flaw is with its 6th attack. If Gighee is alive one or more         |
|  characters are inflicted with Sadness, it should have had a small chance      |
|  of using Suffocation Song (chance increases as HP drops), and a large         |
|  chance of using High/Low Suit Fury variant (chance decreases as HP            |
|  drops), using Aspil if its MP is less than the cost of High/Low Suit.         |
|  It instead selects Suffocation Song in both instances; it will even           |
|  perform an MP check to make sure it has enough to use High/Low Suit, but      |
|  incorrectly selects Suffocation Song as the chosen attack. Because of         |
|  this, the Fury variant of High/Low suit will never be used (although          |
|  Gighee can still inflict you with Fury).                                      |
| You can steal Earth Drums from Christopher if you wish; they are fairly        |
|  useless at this point (casts Quake2 on all opponents for 640 HP Base          |
|  Damage); however, they are rare. The Christopher is the only enemy that       |
|  you can steal Earth Drums from; all other enemies carrying Earth Drums        |
|  carry them as a Drop. A Lv 60 Cloud would have a 17.19% chance of             |
|  stealing from them, or, a 26.56% chance with the Sneak Glove equipped.        |
| Christopher cannot be Back-Attacked or Side-Attacked, meaning that one         |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.                |
\                                                                                /
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 /  {Gighee}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/XWbQ31hyDioBm27WA                    | ID: 138 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     34  ||   Strength:  70  ||    Drop: Ether   [8] 14.06%         |
|  HP:      5500  ||    Defence:  76  ||   Steal: Elixir  [8] 10.94%         |
|  MP:       100  ||      Magic:  65  ||   Morph: /                          |
|                 ||   MDefence: 190  ||                                      |
```

EXP: 700	Dexterity: 90	
AP: 60	Luck: 3	
GIL: 600	Evade: 12	

Fire	[-]		Death	[VUL]		Petrify	[VUL]
Ice	[-]		Sleep	[VUL]		D. Sentence	[VUL]
Lightning	[-]		Poison	[VUL]		Paralyzed	[VUL]
Earth	[-]		Confusion	[-]		Darkness	[VUL]
Poison	[-]		Silence	[VUL]			
Gravity	[-]		Slow	[VUL]		Sadness	[VUL]
Water	[-]		Stop	[VUL]		Fury	[VUL]
Wind	[-]		Frog	[-]		Haste	[VUL]
Holy	[-]		Small	[-]		Manipulate	[-]
Restorative	[-]		Slow-numb	[VUL]		Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Swamp Area 1st Scrn (Left-Upper Fork)	18%	
Crater Swamp Area 2nd Scrn (Left-Upper Fork)	18%	

No Manipulate Attacks!

Gighee's ATTACKS:

Attack 1: <Guitar Slap>	Target: One Opponent	Status Inflict:	
[354] Physical	Element: Shoot	Fury (100%)	
	Att%: 100		
	Power: 24		
	Base Damage: 438 HP		
Attack 2: Petrif-Eye	Target: One Opponent	Status Inflict:	
[355] Magical	Element: Shoot	Petrify (100%)	
	Att%: 100		
	Power: 16		
	MP Cost: 10 MP		
	Base Damage: 594 HP		
Attack 3: Voice of Ages	Target: All Opponents	Split Damage	
[356] Magical	Element: Shoot	Status Inflict:	
	Att%: 100	Silence (100%)	
	Power: 16		
	MP Cost: 10 MP		
	Base Damage: 594 HP		
Attack 4: Sun Diver	Target: One Opponent	Ejects From Bat	
[357] Physical 0 Dam	Att%: Auto Hit	Flag as Escaped	

Gighee's BATTLE PLAN: (Repeats)

NOTE - When Gighee uses Voice of Ages, its 'Special Chance' variable will be set to 2, meaning it will have a 1/2 chance of passing the follow-up chances. This value will remain as 2 until the next time Gighee takes Damage, when it will then be set to either 6, 5, 4 or 3, in accordance with its Current HP.

OPENING ATTACK: 1/3 Chance start from 1st Attack
1/3 Chance start from 2nd Attack
1/3 Chance start from 3rd Attack

```
| 1ST ATTACK: Use <Guitar Slap> on Rnd Target without Petrify                |
|                                                                           |
|  Follow-Up:                                                               |
|                                                                           |
|   Gighee's HP  > 75%: 1/6 Chance repeat 1st Attack                        |
|                       5/6 Chance do nothing                               |
|                                                                           |
|   Gighee's HP <= 75%: 1/5 Chance repeat 1st Attack                        |
|                       4/5 Chance do nothing                               |
|                                                                           |
|   Gighee's HP <= 50%: 1/4 Chance repeat 1st Attack                        |
|                       3/4 Chance do nothing                               |
|                                                                           |
|   Gighee's HP <= 25%: 1/3 Chance repeat 1st Attack                        |
|                       2/3 Chance do nothing                               |
|                                                                           |
|   Special Chance = 2: 1/2 Chance repeat 1st Attack                        |
|                       1/2 Chance do nothing                               |
|                                                                           |
|                                                                           |
| 2ND ATTACK: Same as 1st Attack                                            |
|                                                                           |
| 3RD ATTACK:                                                               |
|                                                                           |
|  Gighee's HP  > 75%: 1/6 Chance use Petrif-Eye on Rnd Target without      |
|                           Petrify                                         |
|                      5/6 Chance use 1st Attack                            |
|                                                                           |
|  Gighee's HP <= 75%: 1/5 Chance use Petrif-Eye on Rnd Target without      |
|                           Petrify                                         |
|                      4/5 Chance use 1st Attack                            |
|                                                                           |
|  Gighee's HP <= 50%: 1/4 Chance use Petrif-Eye on Rnd Target without      |
|                           Petrify                                         |
|                      3/4 Chance use 1st Attack                            |
|                                                                           |
|  Gighee's HP <= 25%: 1/3 Chance use Petrif-Eye on Rnd Target without      |
|                           Petrify                                         |
|                      2/3 Chance use 1st Attack                            |
|                                                                           |
|  Special Chance = 2: 1/2 Chance use Petrif-Eye on Rnd Target without      |
|                           Petrify                                         |
|                      1/2 Chance use 1st Attack                            |
|                                                                           |
|    After 3rd Attack:                                                      |
|                                                                           |
|     Gighee's HP  > 75%: 5/12 Chance jump to 1st Attack for next turn      |
|                         5/12 Chance jump to 2nd Attack for next turn      |
|                          1/6 Chance jump to 4th Attack for next turn      |
|                                                                           |
|     Gighee's HP <= 75%: 2/5 Chance jump to 1st Attack for next turn       |
|                         2/5 Chance jump to 2nd Attack for next turn       |
|                         1/5 Chance jump to 4th Attack for next turn       |
|                                                                           |
|     Gighee's HP <= 50%: 3/8 Chance jump to 1st Attack for next turn       |
|                         3/8 Chance jump to 2nd Attack for next turn       |
|                         1/4 Chance jump to 4th Attack for next turn       |
|                                                                           |
|     Gighee's HP <= 25%: 1/3 Chance jump to 1st Attack for next turn       |
|                         1/3 Chance jump to 2nd Attack for next turn       |
```

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|                          1/3 Chance jump to 4th Attack for next turn       |
|                                                                            |
|      Special Chance = 2: 1/4 Chance jump to 1st Attack for next turn       |
|                          1/4 Chance jump to 2nd Attack for next turn       |
|                          1/2 Chance jump to 4th Attack for next turn       |
|                                                                            |
|                                                                            |
|  4TH ATTACK:                                                               |
|                                                                            |
|   Gighee's HP  > 75%: 1/6 Chance use Sun Diver on Rnd Target without       |
|                            Petrify                                         |
|                       5/6 Chance use 1st Attack                            |
|                                                                            |
|   Gighee's HP <= 75%: 1/5 Chance use Sun Diver on Rnd Target without       |
|                            Petrify                                         |
|                       4/5 Chance use 1st Attack                            |
|                                                                            |
|   Gighee's HP <= 50%: 1/4 Chance use Sun Diver on Rnd Target without       |
|                            Petrify                                         |
|                       3/4 Chance use 1st Attack                            |
|                                                                            |
|   Gighee's HP <= 25%: 1/3 Chance use Sun Diver on Rnd Target without       |
|                            Petrify                                         |
|                       2/3 Chance use 1st Attack                            |
|                                                                            |
|   Special Chance = 2: 1/2 Chance use Sun Diver on Rnd Target without       |
|                            Petrify                                         |
|                       1/2 Chance use 1st Attack                            |
|                                                                            |
|     After 4th Attack: 1/2 Chance jump to 1st Attack for next turn          |
|                       1/2 Chance jump to 2nd Attack for next turn          |
|                                                                            |
|                                                                            |
|  COUNTER: [Magical Attacks Only]                                           |
|                                                                            |
|   All Targets with Silence: Do nothing                                     |
|                                                                            |
|   At least one Target without Silence: Use Voice of Ages on All Targets    |
|                                        Set 'Special Chance' to 2           |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Gighee:                       |   POWER req for Overflow:       |
|                                          |                                 |
| Gighee will always appears alongside     |  Base Damage Overflow: 162      |
|  Christopher, and together they resemble |  Rnd Var Overflow  3x: 108      |
|  'Ziggy Stardust' (David Bowie's persona).   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  All of their attacks are song-related.                                    |
| The Gighee along with the Christopher both have relatively low Defence and |
|  HP values, so it will not take much to kill them. The worst thing Gighee  |
|  can do to you is use <Petrif-Eye>, which is one of three Enemy Attacks in |
|  the game that inflict Petrify (as opposed to Slow-numb), the other two    |
|  being Stone Strike (Bagrisk), and Deadly Needles (Crown Lance). Make sure |
|  to equip Safety Bits and Added Effect+Odin (on Armour), which also        |
|  protects against Petrify; if all three characters become inflicted with   |
|  Petrify then it's a Game Over.                                            |
| Note that the Petrif-Eye used by Gighee is *not* the same attack as used   |
|  by Demons Gate, and does not use the 'Hidden' Element (so you cannot      |
|  defend against the Status by putting Hidden defence on your Armour).      |
| When you use any Magical ability on Gighee, it will respond by using Voice |
|  of Ages to inflict Silence on all characters. At this point it will       |
|  become more deadly, as its chance of passing the various checks will be   |
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|  much greater, so just use Physical blow to dispatch the enemy.            |
| You should try to steal valuable Elixirs from the Gighee, as they will be  |
|  necessary for defeating the Magic Pot. A Lv 60 Cloud would have a 17.19%  |
|  chance of stealing from the Gighee, or, a 26.56% chance with the Sneak    |
|  Glove equipped. Master Tonberrys are easier to steal Elixirs from.        |
| The Sun Diver attack is similar to the Midgar Zolom's Blown Away, in that  |
|  the character will *not* be flagged as Dead, but rather as escaped from   |
|  Battle. If your remaining two characters were to be KO'd following the    |
|  use of Sun Diver, you will not be met with a Game Over and instead will   |
|  be taken back to the Field Map.                                           |
| While the damage dealt via Voice of Ages is subject to Split Damage, the   |
|  Status chances are *not* subject to Split Damage, seeing that the chance  |
|  of inflicting Silence is set to 100%, and will always inflict all         |
|  characters with Silence, so long as they do not have Silence immunity.    |
| Gighee cannot be Back-Attacked or Side-Attacked, meaning that one cannot   |
|  perform Random Variation Overflow with 4x or 6x Damage.                   |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------.
 /  {Mover}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/UE6759rCGVqzSRG78                    | ID: 13F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     59  ||   Strength: 100  ||    Drop: Turbo Ether   [63]   100%  |
|  HP:      3000  ||    Defence: 150  ||   Steal: Turbo Ether   [32] 40.63%  |
|  MP:       120  ||      Magic:  98  ||   Morph: Protect Ring               |
|                 ||   MDefence: 250  ||                                     |
|  EXP:        0  ||  Dexterity: 200  ||                                     |
|   AP:      800  ||       Luck:  50  ||                                     |
|  GIL:   30,000  ||      Evade:  10  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [Halve]        |      Sleep  [VUL]   |  D. Sentence  [-]     |
|    Lightning  [Halve]        |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Halve]        |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Crater Swamp Area 1st Scrn (Left-Upper Fork)    4.7% |  Waterpolo          |
| Crater Swamp Area 2nd Scrn (Left-Upper Fork)    4.7% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Mover's ATTACKS:                   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Bodyblow>           Target: One Opponent                       |
|  [342]       Physical          Element: Shoot                              |
|  [343]                            Att%: 100                                |
|  [344]                           Power: 16                                 |
|                             Base Damage: 836 HP                            |
|                                                                            |
|  Attack 2: <Triangle Attack>    Target: One Opponent      Can't Cover      |
|  [345]       Physical          Element: Shoot                              |
|  [346]                            Att%: 100                                |
```

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|  [347]                          Power: 16                                |
|                            Base Damage: 836 HP                            |
|                                                                           |
|  Attack 3: <Exchange>           Target: Self              Evade Animation |
|  [33F]       Physical 0 Dam       Att%: Auto Hit                          |
|  [340]                                                                    |
|  [341]                                                                    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Mover's BATTLE PLAN: (Repeats)                                          |
|                                                                           |
|  OPENING ATTACK: 1/4 Chance start from 1st Attack                         |
|                  1/4 Chance start from 2nd Attack                         |
|                  1/4 Chance start from 3rd Attack                         |
|                  1/4 Chance start from 4th Attack                         |
|                                                                           |
|                                                                           |
|  PHASE 1: (Repeats)                                                       |
|                                                                           |
|   All Movers alive:                                                       |
|                                                                           |
|   NOTE - This Attack pattern is only true if the Mover passes the 1/4     |
|           chance to start from the 1st Attack. If it starts from its 2nd, |
|           3rd or 4th Attack, then the pattern will be displaced.          |
|                                                                           |
|          Triangle Attack will always be every after six turns *since its  |
|           initial attack*; so, if the Mover begins from its 2nd Attack,   |
|           Triangle Attack will instead be used its seventh turn, as       |
|           opposed to its sixth.                                           |
|                                                                           |
|          Bodyblow will be used every four turns, unless Triangle Attack   |
|           is used, in which case Bodyblow will be used on its 5th turn.   |
|           These alternating attack patterns will come full-circle every   |
|           24 turns.                                                       |
|                                                                           |
|                                                                           |
|    1ST ATTACK: Skip a turn                                                |
|    2ND ATTACK: Skip a turn                                                |
|    3RD ATTACK: Skip a turn                                                |
|    4TH ATTACK: Use <Bodyblow> on Rnd Target                               |
|    5TH ATTACK: Skip a turn                                                |
|    6TH ATTACK: Use <Triangle Attack> on Rnd Target                        |
|    7TH ATTACK: Skip a turn                                                |
|    8TH ATTACK: Skip a turn                                                |
|    9TH ATTACK: Use <Bodyblow> on Rnd Target                               |
|   10TH ATTACK: Skip a turn                                                |
|   11TH ATTACK: Skip a turn                                                |
|   12TH ATTACK: Use <Triangle Attack> on Rnd Target                        |
|   13TH ATTACK: Skip a turn                                                |
|   14TH ATTACK: Use <Bodyblow> on Rnd Target                               |
|   15TH ATTACK: Skip a turn                                                |
|   16TH ATTACK: Skip a turn                                                |
|   17TH ATTACK: Skip a turn                                                |
|   18TH ATTACK: Use <Triangle Attack> on Rnd Target                        |
|   19TH ATTACK: Use <Bodyblow> on Rnd Target                               |
|   20TH ATTACK: Skip a turn                                                |
|   21TH ATTACK: Skip a turn                                                |
|   22TH ATTACK: Skip a turn                                                |
|   23TH ATTACK: Use <Bodyblow> on Rnd Target                               |
|   24tH ATTACK: Use <Triangle Attack> on Rnd Target                        |
|                                                                           |
```

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|                                                                                |
|  PHASE 2: (Repeats)                                                            |
|                                                                                |
|   At least one Mover dead:                                                     |
|                                                                                |
|    1ST ATTACK: Skip a turn                                                     |
|    2ND ATTACK: Skip a turn                                                     |
|    3RD ATTACK: Skip a turn                                                     |
|    4TH ATTACK: Use <Bodyblow> on Rnd Target                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Mover:                          |   POWER req for Overflow:         |
|                                            |                                   |
| The Mover is incredibly rare, and only     |  Base Damage Overflow: 195        |
|  appears as a 4.69% chance encounter on the|  Rnd Var Overflow  3x: 130        |
|  two 'Swamp' screens in the North Crater.  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  They will always appear in groups of three,                                   |
|  leaving 2400 AP per battle! They do not leave any EXP, but they do leave     |
|  90,000 gil. A double growth Weapon would mean 4800 AP per battle, and a      |
|  triple growth would mean 7200. The Movers incredible Battle Spoils           |
|  contributes to the Swamp area being the best in the game.                    |
| The Mover's remarkably high Dexterity means that they will get through        |
|  their turns fairly quickly. Avoid using Magic Breath, Trine and Beta;        |
|  Aqualung will deal around 2000 HP, which you can then follow up with         |
|  Slash-All or Comet2. Your Deathblow chance will be roughly 57% against       |
|  the Mover, or, 94% with the Mystile equipped. If you have obtained the       |
|  Enemy Skill Pandora's Box, then that should kill them in one, as it will     |
|  disregard the target's MDefence value.                                       |
| Turbo Ethers are a very easy steal; a Lv 60 Cloud would have a 42.19%          |
|  chance of stealing from the Mover, or, a 100% chance with the Sneak Glove    |
|  equipped. You could also use Yuffie's Conformer to Morph them into           |
|  Protect Rings if you missed the opportunity to steal from Schizo(Right).     |
|  This Accessory will permanently set up Barrier and MBarrier, and cannot      |
|  be obtained anywhere else. The damage formula used for the Conformer         |
|  means that Yuffie should be able to kill them outright in one hit; be        |
|  sure to make use of the Mega All Materia!                                    |
| The Mover each contains three variants of the same identical attacks; As      |
|  the battle begins each Mover is assigned one of the three sets of attacks    |
|  according to it 'Group ID' Flag i.e. the Mover [A] will use one set, the     |
|  Mover [B] will use the second set, and the Mover [C] will use the third      |
|  set of the attacks available.                                                |
| The Mover is one of a number of enemies that are elevated above the           |
|  ground, but will not take double damage from the Wind Element, nor will      |
|  it nullify Earth.                                                            |
| The Mover cannot be Back-Attacked or Side-Attacked, meaning that one          |
|  cannot perform Random Variation Overflow with 4x or 6x Damage.               |
\                                                                                /
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               ||          {North Crater Right Path}          ||
               o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo.....................................................................oo
::'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                       ||
||   Screens:                                          Training Rating: ||
||                                                                       ||
||   N Crater Right Path 1st Screen Spiral Descent         ***           ||
```

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||   N Crater Right Path 2nd Screen Spiral Base (Mystile)  ***              ||
||   N Crater Right Path 3rd Screen Large Nesting Area     ***              ||
||   N Crater Right Path 4th Screen Spinal Pathway         ***              ||
\|                                                                         |/
 \                                                                         /
  |      Enemies:                    Enemy Skills:                        |
  |                                                                       |
  |      Malboro                     Bad Breath                           |
  |      Dragon Zombie               Shadow Flare, Pandora's Box          |
  |      Pollensalta                 Angel Whisper                        |
  |      Parasite                    Magic Breath, L5 Death               |
  |  L4  Death Dealer                Roulette                             |
  \                                                                       /
   0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0
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                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~oo
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.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                             ELEMENTS TO USE:                              ]
[                                                                           ]
[        Water - Malboro           - Double                                 ]
[         Wind - Parasite          - Double                                 ]
[         Holy - Dragon Zombie     - Double                                 ]
[         Holy - Parasite          - Double                                 ]
[  Restorative - Dragon Zombie     - Absorb                                 ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           ELEMENTS TO AVOID:                              ]
[                                                                           ]
[         Fire - Pollensalta       - Absorb                                 ]
[       Poison - Malboro           - Absorb                                 ]
[        Death - Dragon Zombie     - Absorb                                 ]
[                                                                           ]
[        Earth - Parasite          - Nullify                                ]
[      Gravity - Malboro           - Nullify                                ]
[  Restorative - Death Dealer      - Nullify                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         ELEMENTS USED BY ENEMIES:                          ]
[                                                                           ]
[         Fire - Pollensalta       - Fire3                                  ]
[          Ice - Malboro           - Frozen Beam                            ]
[          Ice - Pollensalta       - Cold Breath                            ]
[       Poison - Malboro           - Bio2                                   ]
[       Poison - Dragon Zombie     - Poison Fang                            ]
[  Restorative - Pollensalta       - Angel Whisper                          ]
[  Restorative - Death Dealer      - Emperor                                ]
[                                                                           ]
[          Cut - Parasite          - Para Tail                              ]
[          Hit - Parasite          - Head Attack                            ]
[        Shoot - Dragon Zombie     - Body Tail                              ]
[        Shoot - Dragon Zombie     - Abnormal Breath                        ]
[        Shoot - Dragon Zombie     - Bone                                   ]
[        Shoot - Death Dealer      - Spin Turn                              ]
[        Shoot - Death Dealer      - Star                                   ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                          ]
[                                                                           ]
[        Death - Death Dealer      - Hidden One        (100% Inflict)       ]
```

```
[        Death - Death Dealer      - Roulette          (100% Inflict)       ]
[        Sleep - Malboro           - Bad Breath        (100% Inflict)       ]
[       Poison - Malboro           - Bio2              (47%  Inflict)       ]
[       Poison - Malboro           - Bad Breath        (100% Inflict)       ]
[       Poison - Dragon Zombie     - Poison Fang       (99%  Inflict)       ]
[       Poison - Dragon Zombie     - Abnormal Breath   (100% Inflict)       ]
[    Confusion - Malboro           - Bad Breath        (100% Inflict)       ]
[    Confusion - Pollensalta       - Fascination       (100% Inflict)       ]
[      Silence - Malboro           - Bad Breath        (100% Inflict)       ]
[      Silence - Parasite          - Magic Extinguish  (100% Inflict)       ]
[      Silence - Death Dealer      - Sun               (100% Inflict)       ]
[         Stop - Death Dealer      - World             (100% Inflict)       ]
[         Frog - Malboro           - Bad Breath        (100% Inflict)       ]
[        Small - Malboro           - Bad Breath        (100% Inflict)       ]
[    Paralyzed - Dragon Zombie     - Bone              (100% Inflict)       ]
[     Darkness - Death Dealer      - Sun               (100% Inflict)       ]
[      Sadness - Parasite          - Para Tail         (100% Inflict)       ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            STATUSES TO USE:                               ]
[                                                                           ]
[   Death, Sleep, Silence, Slow                                             ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

ENEMY LOOT

	DROP	STEAL	MORPH
X-POTION			
	Dragon Zombie [2]		
	Pollensalta [8]		
	Death Dealer [8]		
TURBO ETHER			
		Death Dealer [32]	
ECHO SCREEN			
		Malboro [32]	
HYPER			
		Pollensalta [32]	
REMEDY			
	Parasite [8]	Parasite [32]	Parasite
VACCINE			
			Dragon Zombie
KISS OF DEATH			
	Death Dealer [8]		

```
      '-----------------------+-----------------------+-------------------|
 M-TENTACLES  |               |                       |                   |
--------------'               |                       |                   |
      | Malboro          [63] | Malboro          [32] |                   |
      '-----------------------+-----------------------+-------------------|
 CAULDRON  |                  |                       |                   |
-----------'                  |                       |                   |
      | Dragon Zombie     [8] | Dragon Zombie    [32] |                   |
      '-------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: ***

N Crater Right Path 1st Screen Spiral Descent	32	Extremely High
N Crater Right Path 2nd Screen Spiral Base (Mystile)	32	Extremely High
N Crater Right Path 3rd Screen Large Nesting Area	24	Insanely High!!
N Crater Right Path 4th Screen Spinal Pathway	24	Insanely High!!

Area Enc Rate:

Average: EXP: 2612.5 AP: 253.5 GIL: 1990.0 Enemy QTY: 1.8

[19.1%]	Nrml Bat #1	EXP - 1000 AP - 100 GIL - 1000	1st Row: 1x Pollensalta	#876
[16.4%]	Nrml Bat #2	EXP - 3600 AP - 400 GIL - 2400	1st Row: 2x Death Dealer	#877
[15.0%]	Nrml Bat #3	EXP - 3200 AP - 300 GIL - 3000	1st Row: 1x Pollensalta, 2x Parasite	#878
[13.7%]	Nrml Bat #4	EXP - 3300 AP - 300 GIL - 3000	1st Row: 3x Parasite	#879
[12.3%]	Nrml Bat #5 Pre-Emp OFF Run = 2	EXP - 1000 AP - 100 GIL - 100	1st Row: 1x Malboro	#880
[10.9%]	Nrml Bat #6 Pre-Emp OFF Run = 2	EXP - 4000 AP - 300 GIL - 2800	1st Row: 1x Dragon Zombie	#881
[6.25%]	Back Attack Run = 2	EXP - 1800 AP - 200 GIL - 1200	1st Row: 1x Death Dealer	#882
[6.25%]	Pinc Attack	EXP - 3600 AP - 400 GIL - 2400	1st Grp: 1x Death Dealer 2nd Grp: 1x Death Dealer	#883

NOTE - The Parasite can also be fought here; however, I will not be duplicating that entry. You can find the Parasite within the "North Crater Descent" listings just above. The Malboro can also be fought here; you can find the Malboro within the "Gaea's Cliffs" listings further above.

- Be sure to have all three Enemy Skill Materia equipped for the first encounter with the Dragon Zombie, as it is scripted to use Pandora's Box as a death-counter *once per save only*. If you miss the opportunity to learn the Skill then it will be lost forever.

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/ {Dragon Zombie} \

https://photos.app.goo.gl/jMWC6aJad1gnmQdS9 | ID: 13B

Level: 54	Strength: 160	Drop 1: Cauldron	[8]	14.06%
HP: 13,000	Defence: 150	Drop 2: X-Potion	[2]	4.03%
MP: 400	Magic: 65	Steal: Cauldron	[32]	40.63%
	MDefence: 200	Morph: Vaccine		
EXP: 4000	Dexterity: 110			
AP: 300	Luck: 0			
GIL: 2800	Evade: 1			

Fire [-]	Death [Absorb]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [Double]	Small [-]	Manipulate [-]
Restorative [Absorb]	Slow-numb [VUL]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Right Path 1st Scrn Spiral Descent	11%	
Crater Right Path 2nd Scrn Spiral Base (Mystile)	11%	
Crater Right Path 3rd Scrn Large Nesting Area	11%	
Crater Right Path 4th Scrn Spinal Pathway	11%	
Planet's Core Floating Platforms 1st Screen	12%*	
Planet's Core Floating Platforms 2nd Screen	12%*	

No Manipulate Attacks!

Dragon Zombie's ATTACKS:

Attack 1: <Poison Fang>	Target: One Opponent	Status Inflict:	
[30C] Physical	Element: Poison	Poison (99%)	
	Att%: 90		
	Power: 48		
	Base Damage: 5340 HP		
Attack 2: Body Tail	Target: All Opponents	Split Damage	
[339] Physical	Element: Shoot		
	Att%: 100		
	Power: 16		

```
|                          Base Damage: 1780 HP                          |
|                                                                        |
|  Attack 3:  Abnormal Breath     Target: One Opponent      Status Inflict:  |
|  [33A]       Magical           Element: Shoot              Poison (100%)  |
|                                   Att%: 100                            |
|                                  Power: 16                             |
|                                 MP Cost: 20 MP                         |
|                               Base Damage: 714 HP                      |
|                                                                        |
|  Attack 4:  Bone                Target: One Opponent      Status Inflict:  |
|  [33B]       Physical          Element: Shoot              Paralyzed (100%)|
|                                   Att%: 100                            |
|                                  Power: 16                             |
|                               Base Damage: 1780 HP                     |
|                                                                        |
|  Attack 5:  Shadow Flare        Target: One Opponent      **Enemy Skill**  |
|  [05E]       Magical           Element: None             Reflectable    |
|                                   Att%: 100                            |
|                                  Power: 125                            |
|                                 MP Cost: 100 MP                        |
|                               Base Damage: 5578 HP                     |
|                                                                        |
|  Attack 6:  Pandora's Box       Target: All Opponents     **Enemy Skill**  |
|  [05F]       Magical           Element: None             No Split Damage  |
|                                   Att%: 100               Reflectable    |
|                                  Power: 60                Ignores Defence  |
|                                 MP Cost: 110 MP           Used Once in One |
|                               Base Damage: 2677 HP         Save Game     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Dragon Zombie's BATTLE PLAN: (Repeats)                               |
|                                                                        |
|  OPENING ATTACK: 1/5 Chance start from 1st Attack                      |
|                  1/5 Chance start from 2nd Attack                      |
|                  1/5 Chance start from 3rd Attack                      |
|                  1/5 Chance start from 4th Attack                      |
|                  1/5 Chance start from 5th Attack                      |
|                                                                        |
|                                                                        |
|  1ST ATTACK: Use <Poison Fang> on Rnd Target without Poison; If all    |
|               Targets have Poison, select Rnd Target                   |
|                                                                        |
|   Follow-Up:                                                           |
|                                                                        |
|    All Targets with Poison: Do nothing                                 |
|                                                                        |
|    At least one Target without Poison:                                 |
|                                                                        |
|     Dragon Zombie's HP  > 75%: 1/5 Chance use <Poison Fang> on Rnd Target  |
|                                     without Poison                     |
|                                4/5 Chance do nothing                   |
|                                                                        |
|     Dragon Zombie's HP <= 75%: 1/4 Chance use <Poison Fang> on Rnd Target  |
|                                     without Poison                     |
|                                3/4 Chance do nothing                   |
|                                                                        |
|     Dragon Zombie's HP <= 50%: 1/3 Chance use <Poison Fang> on Rnd Target  |
|                                     without Poison                     |
|                                2/3 Chance do nothing                   |
|                                                                        |
|     Dragon Zombie's HP <= 25%: 1/2 Chance use <Poison Fang> on Rnd Target  |
```

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|                                    without Poison                          |
|                                1/2 Chance do nothing                       |
|                                                                            |
|       After 1st Attack:                                                    |
|                                                                            |
|        Dragon Zombie's HP  > 75%: 4/5 Chance jump to 2nd Attack next turn  |
|                                   1/5 Chance jump to 3rd Attack next turn  |
|                                                                            |
|        Dragon Zombie's HP <= 75%: 3/4 Chance jump to 2nd Attack next turn  |
|                                   1/4 Chance jump to 3rd Attack next turn  |
|                                                                            |
|        Dragon Zombie's HP <= 50%: 2/3 Chance jump to 2nd Attack next turn  |
|                                   1/3 Chance jump to 3rd Attack next turn  |
|                                                                            |
|        Dragon Zombie's HP <= 25%: 1/2 Chance jump to 2nd Attack next turn  |
|                                   1/2 Chance jump to 3rd Attack next turn  |
|                                                                            |
|                                                                            |
|  2ND ATTACK: Use Body Tail on All Targets                                  |
|                                                                            |
|    After 2nd Attack: jump to 4th Attack for next turn                      |
|                                                                            |
|                                                                            |
|  3RD ATTACK:                                                               |
|                                                                            |
|   All Targets with Paralyzed:                                              |
|                                                                            |
|    Use Body Tail on All Targets                                            |
|                                                                            |
|   At least one Target without Paralyzed:                                   |
|                                                                            |
|    Dragon Zombie's HP  > 75%: 1/5 Chance use Bone on Rnd Target without    |
|                                    Paralyzed                               |
|                               4/5 Chance use Body Tail on All Targets      |
|                                                                            |
|    Dragon Zombie's HP <= 75%: 1/4 Chance use Bone on Rnd Target without    |
|                                    Paralyzed                               |
|                               3/4 Chance use Body Tail on All Targets      |
|                                                                            |
|    Dragon Zombie's HP <= 50%: 1/3 Chance use Bone on Rnd Target without    |
|                                    Paralyzed                               |
|                               2/3 Chance use Body Tail on All Targets      |
|                                                                            |
|    Dragon Zombie's HP <= 25%: 1/2 Chance use Bone on Rnd Target without    |
|                                    Paralyzed                               |
|                               1/2 Chance use Body Tail on All Targets      |
|                                                                            |
|                                                                            |
|  4TH ATTACK:                                                               |
|                                                                            |
|   All Targets with Poison OR Dragon Zombie's MP < 20:                      |
|                                                                            |
|    Skip a turn                                                             |
|                                                                            |
|   At least on Target without Poison AND Dragon Zombie's MP >= 20:          |
|                                                                            |
|    Dragon Zombie's HP  > 75%: 1/5 Chance use Abnormal Breath on Rnd Target |
|                               4/5 Chance use 1st Attack                    |
|                                                                            |
|    Dragon Zombie's HP <= 75%: 1/4 Chance use Abnormal Breath on Rnd Target |
```

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|                              3/4 Chance use 1st Attack                    |
|                                                                           |
|    Dragon Zombie's HP <= 50%: 1/3 Chance use Abnormal Breath on Rnd Target |
|                              2/3 Chance use 1st Attack                    |
|                                                                           |
|    Dragon Zombie's HP <= 25%: 1/2 Chance use Abnormal Breath on Rnd Target |
|                              1/2 Chance use 1st Attack                    |
|                                                                           |
|                                                                           |
|  5TH ATTACK:                                                              |
|                                                                           |
|   Dragon Zombie's MP < 100:                                               |
|                                                                           |
|    Use Body Tail on All Targets                                           |
|                                                                           |
|   Dragon Zombie's MP >= 100:                                              |
|                                                                           |
|      *If no Targets have Paralyzed, select Rnd Target                     |
|                                                                           |
|    Dragon Zombie's HP  > 75%: 1/5 Chance use Shadow Flare on Rnd Target   |
|                                    with Paralyzed*                        |
|                              4/5 Chance use Body Tail on All Targets      |
|                                                                           |
|    Dragon Zombie's HP <= 75%: 1/4 Chance use Shadow Flare on Rnd Target   |
|                                    with Paralyzed*                        |
|                              3/4 Chance use Body Tail on All Targets      |
|                                                                           |
|    Dragon Zombie's HP <= 50%: 1/3 Chance use Shadow Flare on Rnd Target   |
|                                    with Paralyzed*                        |
|                              2/3 Chance use Body Tail on All Targets      |
|                                                                           |
|    Dragon Zombie's HP <= 25%: 1/2 Chance use Shadow Flare on Rnd Target   |
|                                    with Paralyzed*                        |
|                              1/2 Chance use Body Tail on All Targets      |
|                                                                           |
|      After 5th Attack: 1/2 Chance jump to 1st Attack for next turn        |
|                        1/2 Chance jump to 2nd Attack for next turn        |
|                                                                           |
|                                                                           |
|  DEATH:                                                                   |
|                                                                           |
|   GlobalVar [Pandora's Box] has not been set:                             |
|                                                                           |
|    Use Pandora's Box on All Targets                                       |
|    Set GlobalVar [Pandora's Box]                                          |
|                                                                           |
|   GlobalVar [Pandora's Box] has been set: Do nothing                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Dragon Zombie:                 |   POWER req for Overflow:       |
|                                           |                                 |
| The Dragon Zombie is one tough enemy, and |  Base Damage Overflow: 195      |
|  can inflict some heavy damage. Put your  |  Rnd Var Overflow  3x: 130      |
|  characters in the Back Row and use Big   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Guard if you need the extra defence. Use                                 |
|  Laser or Demi3 a few times as the battle begins to deplete its HP.       |
| You can only learn the Enemy Skill Pandora's Box from the Dragon Zombie,  |
|  and the enemy is scripted to use the ability *once per save file only*.  |
|  If the Dragon Zombie does not have enough MP to cast the Skill, then the |
|  GlobalVar will still be toggled, and Pandora's Box will be lost forever. |
|  If, however, the Dragon Zombie was to be defeated via the use of Poison  |
```

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|  damage, a Counter Attack, or from the Petrify Status, then the GlobalVar  |
|  will *not* be toggled, and the ability will be used on the next encounter |
|  with the foe. Be sure to equip all of the Enemy Skill Materias that you   |
|  wish to learn the Skill on; Pandora's Box will target all opponents, so   |
|  you can equip one Enemy Skill on each character.                          |
| The GlobalVar for Pandora's Box will also be toggled following the Jenova- |
|  SYNTHESIS battle, strangely enough. Seeing as the Jenova-SYNTHESIS fight  |
|  takes place after the point-of-no return, the Player cannot exploit this  |
|  without the use of the "Yuffie Warping" glitch to transport them back to  |
|  the North Crater following the fight with Jenova-SYNTHESIS.               |
| Pandora's Box is not as strong as Shadow Flare; however, it will ignore    |
|  the target's MDefence, as as such it can prove to be very effective       |
|  against foes with high MDefence, such as the Mover.                       |
| You can also learn the Enemy Skill Shadow Flare from the Dragon Zombie, if |
|  you missed the opportunity to learn it from Ultimate Weapon. It will      |
|  always use the ability on a character that is inflicted with Paralyzed,   |
|  so use Dazers on the character that needs to learn the Skill. Shadow      |
|  Flare only deals 50% of the damage dealt compared to Ultimate Weapon's    |
|  use of the ability, but if you are struggling to survive the attack then  |
|  you can set up Reflect to negate the damage taken (the Skill will still   |
|  be learned, along with Pandora's Box which can also be reflected).        |
| Cauldrons are the Item version of Bad Breath, and can be useful in the     |
|  Battle Square if you have lost the ability to use your Command Materia.   |
|  You can obtain a single Cauldron from the Torpedo Attack Mini-Game in the |
|  Wonder Square; if you wished to farm them, then you would have to do so   |
|  from the Dragon Zombie. A Lv 64 Cloud would have a 51.56% chance of       |
|  stealing from them, or, a 100% chance withy the Sneak Glove equipped.     |
| The Dragon Zombie is considered an "Undead" enemy, which means that they   |
|  will take damage from healing items and spells such as Cure, Potions etc. |
|  Throwing a Phoenix Down would have a 25% chance of instantly killing the  |
|  Dragon Zombie, whereas a Megalixir/Elixir/X-Potion has a 100% chance.     |
|  White Wind will Petrify the Dragon Zombie, ending the battle instantly.   |
| As with all "Undead" Enemies (excluding the Parasite and Soul Fire), the   |
|  Dragon Zombie takes Double Damage from the Holy Element, which you will   |
|  have access to by now (Alexander Materia).                                |
| The Dragon Zombie is one of four enemies that absorbs the Death Status,    |
|  meaning that Physical attacks performed by Players with Added Effect +    |
|  Death Status on their Weapon (Destruct Materia) will cure the Dragon      |
|  Zombie. The other three enemies that absorb Death are the Ghost, Zenene,  |
|  Ghost Ship.                                                               |
| When you make the final descent to the Planet's Core (after the point-of-  |
|  no return), you will have an overall 11.52% chance encountering the       |
|  Dragon Zombie for each of the thirteen platform jumps.                    |
| The Dragon Zombie cannot be Back-Attacked or Side-Attacked, meaning that   |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
| The Dragon Zombie is immune to Seizure, which isn't necessary seeing as    |
|  there is no way for the Player to inflict an enemy with Seizure. The      |
|  Dragon Zombie is one of 86 enemies that are immune to Seizure. It is also |
|  immune to Peerless, along with 104 other enemies.                         |
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 /  {Pollensalta}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/YEb7So4fB6Qd9k9JA                    | ID: 13E |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     41  ||   Strength: 110  ||    Drop: X-Potion  [8]  14.06%      |
|  HP:      4000  ||    Defence:  60  ||   Steal: Hyper     [32] 40.63%      |
|  MP:       220  ||      Magic:  90  ||   Morph: /                         |
```

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|                 ||   MDefence: 136  ||                                    |
|  EXP:     1000  ||  Dexterity:  85  ||                                    |
|   AP:      100  ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:     1000  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]       |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Crater Right Path 1st Scrn Spiral Descent        34% |  Jemnezmy           |
| Crater Right Path 2nd Scrn Spiral Base (Mystile) 34% |  Snow               |
| Crater Right Path 3rd Scrn Large Nesting Area    34% |                     |
| Crater Right Path 4th Scrn Spinal Pathway        34% |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                                       |  Manip Attack 1: Fire3             |
|   Pollensalta's ATTACKS:              |  Manip Attack 2: Angel Whisper     |
|                                       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Fire                Target: One Opponent      Never Used       |
|  [01B]       Magical           Element: Fire              Reflectable      |
|                                   Att%: 100                                |
|                                  Power: 8                                  |
|                                MP Cost: 4 MP                               |
|                            Base Damage: 393 HP                             |
|                                                                            |
|  Attack 2:  Fire3               Target: One Opponent      Berserk Attack   |
|  [01D]       Magical           Element: Fire              Reflectable      |
|                                   Att%: 100                                |
|                                  Power: 64                                 |
|                                MP Cost: 52 MP                              |
|                            Base Damage: 3144 HP                            |
|                                                                            |
|  Attack 3:  Fascination         Target: One Opponent      Status Inflict:  |
|  [37A]       Magical 0 Dam        Att%: 90                 Confusion (100%)|
|                                MP Cost: 5 MP                               |
|                                                                            |
|  Attack 4:  Cold Breath         Target: One Opponent      Berserk Attack   |
|  [37B]       Magical           Element: Ice                                |
|                                   Att%: 90                                 |
|                                  Power: 6                                  |
|                                MP Cost: 12 MP                              |
|                            Base Damage: 294 HP                             |
|                                                                            |
|  Attack 5:  Angel Whisper       Target: One Ally          **Enemy Skill**  |
|  [04D]       Magical           Element: Restorative       Status Remove:   |
|              % Based              Att%: 255                14 Statuses     |
|                                  Power: 32                 (See Notes)     |
|                                MP Cost: 50 MP                              |
|                            Base Damage: 100% Maximum HP                    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Pollensalta's BATTLE PLAN: (Repeats)                                     |
```

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|                                                                                |
|  Use Cold Breath on Rnd Target without Confusion; If all Targets have          |
|   Confusion, select Rnd Target                                                 |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Pollensalta's HP  > 80%: Use Fascination on Last Attacker; If Last           |
|                            Attacker has Confusion, do nothing                  |
|                                                                                |
|   Pollensalta's HP <= 80%: Use Fascination on Last Attacker the first time     |
|                            Pollensalta's HP drops below 80%; If Last           |
|                            Attacker has Confusion, do nothing                  |
|                                                                                |
|   Pollensalta's HP <= 60%: Use Fire3 on Last Attacker the first time           |
|                            Pollensalta's HP drops below 60%; If                |
|                            Pollensalta's HP < 52, do nothing                   |
|                                                                                |
|   Pollensalta's HP <= 40%: Use Angel Whisper on Self the first time            |
|                            Pollensalta's HP drops below 40%; If                |
|                            Pollensalta's HP < 50, do nothing                   |
|                                                                                |
|   Pollensalta's HP <= 20%: Use Angel Whisper on Self the first time            |
|                            Pollensalta's HP drops below 20%; If                |
|                            Pollensalta's HP < 50, do nothing                   |
|                Follow-Up: Use Fire3 on Last Attacker the first time            |
|                            Pollensalta's HP drops below 20%; If                |
|                            Pollensalta's HP < 52, do nothing                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Pollensalta:                    |   POWER req for Overflow:         |
|                                            |                                   |
| The Pollensalta is the only enemy you can  |  Base Damage Overflow: 156        |
|  learn the Enemy Skill Angel Whisper from, |  Rnd Var Overflow  3x: 104        |
|  which will have a 100% chance of curing one |  Rnd Var Overflow  4x:  78      |
|  character of Death, Sleep, Poison, Silence, |  Rnd Var Overflow  6x:  52      |
|  Confusion, Slow, Stop, Frog, Small,       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Petrify, Slow-numb, Berserk, Paralyzed and                                    |
|  Darkness. You will need to Manipulate the Pollensalta to learn the Skill;     |
|  a Lv 60 cloud would have a 74% chance of successfully manipulating them.      |
| The Pollensalta has very low HP and Physical Defence, similar to that of       |
|  the Snow, so it should not take more than a few Physical blows to kill        |
|  them. Your Deathblow chance will approximately 64%. You could use Bad         |
|  Breath to incapacitate the enemy, then use Magical spells such as             |
|  Comet2 to defeat them. Avoid using Fire based attack, such as Beta and        |
|  Magic Breath.                                                                 |
| The Pollensalta will only use Cold Breath unless provoked into using a         |
|  Counter Attack. She will not perform an MP check when it tries to use         |
|  Fascination, and as such the "skill power is used up" text string will be     |
|  displayed whenever she tries to use that attack.                              |
\                                                                                /
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  .----------------.
 /  {Death Dealer}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/y7YeysfFQ48AAAH16                  | ID: 143 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     48  ||   Strength: 120  ||  Drop 1: Kiss of Death  [8]  14.06% |
|  HP:      7000  ||    Defence: 140  ||  Drop 2: X-Potion       [8]  12.09% |
|  MP:       400  ||      Magic: 120  ||   Steal: Turbo Ether    [32] 40.63% |
|                 ||   MDefence: 140  ||   Morph: /                          |
```

EXP: 1800	Dexterity: 90	
AP: 200	Luck: 0	Back Damage: Normal (2x Damage)
GIL: 1200	Evade: 5	Susceptible to L4 Suicide

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[-]
Lightning	[-]	Poison	[VUL]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[VUL]
Restorative	[Nullify]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Crater Right Path 1st Scrn Spiral Descent	29%	Joker
Crater Right Path 2nd Scrn Spiral Base (Mystile)	29%	
Crater Right Path 3rd Scrn Large Nesting Area	29%	
Crater Right Path 4th Scrn Spinal Pathway	29%	

Death Dealer's ATTACKS

Manip Attack 1: Spin Turn
Manip Attack 2: Roulette

Attack 1: <Spin Turn>		Target: One Opponent		Berserk Attack
[1F5]	Physical	Element: Shoot		
		Att%: 100		
		Power: 16		
		Base Damage: 1020 HP		
Attack 2: <Fire>		Target: One Opponent		Never Used
[01B]	Magical	Element: Fire		Reflectable
		Att%: 100		
		Power: 8		
		MP Cost: 4 MP		
		Base Damage: 504 HP		
Attack 3: Star		Target: One Opponent		Can't Cover
[1F8]	Physical	Element: Shoot		
		Att%: 100		
		Power: 16		
		Base Damage: 1020 HP		
Attack 4: Emperor		Target: Self		
[1F6]	Magical	Element: Restorative		
	Spcl Formula	Att%: 255		
		Power: 16		
		Base Damage: 1360 HP		
Attack 5: Hidden One		Target: One Opponent		Status Inflict:
[1F7]	Magical 0 Dam	Att%: 110		Death (100%)
Attack 6: Sun		Target: One Opponent		Status Inflict:
[1F9]	Magical 0 Dam	Att%: 100		Darkness (100%)
				Silence
Attack 7: World		Target: One Opponent		Status Inflict:
[1FA]	Magical 0 Dam	Att%: Auto Hit		Stop (100%)

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|                                                                          |
|  Attack 8:  Roulette            Target: Random            **Enemy Skill**  |
|  [05D]       Magical 0 Dam        Att%: 255               Status Inflict:  |
|                                MP Cost: 6 MP               Death (100%)    |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Death Dealer's BATTLE PLAN: (Repeats)                                   |
|                                                                          |
|  OPENING ATTACK: 2/5 Chance start from 1st Attack                         |
|                  2/5 Chance start from 2nd Attack                         |
|                  1/5 Chance start from 4th Attack                         |
|                                                                          |
|                                                                          |
|  1ST ATTACK: Use <Spin Turn> on Rnd Target without Stop; If all Targets    |
|               have Stop, select Rnd Target                               |
|                                                                          |
|   Follow-Up: 1/2 Chance repeat 1st Attack                                 |
|              1/2 Chance do nothing                                        |
|                                                                          |
|                                                                          |
|  2ND ATTACK: Same as 1st Attack                                           |
|                                                                          |
|  3RD ATTACK:                                                              |
|                                                                          |
|   Death Dealer's HP  > 50%: Same as 1st Attack                            |
|                                                                          |
|   Death Dealer's HP <= 50%: Use Emperor on Self                           |
|                                                                          |
|                                                                          |
|  4TH ATTACK: Use Star on Rnd Target without Stop; If all Targets have      |
|               Stop, select Rnd Target                                     |
|                                                                          |
|   Follow-Up: 1/2 Chance repeat 4th Attack                                 |
|              1/2 Chance do nothing                                        |
|                                                                          |
|     After 4th Attack:                                                     |
|                                                                          |
|      Death Dealer's HP  > 75%: Jump to 1st Attack for next turn            |
|                                                                          |
|      Death Dealer's HP <= 75%: 1/2 Chance jump to 8th Attack for next turn |
|                                1/2 Chance jump to 9th Attack for next turn |
|                                                                          |
|      Death Dealer's HP <= 50%: 1/3 Chance jump to 5th Attack for next turn |
|                                1/3 Chance jump to 8th Attack for next turn |
|                                1/3 Chance jump to 9th Attack for next turn |
|                                                                          |
|      Death Dealer's HP <= 25%: Jump to 5th Attack for next turn            |
|                                                                          |
|                                                                          |
|  5TH ATTACK: Use World on Rnd Target without Stop; If all Targets have     |
|               Stop, use <Spin Turn> on Rnd Target                         |
|                                                                          |
|  6TH ATTACK: Skip a turn                                                  |
|                                                                          |
|  7TH ATTACK: Use Hidden One on Rnd Target with Stop; If no Targets have    |
|               Stop, use Star on Rnd Target                                |
|                                                                          |
|    After 7th Attack: Jump to 1st Attack for next turn                     |
|                                                                          |
|                                                                          |
|  8TH ATTACK: Use Sun on Rnd Target without Darkness; If all Targets have   |
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Darkness, use <Spin Turn> on Rnd Target without Stop; If all Targets have Stop, use <Spin Turn> on Rnd Target

After 8th Attack: Jump to 1st Attack for next turn

9TH ATTACK: Use Sun on Rnd Target without Silence; If all Targets have Silence, use <Spin Turn> on Rnd Target without Stop; If all Targets have Stop, use <Spin Turn> on Rnd Target

After 9th Attack: Jump to 1st Attack for next turn

COUNTER: [All Physical and Magical Attacks]

Death Dealer's HP > 25%: Do nothing

Death Dealer's HP <= 25%:

Roulette has been used: Do nothing

Roulette has not been used:

Use Roulette on Rnd Enemy or Ally

Notes On Death Dealer:

The Death Dealer can deal a moderate amount of damage, although, they do not have too much health, so they can easily be defeated using Shadow Flare, or by using L4 Suicide. You can also use Bad Breath to immobilise them.

As is standard when traversing the North Crater, you should have defences in place to protect against the Death Status, such as Safety Bits and Added Effect+Odin (on Armour). When the Death Dealer uses Roulette, it will target one target at random, including itself and other allies. Seeing as the Death Dealer does not have immunity to Death, the ability will also kill the enemy should it be selected as the chose target. You can also use Death Force or Resist (Vaccine or Lv 3 Heal Materia) to defend against the Death Status.

To learn the Enemy Skill Roulette, the easiest method is to firstly put all three Enemy Skills on one character, then kill the remaining two characters mid-battle. A Lv 64 Cloud would have a 67% chance of manipulating the Death Dealer; you can then have it cast Roulette. Your chances of learning Roulette will be much greater, as there will be fewer targets to select from. Note that the character's Luck will *not* affect your chances of being selected; every target has the same equal chance of being chosen.

If you have equipment in place to defend against Death (which you should have), then you will likely be vulnerable to Silence and Stop. Be sure to have access to White Wind or Remedies to cure your characters of the negative Statuses inflicted by the Death Dealer.

The Kiss of Death will cast Death on all opponents, and is incredibly rare. It can only be obtained from the Death Dealer as a 14.06% drop chance, and cannot be obtained anywhere else in the game. You could optionally try to steal Turbo Ethers from them; just note that you cannot obtain the steal *and* the drop; it's one or the other. A Lv 64 Cloud would have a 56.25% chance of stealing from the Death Dealer, or, a 100% chance with the Sneak Glove equipped.

POWER req for Overflow:

Base Damage Overflow:	190
Rnd Var Overflow 3x:	127
Rnd Var Overflow 4x:	95
Rnd Var Overflow 6x:	64

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| The Death Dealer is the only enemy in the game to Nullify the Restorative  |
|  Element, and as such any curing abilities will be negated, although the   |
|  damage dealt will be a 'green' 0. This is an oversight, as the Death      |
|  Dealer can never heal itself when using Emperor.                          |
| The Death Dealer is one of a number of enemies that are elevated above the |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
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             ||                {Final Bosses}               ||
             o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

 NOTE - Every time you jump onto one of the thirteen platforms, you will have
        an initial 28.91% chance of passing the check to engage in a forced
        encounter. If this chance passes, you will then have a follow-up
        50% chance of facing the Iron Man, 39.84% chance of facing the
        Dragon Zombie, and a 10.16% chance of facing the Allemagne. This
        gives you following *overall* chances of getting each encounter:

         - Iron Man      - 14.45%
         - Dragon Zombie - 11.52%
         - Allemagne     - 2.94%

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||                                                                          ||
||   Screens:                                             Training Rating:  ||
||                                                                          ||
||   Planet's Core Floating Platforms 1st Screen          N/A               ||
||   Planet's Core Floating Platforms 2nd Screen          N/A               ||
||   Planet's Core Jenova-SYNTHESIS Encounter             N/A               ||
||   Planet's Core Sephiroth Encounter                    N/A               ||
||   North Crater Final Gathering Screen                  N/A               ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                        |
  |                                                                       |
  |  L4  Allemagne                                                        |
  |      Dragon Zombie               Shadow Flare, Pandora's Box          |
  |      Iron Man                                                         |
  |      Jenova-SYNTHESIS   (Boss)                                        |
  |      Bizarro-Sephiroth  (six variants)                                |
  |      Safer-Sephiroth    (Boss)   Shadow Flare                         |
  |      Sephiroth          (Boss)                                        |
  \                                                                       /
   0''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                         ||  ELEMENTS AND STATUSES  ||
                         oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                            ]
 [                                                                          ]
 [        Water - Iron Man          - Double                                ]
```

```
[         Wind - Allemagne         - Double                                  ]
[         Holy - Dragon Zombie     - Double                                  ]
[  Restorative - Dragon Zombie     - Absorb                                  ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                            ELEMENTS TO AVOID:                             ]
[                                                                           ]
[         Fire - Bizarro-Sephiroth - Absorb   (Boss) (1-Party C) [E]         ]
[         Fire - Bizarro-Sephiroth - Absorb   (Boss) (2-Party R) [D] & [E]   ]
[         Fire - Bizarro-Sephiroth - Absorb   (Boss) (3-Party R) [D] & [E]   ]
[          Ice - Bizarro-Sephiroth - Absorb   (Boss) (1-Party C) [D]         ]
[          Ice - Bizarro-Sephiroth - Absorb   (Boss) (3-Party C) [D] & [E]   ]
[          Ice - Bizarro-Sephiroth - Absorb   (Boss) (2-Party L) [D] & [E]   ]
[          Ice - Bizarro-Sephiroth - Absorb   (Boss) (3-Party L) [D] & [E]   ]
[    Lightning - Bizarro-Sephiroth - Absorb   (Boss) (1-Party C) [D]         ]
[    Lightning - Bizarro-Sephiroth - Absorb   (Boss) (2-Party L) [D] & [E]   ]
[    Lightning - Bizarro-Sephiroth - Absorb   (Boss) (3-Party C) [D] & [E]   ]
[    Lightning - Bizarro-Sephiroth - Absorb   (Boss) (3-Party L) [D] & [E]   ]
[        Earth - Bizarro-Sephiroth - Absorb   (Boss) (1-Party C) [E]         ]
[        Earth - Bizarro-Sephiroth - Absorb   (Boss) (3-Party R) [D] & [E]   ]
[       Poison - Jenova-SYNTHESIS  - Absorb   (Boss)                         ]
[      Gravity - Bizarro-Sephiroth - Absorb   (Boss) (2-Party R) [D] & [E]   ]
[        Death - Dragon Zombie     - Absorb                                  ]
[                                                                           ]
[        Earth - Allemagne         - Nullify                                 ]
[        Earth - Jenova-SYNTHESIS  - Nullify  (Boss)                         ]
[        Earth - Safer-Sephiroth   - Nullify  (Boss)                         ]
[      Gravity - Jenova-SYNTHESIS  - Nullify  (Boss)                         ]
[      Gravity - Bizarro-Sephiroth - Nullify  (Boss) (all versions)          ]
[      Gravity - Safer-Sephiroth   - Nullify  (Boss)                         ]
[                                                                           ]
[         Fire - Iron Man          - Halve                                   ]
[          Ice - Iron Man          - Halve                                   ]
[        Earth - Iron Man          - Halve                                   ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                          ELEMENTS USED BY ENEMIES:                         ]
[                                                                           ]
[         Fire - Allemagne         - L3 Flare                                ]
[         Fire - Bizarro-Sephiroth - Fire3        (1/3 Party C & 3 Party R)  ]
[          Ice - Bizarro-Sephiroth - Ice3       (1/3 Party C & 2/3 Party L)  ]
[    Lightning - Bizarro-Sephiroth - Bolt3      (1/3 Party C & 2/3 Party L)  ]
[        Earth - Bizarro-Sephiroth - Quake3       (1/3 Party C & 3 Party R)  ]
[        Earth - Safer-Sephiroth   - Break                                  ]
[       Poison - Dragon Zombie     - Poison Fang                             ]
[       Poison - Jenova-SYNTHESIS  - Bio2                                    ]
[      Gravity - Bizarro-Sephiroth - Demi3        (3 Party C & 2/3 Party R)  ]
[  Restorative - Jenova-SYNTHESIS  - Right Hand Revived                      ]
[  Restorative - Jenova-SYNTHESIS  - Left Hand Revived                       ]
[  Restorative - Jenova-SYNTHESIS  - Cure3                                   ]
[  Restorative - Bizarro-Sephiroth - Aurora Fence    (all except 2-Party R)  ]
[  Restorative - Bizarro-Sephiroth - Bizarro Enegy   (all except 2-Party R)  ]
[                                                                           ]
[          Cut - Iron Man          - Heavy Sword                             ]
[          Cut - Bizarro-Sephiroth - Sephiroth Shock         (all versions)  ]
[          Cut - Safer-Sephiroth   - [No Name]                               ]
[          Hit - Allemagne         - Claw                                    ]
[          Hit - Jenova-SYNTHESIS  - Repeating Slap                          ]
[        Shoot - Allemagne         - Teardrop                                ]
[        Shoot - Allemagne         - Big Breath                              ]
[        Shoot - Allemagne         - L4 Death (0 Damage)                     ]
[        Shoot - Dragon Zombie     - Body Tail                               ]
```

```
[        Shoot - Dragon Zombie     - Abnormal Breath                        ]
[        Shoot - Dragon Zombie     - Bone                                   ]
[        Shoot - Iron Man          - Grand Sword                            ]
[        Shout - Bizarro-Sephiroth - Stigma                  (all versions) ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                         STATUSES TO DEFEND FROM:                          ]
[                                                                           ]
[        Death - Allemagne         - L4 Death    (100% Inflict)             ]
[        Sleep - Bizarro-Sephiroth - Sleepel     (71%  Inflict) 2/3 Party L ]
[       Poison - Bizarro-Sephiroth - Stigma      (100% Inflict) All Versions]
[       Poison - Dragon Zombie     - Poison Fang (99%  Inflict)             ]
[       Poison - Dragon Zombie     - Abnormal Breath (100% Inflict)         ]
[       Poison - Jenova-SYNTHESIS  - Bio2        (47%  Inflict)             ]
[    Confusion - Safer-Sephiroth   - Super Nova  (31%  Inflict)             ]
[      Silence - Safer-Sephiroth   - Super Nova  (31%  Inflict)             ]
[         Slow - Bizarro-Sephiroth - Slow        (99%  Inflict) 2/3 Party L ]
[         Slow - Bizarro-Sephiroth - Stigma      (99%  Inflict) All Versions]
[         Slow - Safer-Sephiroth   - Super Nova  (31%  Inflict)             ]
[         Stop - Bizarro-Sephiroth - Stop        (59%  Inflict) 3 Party R   ]
[         Stop - Jenova-SYNTHESIS  - Stop        (59%  Inflict)             ]
[         Frog - Safer-Sephiroth   - Pale Horse  (100% Inflict)             ]
[        Small - Safer-Sephiroth   - Pale Horse  (100% Inflict)             ]
[      Petrify - Safer-Sephiroth   - Break       (31%  Inflict)             ]
[    Paralyzed - Dragon Zombie     - Bone        (100% Inflict)             ]
[    Paralyzed - Safer-Sephiroth   - [No Name]   (100% Inflict)             ]
[     Darkness - Safer-Sephiroth   - [No Name]   (100% Inflict)             ]
[      Sadness - Allemagne         - Teardrop    (100% Inflict)             ]
[      Sadness - Jenova-SYNTHESIS  - Absorb      (47%  Inflict)             ]
[         Fury - Jenova-SYNTHESIS  - Repeating Slap (47%  Inflict)          ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                                ]
[                                                                           ]
[   Slow (Safer-Sephiroth)                                                  ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'


                              oo~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 X-POTION  |                   |                        |                   |
-----------'                   |                        |                   |
      | Dragon Zombie      [2] |                        |                   |
      '------------------------+------------------------+-------------------|
 ELIXIR  |                     |                        |                   |
---------'                     |                        |                   |
      |                       | Iron Man           [8] |                   |
      '------------------------+------------------------+-------------------|
 PHOENIX DOWN  |               |                        |                   |
---------------'               |                        |                   |
      | Iron Man           [8] |                        |                   |
      '------------------------+------------------------+-------------------|
 VACCINE  |                    |                        |                   |
----------'                    |                        |                   |
      |                       |                        | Dragon Zombie     |
      '------------------------+------------------------+-------------------|
 EYE DROP  |                   |                        |                   |
```

```
-----------'                    |                          |                    |
      | Allemagne         [63] | Allemagne         [32] |                    |
      '------------------------+------------------------+--------------------|
 CAULDRON  |                   |                          |                    |
-----------'                   |                          |                    |
      | Dragon Zombie      [8] | Dragon Zombie     [32] |                    |
      '------------------------+------------------------+--------------------|
 ESCORT GUARD  |               |                          |                    |
---------------'               |                          |                    |
      |                        |                          | Iron Man           |
      '-------------------------------------------------------------------------'
```

ENEMY ENCOUNTERS

SCREEN GROUPING 1: — Area Enc Rate:

Planet's Core Floating Platforms 1st Screen — OFF
Planet's Core Floating Platforms 2nd Screen — OFF

"Battle Victory Music" Flag disabled.
"J-E-N-O-V-A" Theme plays throughout forced battles.

[14.3%] Forced Att #1	EXP - 10,000	1st Row: 1x Iron Man	
Run = 2	AP - 150		
	GIL - 600		#900
[11.5%] Forced Att #2	EXP - 4000	1st Row: 1x Dragon Zombie	
Run = 2	AP - 300		
	GIL - 2800		#901
[2.94%] Forced Att #3	EXP - 1300	1st Row: 1x Allemagne	
	AP - 100		
	GIL - 1360		#902

SCREEN GROUPING 2: — Area Enc Rate:

Planet's Core Jenova-SYNTHESIS Encounter — OFF

"Jenova Absolute" Theme plays throughout battle.

Forced Attack	EXP - 60,000	1st Row: 3x Jenova-SYNTHESIS	
Can't Escape	AP - 1500		
	GIL - 0		#908

SCREEN GROUPING 3: — Area Enc Rate:

Planet's Core Sephiroth Encounter — OFF

"Battle Rewards" Flag disabled.
"Battle Victory Music" and "Victory Pose" Flags disabled.
"The Birth of God" Theme plays throughout Bizarro battles.
"One-Winged Angel" Theme plays throughout Safer battle.

```
.-------------------------------------------------------------------------.
|         Forced Att #1  EXP - /       1st Row: 5x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                        1-Party Centre  #912 |
|                                                                          |
|         Forced Att #2  EXP - /       1st Row: 5x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                         2-Party Left  #928 |
|                                                                          |
|         Forced Att #3  EXP - /       1st Row: 5x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                        2-Party Right  #916 |
|                                                                          |
|         Forced Att #4  EXP - /       1st Row: 5x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                        3-Party Centre  #932 |
|                                                                          |
|         Forced Att #5  EXP - /       1st Row: 6x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                         3-Party Left  #920 |
|                                                                          |
|         Forced Att #6  EXP - /       1st Row: 6x Bizarro-Sephiroth      |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                        3-Party Right  #936 |
|                                                                          |
|         Forced Att #7  EXP - /       1st Row: 1x Safer-Sephiroth        |
|       Can't Escape     AP  - /                                           |
|                        GIL - /                                     #924 |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 4:                                 Area Enc Rate:

  North Crater Final Gathering Screen               OFF

  "Battle Rewards" Flag disabled.
  "Battle Victory Music" and "Victory Pose" Flags disabled.
  "Those Chosen By The Planet (Intro)" Theme plays throughout battle.
.-------------------------------------------------------------------------.
|         Forced Attack  EXP - /       1st Row: 1x Sephiroth              |
|       Can't Escape     AP  - /                                           |
|     Pre-Emp Strike     GIL - /                                     #925 |
'-------------------------------------------------------------------------'

                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

 NOTE - The Allemagne and Dragon Zombie can also be fought here; however, I
        will not be duplicating their entry. You can find the Allemagne
        within the "North Crater Left Path" listings, and the Dragon Zombie
        within the "North Crater Right Path" listings just above.

  .------------.
 /  {Iron Man}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/4iFTfsJcd2ZygXEVA                  | ID: 140 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     46  ||   Strength: 180  ||    Drop: Phoenix Down  [8] 14.06%   |
|  HP:    20,000  ||    Defence: 240  ||   Steal: Elixir        [8] 10.94%   |
```

```
|  MP:       100  ||      Magic: 160  ||   Morph: Escort Guard               |
|                 ||   MDefence: 400  ||                                      |
|  EXP:   10,000  ||  Dexterity: 200  ||                                      |
|   AP:      150  ||       Luck:   0  ||                                      |
|  GIL:      600  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Halve]        |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Halve]        |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [Halve]        |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Double]       |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Planet's Core Floating Platforms 1st Screen      14%*|  Wolfmeister        |
| Planet's Core Floating Platforms 2nd Screen      14%*|                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Iron Man's ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Heavy Sword>        Target: One Opponent                         |
|  [2FE]       Physical          Element: Cut                                  |
|                                   Att%: 100                                  |
|                                  Power: 20                                   |
|                              Base Damage: 2482 HP                            |
|                                                                              |
|  Attack 2:  Grand Sword         Target: All Opponents     Split Damage       |
|  [348]       Physical          Element: Shoot                                |
|                                   Att%: 100                                  |
|                                  Power: 16                                   |
|                              Base Damage: 1986 HP                            |
|                                                                              |
|  Attack 3:  Adrenaline          Target: Self              Status Inflict:    |
|  [349]       Magical 0 Dam        Att%: Auto Hit           Barrier (100%)    |
|                                                            Haste             |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Iron Man's BATTLE PLAN: (Repeats)                                          |
|                                                                              |
|  Iron Man does not have Haste OR Iron Man does not have Barrier:             |
|                                                                              |
|   Use Grand Sword on All Targets                                             |
|                                                                              |
|    Follow-Up: 1/4 Chance use Grand Sword on All Targets                      |
|               3/4 Chance do nothing                                          |
|                                                                              |
|                                                                              |
|  Iron Man has Haste AND Iron Man has Barrier:                                |
|                                                                              |
|   1/4 Chance: Use Grand Sword on All Targets                                 |
|   3/4 Chance: Use <Heavy Sword> on Rnd Target                                |
|                                                                              |
|    Follow-Up: 1/2 Chance use Heavy Sword on Rnd Target                       |
|               1/2 Chance do nothing                                          |
|                                                                              |
|                                                                              |
```

```
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Iron Man's HP > 75% OR Adrenaline has been used four times OR Iron Man     |
|    has Haste AND Barrier:                                                    |
|                                                                              |
|     Do nothing                                                               |
|                                                                              |
|   Iron Man's HP <=75% AND Adrenaline has been used less than four times      |
|    And Iron Man does not have Haste OR Barrier:                              |
|                                                                              |
|     Use Adrenaline on Self                                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Iron Man:                      |   POWER req for Overflow:          |
|                                           |                                    |
| The Iron Man is a unique enemy that can only |  Base Damage Overflow: 260      |
|  be encountered after the Player has passed  |  Rnd Var Overflow  3x: 173      |
|  the point-of-no return. While traversing    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the two 'Floating Platform' screens, you                                    |
|  will have an overall 14.45% chance of facing the Iron Man, which is         |
|  basically a stronger version of the Wolfmeister fought on Disc 2. It can    |
|  never be Back-Attacked.                                                     |
| Like the Wolfmeister, the Iron Man will take double damage from Water-       |
|  based attacks; however, its incredibly high MDefence means that Aqualung    |
|  will only hit for around 1600 HP; the same goes for Dragon Scales. Either   |
|  pair the Elemental Materia with Leviathan, or, use Pandora's Box which      |
|  will overlook the target's MDefence and hit for over 4000 HP. Avoid         |
|  using Magic Breath, although feel free to use Bad Breath to subdue the      |
|  enemy. Laser/Demi3 works well, also. You could use a Holy Torch to remove   |
|  the Iron Man's Haste and Barrier Statuses, although he will just set them   |
|  back up again (no more than four times).                                    |
| Feel free to try to steal Elixirs from the Iron Man; you may need to         |
|  re-stock your supply if you have been battling the Magic Pots. With that    |
|  said, you are at a point in the game where you can start using your         |
|  remaining Megalixirs, if you have any left to use. The Escort Guard is      |
|  a piece of Armour for the men-only that nullifies Lightning, Earth, Water   |
|  and Poison. You should have already obtained one from the Sunken Gelnika.   |
| The encounter with the Iron Man is one of a handful of forced encounters     |
|  that allow you to flee the battle, although, the 'Run Value' will be set    |
|  to 2, meaning you'll have a slightly harder time trying to escape.          |
| The "J-E-N-O-V-A" theme will be heard throughout the encounters with the     |
|  Iron Man, and the Victory Fanfare Theme will not be heard.                  |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .--------------------.
 /  {Jenova-SYNTHESIS}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ezLNNdv7PJaSURxy6                  | ID: 144 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     61  ||   Strength: 150  ||    Drop: /                        |
|  HP:    60,000* ||    Defence: 100* ||   Steal: /                        |
|  MP:       600  ||      Magic: 120  ||   Morph: /                        |
|                 ||   MDefence: 180* ||                                    |
|  EXP:   60,000* ||  Dexterity: 120  ||                                    |
|   AP:      500  ||       Luck:   0  ||                                    |
|  GIL:        0  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
```

Earth [Nullify]	Confusion [-]	Darkness [VUL]
Poison [Absorb]	Silence [-]	
Gravity [Nullify]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Planet's Core Jenova-SYNTHESIS Encounter

LOOKALIKES:

Jenova-SYNTHESIS' ATTACKS:

No Manipulate Attacks!

Attack 1: Absorb [3B3] Magical [3B9]	Target: One Opponent Element: None Att%: 100 Power: 20 Base Damage: 1357 HP	Status Inflict: Sadness (47%)	
Attack 2: <Repeating Slap> [3B4] Physical [3B7]	Target: One Opponent Element: Hit Att%: 95 Power: 20 Base Damage: 2325 HP	Status Inflict: Fury (47%)	
Attack 3: Bio2 [028] Magical	Target: All Opponents Element: Poison Att%: 100 Power: 21 MP Cost: 36 MP Base Damage: 1425 HP	Split Damage Reflectable Status Inflict: Poison (47%)	
Attack 4: Cure3 [002] Magical Spcl Formula	Target: All Allies Element: Restorative Att%: 255 Power: 130 MP Cost: 64 MP Base Damage: 3946 HP	Split Damage Reflectable	
Attack 5: Stop [015] Magical 0 Dam	Target: One Opponent Att%: Auto Hit MP Cost: 34 MP	Reflectable Status Inflict: Stop (59%)	
Attack 6: Ultima [034] Magical	Target: All Opponents Element: None Att%: 100 Power: 105 MP Cost: 130 MP Base Damage: 7126 HP	No Split Damage	
Attack 7: <Right Hand Revived> [3B5] Magical [3BA] % Based	Target: One Ally Element: Restorative Att%: 255 Power: 255 Base Damage: 796.875% Max HP	Miss If Alive Damage Not Shown Status Remove: Death (100%)	
Attack 8: <Left hand Revived> [3B6] Magical	Target: One Ally Element: Restorative	Miss If Alive Damage Not Shown	

```
| [3B8]       % Based              Att%: 255              Status Remove:   |
|                                  Power: 255               Death (100%)   |
|                             Base Damage: 796.875% Max HP                   |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|  Jenova-SYNTHESIS' BATTLE PLAN: (Repeats)                                 |
|                                                                           |
|  NOTE - The battle with Jenova-SYNTHESIS consists of 3x Jenova-SYNTHESIS, |
|         two of which are flagged to be invisible as the battle initiates. |
|         Jenova-SYNTHESIS [A] is the visible "main" boss, and Jenova-      |
|         SYNTHESIS [B] and [C] act as the tentacles. Jenova-SYNTHESIS [B]  |
|         and [C] will never attack; all of the actions are performed by    |
|         Jenova-SYNTHESIS [A].                                             |
|                                                                           |
|                                                                           |
|  SETUP:                                                                   |
|                                                                           |
|   Set Jenova-SYNTHESIS [A]'s Head as the body-part selected as target     |
|                                                                           |
|   Disable default Death Handling for Jenova-SYNTHESIS [B]                 |
|   Set Jenova-SYNTHESIS [B]'s Left Tentacle as the body-part selected      |
|   Set Jenova-SYNTHESIS [B] Max HP to 10,000                               |
|   Set Jenova-SYNTHESIS [B] Current HP to 10,000                           |
|   Set Jenova-SYNTHESIS [B] EXP value to 0                                 |
|   Set Jenova-SYNTHESIS [B] GIL value to 0                                 |
|                                                                           |
|   Disable default Death Handling for Jenova-SYNTHESIS [C]                 |
|   Set Jenova-SYNTHESIS [C]'s Right tentacle as the body-part selected     |
|   Set Jenova-SYNTHESIS [C] Max HP to 8000                                 |
|   Set Jenova-SYNTHESIS [C] Current HP to 8000                             |
|   Set Jenova-SYNTHESIS [C] EXP value to 0                                 |
|   Set Jenova-SYNTHESIS [C] GIL value to 0                                 |
|                                                                           |
|   Set [Qty Of Players] to 6                                               |
|   Set [Sum of All Levels] to 0                                            |
|   Set [Qty of Lv 99 Players] to 0                                         |
|   Set [Qty of Lv<45 Players] to 0                                         |
|   Set [Qty of Lv<35 Players] to 0                                         |
|                                                                           |
|                                                                           |
|   Inspect Cloud's Lv                                                      |
|                                                                           |
|    Cloud's Lv > 60: Set GlobalVar [Cloud's Lv>60]   (dummied out function)|
|                                                                           |
|    Add Cloud's Lv to [Sum of All Levels]                                  |
|    Cloud's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1    |
|    Cloud's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1    |
|    Cloud's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1    |
|                                                                           |
|   Inspect Barret's Lv                                                     |
|                                                                           |
|    Add Barret's Lv to [Sum of All Levels]                                 |
|    Barret's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1   |
|    Barret's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1   |
|    Barret's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1   |
|                                                                           |
|   Inspect Tifa's Lv                                                       |
|                                                                           |
|    Add Tifa's Lv to [Sum of All Levels]                                   |
|    Tifa's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1     |
|    Tifa's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1     |
```

```
|    Tifa's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1      |
|                                                                            |
|   Inspect Red XIII's Lv                                                    |
|                                                                            |
|    Add Red XIII's Lv to [Sum of All Levels]                                |
|    Red XIII's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1  |
|    Red XIII's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1  |
|    Red XIII's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1  |
|                                                                            |
|   Inspect Yuffie's Lv                                                      |
|                                                                            |
|    Yuffie has not been recruited: Do nothing                               |
|                                                                            |
|    Yuffie has been recruited: Add Yuffie's Lv to [Sum of All Levels]       |
|                               [Qty Of Players] = [Qty Of Players] +1       |
|    Yuffie's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1    |
|    Yuffie's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1    |
|    Yuffie's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1    |
|                                                                            |
|   Inspect Cait Sith's Lv                                                   |
|                                                                            |
|    Add Cait Sith's Lv to [Sum of All Levels]                               |
|    Cait Sith's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1 |
|    Cait Sith's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1 |
|    Cait Sith's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1 |
|                                                                            |
|   Inspect Vincent's Lv                                                     |
|                                                                            |
|    Vincent has not been recruited: Do nothing                              |
|                                                                            |
|    Vincent has been recruited: Add Vincent's Lv to [Sum of All Levels]     |
|                                [Qty Of Players] = [Qty Of Players] +1       |
|    Vincent's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1   |
|    Vincent's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1   |
|    Vincent's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1   |
|                                                                            |
|   Inspect Cid's Lv                                                         |
|                                                                            |
|    Add Cid's Lv to [Sum of All Levels]                                     |
|    Cid's Lv = 99: [Qty of Lv 99 Players] = [Qty of Lv 99 Players] +1       |
|    Cid's Lv < 45: [Qty of Lv<45 Players] = [Qty of Lv<45 Players] +1       |
|    Cid's Lv < 35: [Qty of Lv<35 Players] = [Qty of Lv<35 Players] +1       |
|                                                                            |
|                                                                            |
|   Set [Level Average] to [Sum of All Levels] / [Qty Of Players]            |
|                                                                            |
|   End of Setup                                                             |
|                                                                            |
|                                                                            |
|  PHASE 1: (Repeats)                                                        |
|                                                                            |
|    Jenova-SYNTHESIS' HP >= 15,000:                                         |
|                                                                            |
|     1ST ATTACK:                                                            |
|                                                                            |
|      Jenova-SYNTHESIS [B] does not have Death: Use <Repeating Slap> on Rnd |
|                                                Target                      |
|                                                                            |
|      Jenova-SYNTHESIS [B] has Death: Set Defence to 80, skip a turn        |
|                                                                            |
```

2ND ATTACK:

Jenova-SYNTHESIS [C] does not have Death: Use Absorb on Rnd Target

Jenova-SYNTHESIS [C] has Death: Set MDefence to 150, skip a turn

3RD ATTACK: Same as 1st Attack
4TH ATTACK: Same as 2nd Attack

5TH ATTACK:

Jenova-SYNTHESIS [B] has Death AND Jenova-SYNTHESIS [C] has Death:

Use <Right Hand Revived> on Self
Cure Jenova-SYNTHESIS [C] of Death
Set Jenova-SYNTHESIS [C]'s Current HP to 25% of Max HP

Use <Left Hand Revived> on Self
Cure Jenova-SYNTHESIS [B] of Death
Set Jenova-SYNTHESIS [B]'s Current HP to 25% of Max HP

Set Defence back to 100 and MDefence back to 180

Jenova-SYNTHESIS [B] is Alive AND Jenova-SYNTHESIS [C] has Death:

Use Stop on Rnd Target; If Jenova-SYNTHESIS' MP < 34, skip a turn

Jenova-SYNTHESIS [B] has Death AND Jenova-SYNTHESIS [C] is Alive:

Use Cure3 on All Allies; If Jenova-SYNTHESIS' MP < 64, skip a turn

Jenova-SYNTHESIS [B] is Alive AND Jenova-SYNTHESIS [C] is Alive:

Use Bio2 on All Targets; If Jenova-SYNTHESIS' MP < 36, skip a turn

PHASE 2:

Jenova-SYNTHESIS' HP < 15,000:

1ST ATTACK: Display String: [5]
2ND ATTACK: Display String: [4]
3RD ATTACK: Display String: [3]
4TH ATTACK: Display String: [2]
5TH ATTACK: Display String: [1]

6TH ATTACK: Use Ultima on All Targets
Remove all active enemies from Battle, active enemies leaves no rewards, end Battle

Run Post-Battle Script

COUNTER: [All Physical and Magical Attacks]

Last Command was [Summon OR W-Summon] AND Last Attack was KOTR:

Set GlobalVar [Jenova KOTR used]

DEATH: Jenova-SYNTHESIS [B] has died:

Set Jenova-SYNTHESIS [A]'s Defence to 80

Jenova-SYNTHESIS [C] has died:

Set Jenova-SYNTHESIS [A]'s MDefence to 150

Jenova-SYNTHESIS [A] has died:

Last Command was [Summon OR W-Summon] AND Last Attack was KOTR:

Set GlobalVar [Jenova KOTR used]

Remove remaining Jenova-SYNTHESIS from Battle, remaining Jenova-SYNTHESIS leaves no rewards, end Battle

POST-BATTLE: This script will run when Jenova-SYNTHESIS is killed, or when Jenova-SYNTHESIS uses Ultima, or, when Jenova-SYNTHESIS attempts to use Ultima with insufficient MP.

Set GlobalVar [Pandora's Box] to 0

This single-byte variable is overwritten, and is instead used as a flag during the opening scripts in the Bizarro battles to prevent its HP values from being set to their Max values each time you switch parties.

Set GlobalVar [Ultimate Weapon's HP] to 0

These three-bytes are overwritten, and are instead used as Global Variables to indicate which body parts have been killed during the Bizarro battles.

Byte 1:

- Bizarro Head Death Count

Byte 2:

- Bizarro Head Dead
- 2-Party Left/3-Party Centre Bizarro Core Dead
- 2-Party Right/3-Party Left Bizarro Core Dead
- 2-Party Left/3-Party Centre/3-Party Left Bizarro Shoulder Dead
- 3-Party Centre/3-Party Right Bizarro Shoulder Dead
- 2-Party Left Bizarro Wing Dead

Byte 3:

- 3-Party Right Bizarro Core Dead
- 2-Party Party Right Bizarro Shoulder Dead
- 2-Party Right/3-Party Left Bizarro Wing Dead
- 3-Party Right Bizarro Wing Dead

Set GlobalVar [Qty of Lv 99 Players] to [Qty of Lv 99 Players]

*All of the following checks run sequentially, and the allocated value can be overwritten by the subsequent checks.

GlobalVar [Cloud's Lv>60] set:

Set GlobalVar [Bizarro Party Count] to 3*

Global Var [Cloud's Lv>60] is not set:

Set GlobalVar [Bizarro Party Count] to 2*

Jenova-SYNTHESIS' HP reaches 25% or less in < 6 turns OR [Qty of Lv<45 Players] = 0:

Set GlobalVar [Bizarro Party Count] to 3*

[Qty of Lv<45 Players] > 0 OR [Qty Of Players] < 8 OR [Level Average] < 68:

Set GlobalVar [Bizarro Party Count] to 2*

Jenova-SYNTHESIS' HP reaches 25% or less in > 12 turns OR [Level Average] < 54 OR [Qty of Lv<35 Players] > 0:

Set GlobalVar [Bizarro Party Count] to 1

To summarise, here are the conditions required for each Bizarro Party variation. Note that Aeris' Lv is *not* considered for any of the checks, nor will Yuffie or Vincent's respective Lv be considered if they have not been recruited. Also note that the 'Bizarro Party Count' Var is set *prior* to earning any EXP from the Jenova-SYNTHESIS battle.

Firstly, if *any* of the following three checks come true, the party count will be automatically set to 1, disregarding any other factors:

1-PARTY BIZARRO FIGHT:

- Jenova-SYNTHESIS used 13 turns or more before it began its countdown
- The combined Lv average is lower than 54
- At least one character is Lv 34 or lower

If Jenova-SYNTHESIS had begun its countdown in twelve turns or less, the combined Lv average is 54 or greater, *and* all of your characters are Lv 35 or greater, then following checks then play out. If any of the three checks pass, the party count will be set to 2:

2-PARTY BIZARRO FIGHT:

- Vincent or Yuffie have *not* been recruited (or both)
- The combined Lv average is lower than 68
- At least one character is Lv 44 or lower

If Jenova-SYNTHESIS had begun its countdown in twelve turns or less, the combined Lv average is 68 or greater, *and* Vincent and Yuffie have both been recruited, then following checks then play out, setting the party count to 3 when the second check passes:

3-PARTY BIZARRO FIGHT:

- Jenova-SYNTHESIS is killed or begins its countdown in five turns or less
- All of your characters are Lv 45 or greater

The party count should also have been affected by Cloud's Lv being 60 or greater; however, given that the checks for the 2-Party fight searches for 'at least one character Lv 44 or lower' and the 3-Party fight checks to make sure that 'all characters Lv 45 or greater', one of these two checks *must* come true, and as such the [Cloud's Lv>60] flag used in the preceding checks will not affect the Party count.

If you want an easy Bizarro-Sephiroth battle then simply wait until Jenova-SYNTHESIS has used 13 turns before you attacker her; so long as her HP is above 15,000 as she takes her 13th turn, you will always face the 1-Party Bizarro regardless of your average level.

Notes On Jenova-SYNTHESIS:

	Def	MDef
Default:	100	180
J-Synth [B] dead:	80	
J-Synth [C] dead:		150

Jenova-SYNTHESIS is the first part of a four-part final Boss encounter, and has remarkably low Physical and Magical Defence given the fact that she is a Final Boss; although, her Strength and Dexterity aren't too shabby. You do not have to kill the tentacles, although, you will gain additional AP if you do, but only for killing them once. The main part of Jenova-SYNTHESIS is the only part that leaves EXP. It is likely that the developer's had intended to also adjust the AP values for the Tentacles to 0; however, no function exists within the game to modify the AP of an actor mid-battle.

POWER req for Overflow:

1st Stage:	
Base Damage Overflow:	172
Rnd Var Overflow 3x:	115
2nd Stage:	
Base Damage Overflow:	164
Rnd Var Overflow 3x:	109

The battle will end automatically if Jenova-SYNTHESIS is able to use Ultima, even if it does not have enough MP to cast the ability (the "skill power is used up" text string will be displayed instead). She will not use any Death animation if any case, and you will not gain any EXP. If, however, you do kill Jenova-SYNTHESIS for the 60,000 EXP, then your average level will *not* be affected, as the "Average Level" variables are assigned prior to the experience being applied to the Player.

Before advancing past the point-of-no return, the Player should consider making their way back to the Highwind to swap your Party around, as you will not be able to PHS using the Save Point created via the Save Crystal. You will be given the option to swap your Party out just before you plunge past the PONR; however, you will only get a single opportunity to select your Party.

Yuffie makes a good candidate, as the Power value for her Conformer will be set to Jenova-SYNTHESIS' Lv, which is 61 (3.8125x normal damage). Equip her with the Double Cut Materia, Counter Attacks and Counter + Deathblow. Give another character (Cloud) the Mystile, and give them Added Cut+Deathblow along with Mega All. Give your third character the Magic Plus Materia, and prepare them with Flare (Contain Materia),

```
|  Comet2, Bahamut ZERO, along with MP Turbo, Quadra Magic and Magic         |
|  Counter. You should also equip Ribbons and/or Added Effect+Hades (on      |
|  Armour) to defend from the Status inflictions dealt via Jenova.           |
| Shadow Flare works well against Jenova-SYNTHESIS, as does Pandora's Box.   |
|  If you have 4x-Cut available (Lv 2 Double Cut Materia), then Yuffie will  |
|  make very short work of this Boss. Be very wary when it begins its        |
|  countdown, which it will do once its HP falls below 25%. If it has not    |
|  been killed by the time it reaches its 6th turn thereafter, then it will  |
|  use Ultima which can potentially causing a Game Over. You can use Dragon  |
|  Force, Shield, and of course, Big Guard to defend against this. If you    |
|  have any Hero Drinks to use, you could also give a few to Yuffie to boost |
|  her Att by 30% (capped at +100%).                                         |
|                                                                            |
| When you kill the Right Tentacle, Jenova-SYNTHESIS' Defence will be        |
|  lowered and it will use Cure3 every 5th turn. If you kill the Left        |
|  Tentacle, Jenova-SYNTHESIS' MDefence will be lowered and it will use Stop |
|  every 5th turn. If you kill both Tentacles, it will revive them both on   |
|  its 5th turn; If you are struggling with this battle you should aim       |
|  firstly to kill the Left Tentacle, then just stick to using Magic.        |
| When Jenova-SYNTHESIS uses Right/Left Hand Revived, it will instead target |
|  itself, and manually lift the Death status of the Tentacles via the AI    |
|  Script. Seeing as the Attack makes use of the "Miss If Alive" flag, it    |
|  will always miss, and is instead considered more of an animation than an  |
|  Attack.                                                                   |
| If you use Knights of The Round on Jenova-SYNTHESIS, you will cause the    |
|  following battles with Bizarro-Sephiroth and Safer-Sephiroth to be       |
|  sightly more difficult; Bizarro will gain additional 60,000 HP for the    |
|  'Body' Part [A] (main party only), and Safer-Sephiroth will gain an      |
|  additional 80,000 HP.                                                     |
| A flaw exists with the Attack properties of <Absorb>. It makes use of the  |
|  "Drain HP/MP" Flag, but does not make use of the preliminary "Drain       |
|  Damage" Flag, so the Drain HP/MP Flag is overlooked.                      |
| Two versions of <Repeating Slap> exist; one used when both Tentacles are   |
|  alive, and one used when the its Right Tentacle is alive and its Left     |
|  Tentacle is dead. Two version of Absorb exist; one used when both         |
|  Tentacles are alive, and one used when the its Right Tentacle is dead and |
|  its Left Tentacle is alive. Two versions of <Right Hand Revived> and      |
|  <Left Hand Revived> exist, one of each is never used. All of the          |
|  duplicated attacks share the same attack properties.                      |
| the "Jenova Absolute" Theme can be heard throughout this Boss Battle.      |
| Unlike other enemies that use multiple parts, Jenova-SYNTHESIS is *not*    |
|  subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze  |
|  when the Player tried cast Ultima, when they have one Ultima paired with  |
|  HP or MP Absorb, and another with Quadra Magic.                           |
| Jenova-SYNTHESIS is one of a number of enemies that are elevated above the |
|  ground, but will not take double damage from the Wind Element, nor will   |
|  it nullify Earth.                                                         |
| Jenova-SYNTHESIS is immune to Seizure, which isn't necessary seeing as     |
|  there is no way for the Player to inflict an enemy with Seizure. Jenova-  |
|  SYNTHESIS is one of 86 enemies that are immune to Seizure. It is also     |
|  immune to Peerless, along with 104 other enemies.                         |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------------.  NOTE - This is the 1-Party Centre variant
 /  {Bizarro-Sephiroth}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/AXW1T3W27xNzNvh68                     | ID: 145 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
```

| You will face the this Bizarro-Sephiroth variant with one Party if *any* of the following comes true before the Jenova-SYNTHESIS battle ends:

- Jenova-SYNTHESIS managed 13 or more turns before its HP reached 15,000
- The average level of your characters is Lv 53 or lower
- At least one of your characters is Lv 34 or below

Experience gained from the Jenova-SYNTHESIS battle will *not* contribute towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will only be considered if they have been recruited, respectively.

Bizarro [A] (Body)	HP = 40,000 + 5,000 per Lv 99 Player	
Bizarro [B] (Head)	HP = 2,000 + 250 per Lv 99 Player	
Bizarro [C] (Core)	HP = 10,000 + 1,250 per Lv 99 Player	
Bizarro [D] (Right)	HP = 4,000 + 500 per Lv 99 Player	
Bizarro [E] (Left)	HP = 4,000 + 500 per Lv 99 Player	

Bizarro [A] (Body) will receive an additional 60,000 HP if KOTR was used during the Jenova-SYNTHESIS battle.

Bizarro [A] (Body)	Min HP = 40,000	Max HP = 140,000
Bizarro [B] (Head)	Min HP = 2,000	Max HP = 4,000
Bizarro [C] (Core)	Min HP = 10,000	Max HP = 20,000
Bizarro [D] (Right)	Min HP = 4,000	Max HP = 8,000
Bizarro [E] (Left)	Min HP = 4,000	Max HP = 8,000

Level:	61	Strength:	210	Drop:	/		
HP:	60,000*	Defence:	200	Steal:	/		
MP:	400	Magic:	144	Morph:	/		
		MDefence:	200				
EXP:	0	Dexterity:	100				
AP:	0	Luck:	0				
GIL:	0	Evade:	1				

Fire	[Absorb]*	E	Death	[-]	Petrify	[-]	
Ice	[Absorb]*	D	Sleep	[-]	D. Sentence	[-]	
Lightning	[Absorb]*	D	Poison	[-]	Paralyzed	[-]	
Earth	[Absorb]*	E	Confusion	[-]	Darkness	[VUL]	
Poison	[-]		Silence	[-]			
Gravity	[Nullify]		Slow	[-]	Sadness	[VUL]	
Water	[-]		Stop	[-]	Fury	[VUL]	
Wind	[-]		Frog	[-]	Haste	[-]	
Holy	[-]		Small	[-]	Manipulate	[-]	
Restorative	[-]		Slow-numb	[-]	Berserk	[-]	

MAPS:	FORMATION ID:	LOOKALIKES:
Planet's Core Sephiroth Encounter	#912	Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth

1-Party Centre | No Manipulate Attacks!

Bizarro-Sephiroth's ATTACKS:

Attack 1: <Sephiroth Shock> Target: One Opponent Can't Cover
[3AC] Physical Element: Cut
[3B0] Att%: 100

		Power: 10		
		Base Damage: 2131 HP		
Attack 2:	Aurora Fence	Target: All Opponents	Miss If Alive	
[3B1]	Magical	Element: Restorative	Split Damage	
	Spcl Formula	Att%: 100	Status Remove:	
		Power: 1	21 Statuses	
		Base Damage: 1252 HP	(See Notes)	
Attack 3:	Bolt3	Target: One Opponent	Reflectable	
[023]	Magical	Element: Lightning		
		Att%: 100		
		Power: 64		
		MP Cost: 52 MP		
		Base Damage: 4920 HP		
Attack 4:	Fire3	Target: One Opponent	Reflectable	
[01D]	Magical	Element: Fire		
		Att%: 100		
		Power: 64		
		MP Cost: 52 MP		
		Base Damage: 4920 HP		
Attack 5:	Ice3	Target: One Opponent	Reflectable	
[020]	Magical	Element: Ice		
		Att%: 100		
		Power: 64		
		MP Cost: 52 MP		
		Base Damage: 4920 HP		
Attack 6:	Quake3	Target: One Opponent	Reflectable	
[026]	Magical	Element: Earth		
		Att%: 100		
		Power: 70		
		MP Cost: 68 MP		
		Base Damage: 5381 HP		
Attack 7:	Bizzarro Enegy	Target: 1/A Allies	Split Damage	
[3C5]	Magical	Element: Restorative		
	Spcl Formula	Att%: 255		
		Power: 255		
		Base Damage: 6840 HP		
Attack 8:	Stigma	Target: All Opponents	No Split Damage	
[3AF]	Magical	Element: Shout	Status Inflict:	
		Att%: 100	Poison (100%)	
		Power: 28	Slow	
		Base Damage: 2152 HP		
Attack 9:	Stigma	Target: All Opponents	Never Used	
[3B2]	Magical	Element: Shout	No Split Damage	
		Att%: 100	Status Inflict:	
		Power: 24	Poison (100%)	
		Base Damage: 1845 HP	Slow	
Attack 10:	Heartless Angels	Target: All Opponents	Fixed Damage	
[3AE]	Physical	Element: None		
	Spcl Formula	Att%: 255		
		Power: 255		
		Base Damage: Target's Current HP - 1		

Attack 11: <[No Name]> [11F]	Target: Self Physical 0 Dam	Head Death Animation
Attack 12: <[No Name]> [120]	Target: Self Physical 0 Dam	Head Revive Animation
Attack 13: <Vanish> [14E]	Target: Self Physical 0 Dam	Sub-Part Death Animation
Attack 14: <Vanish> [150]	Target: Self Physical 0 Dam	Main Body Death Animation

Bizarro-Sephiroth's BATTLE PLAN: (Repeats) 1-Party Centre

NOTE - This battle consists of 5x Bizarro-Sephiroth, four of which are flagged to be invisible as the battle initiates.

Bizarro-Sephiroth [A] = Body
Bizarro-Sephiroth [B] = Head
Bizarro-Sephiroth [C] = Core
Bizarro-Sephiroth [D] = Right Magic (Player's Left)
Bizarro-Sephiroth [E] = Left Magic (Player's Right)

The perspective is from Bizarro-Sephiroth's perspective, so its 'Right Magic' is the the left shoulder from the Player's POV. Only Bizarro [A] (Body) will attack the Player; the two Shoulders and the Head do nothing by themselves. The Core will heal the Body with every turn, so long as it is alive to do so.

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"

Set Bizarro [D] (Right Magic) to absorb Ice and Lightning Elements
Set Bizarro [E] (Left Magic) to absorb Fire and Earth Elements

Set Bizarro [A]'s Body as the body-part selected as target
Set Bizarro [B]'s Head as the body-part selected as target
Set Bizarro [C]'s Core as the body-part selected as target
Set Bizarro [D]'s Right Shoulder as the body-part selected as target
Set Bizarro [E]'s Left Shoulder as the body-part selected as target

Load GlobalVar [Qty of Lv 99 Players]

Set Bizarro [A]'s Max HP to 40,000 + ([Qty of Lv 99 Players] * 5000)
Set Bizarro [B]'s Max HP to 4,000 - ((8 - [Qty of Lv 99 Players]) * 250)
Set Bizarro [C]'s Max HP to 10,000 + ([Qty of Lv 99 Players] * 1250)
Set Bizarro [D]'s Max HP to 4,000 + ([Qty of Lv 99 Players] * 500)
Set Bizarro [E]'s Max HP to 4,000 + ([Qty of Lv 99 Players] * 500)

If GlobalVar [Jenova KOTR used] has been set, increase Bizarro [A]'s Max HP by 60,000

Enable Bizarro [C] Core's Physical and Magical immunity

Set Bizarro [A] Body's Current HP Max HP

```
|   Set Bizarro [B] Head's  Current HP Max HP                                  |
|   Set Bizarro [C] Core's  Current HP Max HP                                  |
|   Set Bizarro [D] Right's Current HP Max HP                                  |
|   Set Bizarro [E] Left's  Current HP Max HP                                  |
|                                                                              |
|                                                                              |
|   Display String: [Think about the sequence of the 5 targets]               |
|   Display String: [ and beat them!]                                          |
|                                                                              |
|   End of Setup                                                               |
|                                                                              |
|                                                                              |
|  SELF IS BIZARRO-SEPHIROTH [C]: (Core)                                       |
|                                                                              |
|   Set Bizarro [C]'s Current MP to Max MP                                     |
|   Use Bizarro Enegy on Bizarro [A] (Body)                                    |
|                                                                              |
|                                                                              |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                       |
|                                                                              |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The   |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3   |
|       upon the Head's death.                                                 |
|                                                                              |
|   SPCL ATTACK:                                                               |
|                                                                              |
|    Bizarro [B] (Head) does not have Death:                                   |
|                                                                              |
|     Set Bizarro [A]'s Current MP to Max MP                                   |
|                                                                              |
|    Bizarro [B] (Head) has Death:                                             |
|                                                                              |
|     Turns before Head is revived > 0:                                       |
|                                                                              |
|      Set Bizarro [A]'s Current MP to Max MP                                  |
|      Turns before Head is revived = Turns before Head is revived - 1         |
|                                                                              |
|     Turns before Head is revived = 0:                                        |
|                                                                              |
|      Set Bizarro [A]'s Current MP to Max MP                                  |
|      Use <[No Name]> on Self                                                 |
|      Remove Bizarro [B] Head's Death Status                                  |
|      Set Bizarro [B] Head's Current HP to Max HP                             |
|      Display String: [Head Portion (B) Revived]                              |
|                                                                              |
|                                                                              |
|   1ST ATTACK: Use Spcl Attack                                                |
|                                                                              |
|    Follow-Up:                                                                |
|                                                                              |
|     Bizarro [D] (Right) has Death AND Bizarro [E] (Left) has Death AND       |
|      Bizarro [C] (Core) does NOT have Death AND eight or more turns have     |
|      passed prior to Bizarro [C] (Core)'s immunity being lifted:             |
|                                                                              |
|       Use Bizarro Enegy on Bizarro [D] (Right) and Bizarro [E] (Left)        |
|       Remove Bizarro [D] and Bizarro [E]'s Death Status                      |
|       Enable Bizarro [C] Core's Physical and Magical immunity                |
|       Display String: [Left&Right-Magic (D&E) Revived]                       |
|                                                                              |
|                                                                              |
```

```
|     Bizarro [D] (Right) is Alive OR Bizarro [E] (Left) is Alive OR          |
|      Bizarro [C] (Core) has Death OR less than eight turns have passed      |
|      prior to Bizarro [C] (Core)'s immunity being lifted:                   |
|                                                                             |
|       Bizarro [B] (Head) has Death:                                         |
|                                                                             |
|        Cure Self of Seizure, Slow & Haste                                   |
|        Use Aurora Fence on All Targets including Dead Targets               |
|        Cure all Targets of Slow, Haste, Stop, Seizure, Regen, Barrier,      |
|         MBarrier, Reflect, Poison, Sadness, Fury, Confusion, Silence,       |
|         Sleep, Frog, Small, Slow-numb, Petrify, Shield, D. Sentence,        |
|         Berserk, Peerless & Paralyzed                                       |
|                                                                             |
|                                                                             |
|       Bizarro [B] (Head) does not have Death:                               |
|                                                                             |
|        Head was revived during the Spcl Attack: Do nothing                  |
|                                                                             |
|        Head was not revived during Spcl Attack:                             |
|                                                                             |
|         Use <Sephiroth Shock> on Rnd Target                                 |
|                                                                             |
|                                                                             |
|   2ND ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                      |
|                                                                             |
|               Use Bolt3 on Rnd Target                                       |
|                                                                             |
|              Bizarro [D] (Right) has Death:                                 |
|                                                                             |
|               Head was revived during the Spcl Attack: Do nothing           |
|                                                                             |
|               Head was not revived during Spcl Attack:                      |
|                                                                             |
|                Use <Sephiroth Shock> on Rnd Target                          |
|                                                                             |
|                                                                             |
|   3RD ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [E] (Left) does not have Death:                       |
|                                                                             |
|               Use Quake3 on Rnd Target                                      |
|                                                                             |
|              Bizarro [E] (Left) has Death:                                  |
|                                                                             |
|               Head was revived during the Spcl Attack: Do nothing           |
|                                                                             |
|               Head was not revived during Spcl Attack:                      |
|                                                                             |
|                Use <Sephiroth Shock> on Rnd Target                          |
|                                                                             |
|                                                                             |
|   4TH ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Alive:  |
|                                                                             |
|               Use Stigma 2152 Base Damage variant on All Targets            |
|                                                                             |
|                                                                             |
```

```
|              Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Dead:  |
|                                                                           |
|               Use Heartless Angel on All Targets                          |
|                                                                           |
|                                                                           |
|              Bizarro [B] (Head) is Dead:                                  |
|                                                                           |
|               Head was revived during the Spcl Attack: Do nothing         |
|                                                                           |
|               Head was not revived during Spcl Attack:                    |
|                                                                           |
|                Use <Sephiroth Shock> on Rnd Target                        |
|                                                                           |
|                                                                           |
|   5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)       |
|   6TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)       |
|                                                                           |
|   7TH ATTACK: Use Spcl Attack                                             |
|                                                                           |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                    |
|                                                                           |
|               Use Ice3 on Rnd Target                                      |
|                                                                           |
|              Bizarro [D] (Right) has Death:                               |
|                                                                           |
|               Head was revived during the Spcl Attack: Do nothing         |
|                                                                           |
|               Head was not revived during Spcl Attack:                    |
|                                                                           |
|                Use <Sephiroth Shock> on Rnd Target                        |
|                                                                           |
|                                                                           |
|   8TH ATTACK: Use Spcl Attack                                             |
|                                                                           |
|    Follow-Up: Bizarro [E] (Left) does not have Death:                     |
|                                                                           |
|               Use Fire3 on Rnd Target                                     |
|                                                                           |
|              Bizarro [E] (Left) has Death:                                |
|                                                                           |
|               Head was revived during the Spcl Attack: Do nothing         |
|                                                                           |
|               Head was not revived during Spcl Attack:                    |
|                                                                           |
|                Use <Sephiroth Shock> on Rnd Target                        |
|                                                                           |
|                                                                           |
|  DEATH:                                                                   |
|                                                                           |
|   Bizarro-Sephiroth [A] (Body) has died:                                  |
|                                                                           |
|    Use <Vanish> on Self, remove active enemies from Battle, end Battle    |
|                                                                           |
|                                                                           |
|   Bizarro-Sephiroth [B] (Head) has died:                                  |
|                                                                           |
|    Use <Vanish> on Self                                                   |
|    Use <[No Name]> on Self                                                |
|    Display String: [Head Portion (B) Dead]                                |
|    1/3 Chance: Turns before Head is revived = 1                           |
```

```
|    1/3 Chance: Turns before Head is revived = 2                                  |
|    1/3 Chance: Turns before Head is revived = 3                                  |
|    GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1               |
|    If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249|
|                                                                                  |
|                                                                                  |
|   Bizarro-Sephiroth [C] (Core) has died:                                         |
|                                                                                  |
|    Use <Vanish> on Self                                                          |
|    Display String: [Core (C) Dead]                                               |
|                                                                                  |
|                                                                                  |
|   Bizarro-Sephiroth [D] (Right Magic) has died:                                  |
|                                                                                  |
|    Bizarro-Sephiroth [E] (Left Magic) does not have Death:                       |
|                                                                                  |
|     Use <Vanish> on Self                                                         |
|     Display String: [Right Magic (D) Dead]                                       |
|                                                                                  |
|    Bizarro-Sephiroth [E] (Left Magic) has Death:                                 |
|                                                                                  |
|     Use <Vanish> on Self                                                         |
|     Display String: [Right Magic (D) Dead]                                       |
|     Display String: [Core (C) Defense Down]                                      |
|     Disable Bizarro [C] Core's Physical and Magical immunity                     |
|                                                                                  |
|                                                                                  |
|   Bizarro-Sephiroth [E] (Left Magic) has died:                                   |
|                                                                                  |
|    Bizarro-Sephiroth [D] (Right Magic) does not have Death:                      |
|                                                                                  |
|     Use <Vanish> on Self                                                         |
|     Display String: [Left Magic (E) Dead]                                        |
|                                                                                  |
|    Bizarro-Sephiroth [D] (Right Magic) has Death:                                |
|                                                                                  |
|     Use <Vanish> on Self                                                         |
|     Display String: [Left Magic (E) Dead]                                        |
|     Display String: [Core (C) Defense Down]                                      |
|     Disable Bizarro [C] Core's Physical and Magical immunity                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bizarro-Sephiroth: 1-Party Centre |   POWER req for Overflow:         |
|                                              |                                   |
| Bizarro-Sephiroth is the second part of a    |  Base Damage Overflow: 226        |
|  four-part final Boss encounter, and the     |  Rnd Var Overflow  3x: 151        |
|  1-Party variant is by far the easiest of    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the various Bizarro-Sephiroths. You will                                        |
|  encounter this version if Jenova-SYNTHESIS was able to use 13 or more           |
|  turns before it began its countdown, the average Lv of all of your active       |
|  characters is less than 54, or, at least one of your character's Lv is          |
|  below 35.                                                                       |
| All of the five Bizarro-Sephiroths will have a default immunity to Gravity       |
|  as the battle begins. The AI Script will then manually set the Right            |
|  Magic [D] to absorb Ice and Lightning, and the Left Magic [E] to absorb         |
|  Fire and Earth.                                                                 |
| Aurora Fence will target all characters (including those with the Death          |
|  Status), and have a 100% chance of removing the following Statuses:             |
|  Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small,       |
|  Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk,         |
|  Peerless, Death Force and Resist. The AI Script will additionally remove        |
```

Stop, Seizure, Silence, D. Sentence and Paralyzed. Split Damage will not apply to the chances of the Status inflictions, although, the damage part is prone to Split Damage.

Setting up for this battle you should either use Sprint Shoes which sets up Auto-Haste, and cannot be removed via the use of Aurora Fence, or, use Champion Belts/Circlets/Curse Rings to gain a boost in offence. If you do use the Curse Ring, be sure to equip Added Effect+Odin on your Armour to defend against the Death Status, as Aurora Fence will remove Death Force and/or Resist.

To make this Battle easy, simply equip all three characters with Mystiles (to increase your Deathblow chance), then equip one character with Added Cut+Deathblow, one with Counter+Deathblow and Mega All, and the third character with Mime. Yuffie works extremely will, as her Conformer will deal 3.8125x normal damage. Use Counter Attacks and the Counter (Command) Materia, also.

If you wanted to use Magical abilities, then Pandora's Box works well, as does Shadow Flare. Avoid using Magic Breath and other Elemental abilities, as the shoulder parts will absorb the Elements. Bahamut Zero, Flare and Ultima work well, also. This battle is not difficult, even if Bizarro does gain the additional 60,000 HP from having used KOTR during the Jenova-SYNTHESIS battle.

Be mindful of the fact that you will not be able to set up for the subsequent battle with Safer-Sephiroth, so the setup you choose now will be the setup you enter the Safer battle with. Consider equipping the Destruct Materia for the following fight to remove Safer's Barrier/ MBarrier Statuses (Holy Torches work, also). Also note that each time you kill the Bizarro's Head, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills).

The main objective is to destroy the Body [A] part; once the Body has been defeated, the battle will end and you will advance onto the next Boss battle; Safer-Sephiroth. The Core [C] will heal the Body for 6414 - 6840 HP with every turn, so the idea is to first destroy the Core before turning your attention to the Body. The Core will be impervious to all attacks until the two shoulder parts have first been destroyed.

It is possible to brute-strength your way through the fight ignoring the other body parts and focusing solely on the Body; however, the battle may take longer that way. Here is the general strategy you should adopt to defeat the 1-Party variant of Bizarro-Sephiroth:

- Firstly, destroy the Right Magic [D] and Left Magic [E] to remove the Core's Physical and Magical immunity.
- Secondly, destroy the Core before the Body revives the Shoulder parts, which it will do after (at least) eight turns have passed since destroying the shoulders.
- With the Core taken out, Bizarro may use Heartless Angel on all players, which will bring their HP down to critical. Destroy the Head to prevent this from happening.
- Finally, with the four other body-parts dead Bizarro will become a non-threat; just focus on the Body until the battle ends. If it revives the head, just destroy it again.

This battle really isn't that difficult, but if you are struggling then you should put your players in the Back Row, inflict them with Sadness and set up Regen and Big Guard. Every eight turns Bizarro may use Aurora Fence; just use Regen and Big Guard again if this happen. You can also use Dragon Force twice on each character to boost their Defence and MDefence, but it shouldn't be necessary.

| Bizarro-Sephiroth will automatically replenish its MP at the beginning of every turn, so it will never be in a position where it has insufficient MP to us an ability. Two identical version of <Sephiroth Shock> exist; one used its Head is alive and one used when its Head is dead. Two versions of Stigma exist; one with 2152 HP base damage, and one with 1845 base damage, the latter of which is never used. It was intended to have been used if the Head was dead; however, the preceding check to use Stigma will only pass if the Head is alive.

| Unlike the battles during the Kalm Flashback, the "Disable Battle Rewards" Flag is manually toggled via the AI Script, as opposed to the Field Script. When the battle with Bizarro-Sephiroth finishes you will be immediately thrown into the Safer-Sephiroth battle.

| The Player will hear "The Birth of God" Theme play throughout the battle with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and Battle Rewards Screen will be disabled for this battle.

| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze when the Player tried cast Ultima, when they have one Ultima paired with HP or MP Absorb, and another with Quadra Magic.

| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Bizarro-Sephiroth is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

NOTE - This is the 2-Party Left Side "Main" variant

{Bizarro-Sephiroth} !! FINAL BOSS BATTLE !!

https://photos.app.goo.gl/AXW1T3W27xNzNvh68 | ID: 147

| The 2-Party variant of Bizarro-Sephiroth will only be considered if *all* of the checks for the 1-Party battle fails, which are as follows:

- Jenova-SYNTHESIS managed 13 or more turns before its HP reached 15,000
- The average level of your characters is Lv 53 or lower
- At least one of your characters is Lv 34 or below

| If all of these checks fail, then you will face the 2-Party Bizarro-Sephiroth variant if *any* of the following comes true before the Jenova-SYNTHESIS battle ends:

- The average level of your characters is Lv 67 or lower
- At least one of your characters is Lv 44 or below
- The Player has not recruited Yuffie and/or Vincent

| Experience gained from the Jenova-SYNTHESIS battle will *not* contribute towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will only be considered if they have been recruited, respectively.

| Bizarro [A] (Body) HP = 40,000 + 5,000 per Lv 99 Player
| Bizarro [B] (Head) HP = 2,000 + 250 per Lv 99 Player
| Bizarro [C] (Core) HP = 14,000 + 1,750 per Lv 99 Player
| Bizarro [D] (Magic) HP = 6,000 + 750 per Lv 99 Player
| Bizarro [E] (Wing) HP = 4,000 + 500 per Lv 99 Player

| Bizarro [A] (Body) will receive an additional 60,000 HP if KOTR was used during the Jenova-SYNTHESIS battle.

```
|  Bizarro [A] (Body)   Min HP = 40,000   Max HP = 140,000                    |
|  Bizarro [B] (Head)   Min HP =  2,000   Max HP =   4,000                    |
|  Bizarro [C] (Core)   Min HP = 14,000   Max HP =  28,000                    |
|  Bizarro [D] (Magic)  Min HP =  6,000   Max HP =  12,000                    |
|  Bizarro [E] (Wing)   Min HP =  4,000   Max HP =   8,000                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Level:     61  ||   Strength: 210  ||    Drop: /                           |
|  HP:    60,000* ||    Defence: 210  ||   Steal: /                           |
|  MP:       400  ||      Magic: 144  ||   Morph: /                           |
|                 ||   MDefence: 210  ||                                      |
|  EXP:        0  ||  Dexterity: 120  ||                                      |
|   AP:        0  ||       Luck:   0  ||                                      |
|  GIL:        0  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [Absorb]*  D E |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [Absorb]*  D E |     Poison  [-]     |    Paralyzed  [-]      |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]      |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                FORMATION ID: |   LOOKALIKES:        |
|                                                     |                      |
| Planet's Core Sephiroth Encounter              #928 |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                        2-Party Left  |  No Manipulate Attacks!             |
|   Bizarro-Sephiroth's ATTACKS:        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Sephiroth Shock>    Target: One Opponent      Can't Cover       |
|  [3AC]       Physical          Element: Cut                                 |
|  [3B0]                            Att%: 100                                 |
|                                  Power: 10                                  |
|                            Base Damage: 2131 HP                             |
|                                                                             |
|  Attack 2:  Aurora Fence        Target: All Opponents     Miss If Alive     |
|  [3B1]       Magical           Element: Restorative       Split Damage      |
|              Spcl Formula         Att%: 100               Status Remove:    |
|                                  Power: 1                  21 Statuses      |
|                            Base Damage: 1252 HP            (See Notes)      |
|                                                                             |
|  Attack 3:  Bolt3               Target: One Opponent      Reflectable       |
|  [023]       Magical           Element: Lightning                           |
|                                   Att%: 100                                 |
|                                  Power: 64                                  |
|                                MP Cost: 52 MP                               |
|                            Base Damage: 4920 HP                             |
|                                                                             |
|  Attack 4:  Ice3                Target: One Opponent      Reflectable       |
|  [020]       Magical           Element: Ice                                 |
|                                   Att%: 100                                 |
|                                  Power: 64                                  |
|                                MP Cost: 52 MP                               |
```

```
|                          Base Damage: 4920 HP                          |
|                                                                        |
|  Attack 5:  Sleepel            Target: One Opponent      Reflectable   |
|  [00B]       Magical 0 Dam       Att%: 100               Status Inflict:|
|                                MP Cost: 8 MP              Sleep (71%)  |
|                                                                        |
|  Attack 6:  Slow               Target: One Opponent      Reflectable   |
|  [014]       Magical 0 Dam       Att%: Auto Hit          Status Inflict:|
|                                MP Cost: 20 MP             Slow (99%)   |
|                                                                        |
|  Attack 7:  Bizzarro Enegy     Target: 1/A Allies        Split Damage  |
|  [3C5]       Magical          Element: Restorative                     |
|              Spcl Formula        Att%: 255                             |
|                                  Power: 255                            |
|                          Base Damage: 6840 HP                          |
|                                                                        |
|  Attack 8:  Heartless Angels   Target: All Opponents     Fixed Damage  |
|  [3AE]       Physical         Element: None                           |
|              Spcl Formula        Att%: 255                             |
|                                  Power: 255                            |
|                          Base Damage: Target's Current HP - 1          |
|                                                                        |
|  Attack 9:  Stigma             Target: All Opponents     No Split Damage|
|  [3AF]       Magical          Element: Shout             Status Inflict:|
|                                  Att%: 100                Poison (100%) |
|                                  Power: 28                Slow          |
|                          Base Damage: 2152 HP                          |
|                                                                        |
| Attack 10:  Stigma             Target: All Opponents     Never Used    |
|  [3B2]       Magical          Element: Shout             No Split Damage|
|                                  Att%: 100                Status Inflict:|
|                                  Power: 24                Poison (100%) |
|                          Base Damage: 1845 HP              Slow          |
|                                                                        |
| Attack 11: <[No Name]>         Target: Self              Head Death    |
|  [11F]       Physical 0 Dam      Att%: Auto Hit           Animation     |
|                                                                        |
| Attack 12: <[No Name]>         Target: Self              Head Revive   |
|  [120]       Physical 0 Dam      Att%: Auto Hit           Animation     |
|                                                                        |
| Attack 13: <Vanish>            Target: Self              Sub-Part Death|
|  [14E]       Physical 0 Dam      Att%: Auto Hit           Animation     |
|                                                                        |
| Attack 14: <Vanish>            Target: Self              Main Body Death|
|  [150]       Physical 0 Dam      Att%: Auto Hit           Animation     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bizarro-Sephiroth's BATTLE PLAN: (Repeats)                2-Party Left|
|                                                                        |
|  NOTE - This battle consists of 5x Bizarro-Sephiroth, four of which are|
|          flagged to be invisible as the battle initiates. Note that the|
|          Setup Script is ran *each time the Party switches sides*.     |
|                                                                        |
|           Bizarro-Sephiroth [A] = Body                                 |
|           Bizarro-Sephiroth [B] = Head                                 |
|           Bizarro-Sephiroth [C] = Core                                 |
|           Bizarro-Sephiroth [D] = Right Magic (Player's Left)          |
|           Bizarro-Sephiroth [E] = Right Wing  (Player's Left)          |
|                                                                        |
|         The perspective is from Bizarro-Sephiroth's perspective, so its|
|          'Right Magic' is the the left shoulder from the Player's POV. |
```

This 'left side' variant is actually Bizarro's right. Only Bizarro [A] (Body) will attack the Player; the Head, Shoulder and Wing do nothing by themselves. The Core will heal the Body with every turn, so long as it is alive to do so.

The battle will open with this version of Bizarro, and will prompt the Player to switch sides each time one of the body-parts have been killed. This version of Bizarro considered the "1st Party", or "Main" variant. When you switch from one party to the other, the Death Status of the Head will carry over, although its Current HP will not. An oversight means that the Head will still be alive when switching from the 1st Party to the 2nd Party if the 1st Party Wing has not been killed.

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"
Set current battle as the "Main" battle

Set Bizarro [D] (Right Magic) to absorb Ice and Lightning Elements
Set Bizarro [E] (Right Wing) to absorb Ice and Lightning Elements

Load GlobalVar [Head Death Status]
Load GlobalVar [1st Party Core Death Status]
Load GlobalVar [Right Magic Death Status]
Load GlobalVar [Right Wing Death Status]

Set Bizarro [A]'s Body as the body-part selected as target
Set Bizarro [B]'s Head as the body-part selected as target
Set Bizarro [C]'s Core as the body-part selected as target
Set Bizarro [D]'s Right Shoulder as the body-part selected as target
Set Bizarro [E]'s Right Wing as the body-part selected as target

Load GlobalVar [Qty of Lv 99 Players]

Set Bizarro [A]'s Max HP to 40,000 + ([Qty of Lv 99 Players] * 5000)
Set Bizarro [B]'s Max HP to 4,000 - ((8 - [Qty of Lv 99 Players]) * 250)
Set Bizarro [C]'s Max HP to 14,000 + ([Qty of Lv 99 Players] * 1750)
Set Bizarro [D]'s Max HP to 6,000 + ([Qty of Lv 99 Players] * 750)
Set Bizarro [E]'s Max HP to 4,000 + ([Qty of Lv 99 Players] * 500)

If GlobalVar [Jenova KOTR used] has been set, increase Bizarro [A]'s Max HP by 60,000

2nd Party Core Alive OR 1st Party Shoulder Alive OR 1st Party Wing Alive:

Enable Bizarro [C] Core's Physical and Magical immunity

2nd Party Core Dead AND 1st Party Shoulder Dead AND 1st Party Wing Dead:

Disable Bizarro [C] Core's Physical and Magical immunity

First time Setup Script is ran:

Set Bizarro [A] Body's Current HP Max HP

```
|    Set Bizarro [B] Head's  Current HP Max HP                                  |
|    Set Bizarro [C] Core's  Current HP Max HP                                  |
|    Set Bizarro [D] Right's Current HP Max HP                                  |
|    Set Bizarro [E] Wing's  Current HP Max HP                                  |
|                                                                               |
|    Display String: [Think about the sequence of the 5 targets]               |
|    Display String: [ and beat them!]                                          |
|    Display String: [If a part dies, change to a different party.]             |
|                                                                               |
|                                                                               |
|   Setup Script has ran more than once:                                        |
|                                                                               |
|    Display String: [If a part dies, change to a different party.]             |
|                                                                               |
|                                                                               |
|   End of Setup                                                                |
|                                                                               |
|                                                                               |
|  SELF IS BIZARRO-SEPHIROTH [C]: (Core)                                        |
|                                                                               |
|   Set Bizarro [C]'s Current MP to Max MP                                      |
|   Use Bizarro Enegy on Bizarro [A] (Body)                                     |
|                                                                               |
|                                                                               |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                        |
|                                                                               |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The    |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3    |
|       upon the Head's death. If you have just switched parties the 'Turns     |
|       before Head is revived' count will be set to 0 by default.              |
|                                                                               |
|   SPCL ATTACK:                                                                |
|                                                                               |
|    Bizarro [B] (Head) does not have Death:                                    |
|                                                                               |
|     Load GlobalVar [Party 1 Turn Count]                                       |
|     Set Bizarro [A]'s Current MP to Max MP                                    |
|                                                                               |
|    Bizarro [B] (Head) has Death:                                              |
|                                                                               |
|     Turns before Head is revived > 0:                                         |
|                                                                               |
|      Load GlobalVar [Party 1 Turn Count]                                      |
|      Set Bizarro [A]'s Current MP to Max MP                                   |
|      Turns before Head is revived = Turns before Head is revived - 1          |
|                                                                               |
|     Turns before Head is revived = 0:                                         |
|                                                                               |
|      Load GlobalVar [Party 1 Turn Count]                                      |
|      Set Bizarro [A]'s Current MP to Max MP                                   |
|      Use <[No Name]> on Self                                                  |
|      Remove Bizarro [B] Head's Death Status                                   |
|      Set Bizarro [B] Head's Current HP to Max HP                              |
|      Display String: [Head Portion (B) Revived]                               |
|      Unset GlobalVar [Head Death Status]                                      |
|                                                                               |
|                                                                               |
|   1ST ATTACK: Use Spcl Attack                                                 |
|                                                                               |
|    Follow-Up:                                                                 |
```

```
|                                                                          |
|     Bizarro [D] (Right) has Death AND Bizarro [E] (Wing) has Death AND   |
|      Bizarro [C] (Core) does NOT have Death AND eight or more turns have |
|      passed prior to Bizarro [C] (Core)'s immunity being lifted:         |
|                                                                          |
|       Use Bizarro Enegy on Bizarro [D] (Right) and Bizarro [E] (Wing)    |
|       Remove Bizarro [D] and Bizarro [E]'s Death Status                  |
|       Enable Bizarro [C] Core's Physical and Magical immunity            |
|       Display String: [Right Magic (D&E) Revived]                       |
|       Unset GlobalVar [Right Magic Death Status]                        |
|       Unset GlobalVar [Right Wing Death Status]                         |
|                                                                          |
|                                                                          |
|     Bizarro [D] (Right) is Alive OR Bizarro [E] (Wing) is Alive OR       |
|      Bizarro [C] (Core) has Death OR less than eight turns have passed   |
|      prior to Bizarro [C] (Core)'s immunity being lifted:                |
|                                                                          |
|       Bizarro [B] (Head) has Death:                                      |
|                                                                          |
|        Cure Self of Seizure, Slow & Haste                                |
|        Use Aurora Fence on All Targets including Dead Targets            |
|        Cure all Targets of Slow, Haste, Stop, Seizure, Regen, Barrier,   |
|         MBarrier, Reflect, Poison, Sadness, Fury, Confusion, Silence,    |
|         Sleep, Frog, Small, Slow-numb, Petrify, Shield, D. Sentence,     |
|         Berserk, Peerless & Paralyzed                                    |
|                                                                          |
|                                                                          |
|       Bizarro [B] (Head) does not have Death:                            |
|                                                                          |
|        Head was revived during the Spcl Attack: Do nothing               |
|                                                                          |
|        Head was not revived during Spcl Attack:                          |
|                                                                          |
|         Use <Sephiroth Shock> on Rnd Target                              |
|                                                                          |
|     Set GlobalVar [Party 1 Turn Count] to 2                              |
|                                                                          |
|                                                                          |
|   2ND ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                   |
|                                                                          |
|               Use Bolt3 on Rnd Target                                    |
|                                                                          |
|              Bizarro [D] (Right) has Death:                              |
|                                                                          |
|               Head was revived during the Spcl Attack: Do nothing        |
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 1 Turn Count] to 3                     |
|                                                                          |
|                                                                          |
|   3RD ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [E] (Wing) does not have Death:                    |
|                                                                          |
|               Use Slow on Rnd Target                                     |
```

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|                                                                      |
|              Bizarro [E] (Wing) has Death:                           |
|                                                                      |
|               Head was revived during the Spcl Attack: Do nothing    |
|                                                                      |
|               Head was not revived during Spcl Attack:               |
|                                                                      |
|                Use <Sephiroth Shock> on Rnd Target                   |
|                                                                      |
|              Set GlobalVar [Party 1 Turn Count] to 4                 |
|                                                                      |
|                                                                      |
|   4TH ATTACK: Use Spcl Attack                                        |
|                                                                      |
|    Follow-Up: Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Alive: |
|                                                                      |
|               Use Stigma 2152 Base Damage variant on All Targets     |
|                                                                      |
|                                                                      |
|              Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Dead:  |
|                                                                      |
|               Use Heartless Angel on All Targets                     |
|                                                                      |
|                                                                      |
|              Bizarro [B] (Head) is Dead:                             |
|                                                                      |
|               Head was revived during the Spcl Attack: Do nothing    |
|                                                                      |
|               Head was not revived during Spcl Attack:               |
|                                                                      |
|                Use <Sephiroth Shock> on Rnd Target                   |
|                                                                      |
|              Set GlobalVar [Party 1 Turn Count] to 5                 |
|                                                                      |
|                                                                      |
|   5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)  |
|              Set GlobalVar [Party 1 Turn Count] to 6                 |
|                                                                      |
|   6TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)  |
|              Set GlobalVar [Party 1 Turn Count] to 7                 |
|                                                                      |
|   7TH ATTACK: Use Spcl Attack                                        |
|                                                                      |
|    Follow-Up: Bizarro [E] (Wing) does not have Death:                |
|                                                                      |
|               Use Sleepel on Rnd Target                              |
|                                                                      |
|              Bizarro [E] (Wing) has Death:                           |
|                                                                      |
|               Head was revived during the Spcl Attack: Do nothing    |
|                                                                      |
|               Head was not revived during Spcl Attack:               |
|                                                                      |
|                Use <Sephiroth Shock> on Rnd Target                   |
|                                                                      |
|              Set GlobalVar [Party 1 Turn Count] to 8                 |
|                                                                      |
|                                                                      |
|   8TH ATTACK: Use Spcl Attack                                        |
|                                                                      |
```

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|    Follow-Up: Bizarro [D] (Right) does not have Death:                        |
|                                                                               |
|                Use Ice3 on Rnd Target                                         |
|                                                                               |
|               Bizarro [D] (Right) has Death:                                  |
|                                                                               |
|                Head was revived during the Spcl Attack: Do nothing            |
|                                                                               |
|                Head was not revived during Spcl Attack:                       |
|                                                                               |
|                 Use <Sephiroth Shock> on Rnd Target                           |
|                                                                               |
|               Set GlobalVar [Party 1 Turn Count] to 1                         |
|                                                                               |
|                                                                               |
|  DEATH:                                                                       |
|                                                                               |
|     *Due to flaws in the AI Script, the GlobalVar for the Death Status for    |
|       each body-part will only be correctly set if the Wing [E] has died.     |
|       If the wing is still alive when any of the other parts die, their       |
|       Death Status will not be recorded and will still be alive when you      |
|       switch from the 2nd Party back to the 1st. Any body-parts that are      |
|       already dead when you kill the Wing *will* then have their Death        |
|       Status recorded correctly.                                              |
|                                                                               |
|   Bizarro-Sephiroth [A] (Body) has died:                                      |
|                                                                               |
|    Use <Vanish> on Self, remove active enemies from Battle, end Battle        |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [B] (Head) has died:                                      |
|                                                                               |
|    Use <Vanish> on Self                                                       |
|    Use <[No Name]> on Self                                                    |
|    Display String: [Head Portion (B) Dead]                                    |
|    1/3 Chance: Turns before Head is revived = 1                               |
|    1/3 Chance: Turns before Head is revived = 2                               |
|    1/3 Chance: Turns before Head is revived = 3                               |
|    Set GlobalVar [Head Death Status]*                                         |
|    GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1            |
|    If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249|
|    Prompt the Player to switch to Party 2                                     |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [C] (Core) has died:                                      |
|                                                                               |
|    Use <Vanish> on Self                                                       |
|    Display String: [Core (C) Dead]                                            |
|    Set GlobalVar [1st Party Core Death Status]*                               |
|    Prompt the Player to switch to Party 2                                     |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [D] (Right Magic) has died:                               |
|                                                                               |
|    Bizarro-Sephiroth [E] (Right Wing) does not have Death OR GlobalVar        |
|     [2nd Party Core Death Status] has not been set:                           |
|                                                                               |
|      Use <Vanish> on Self                                                     |
|      Display String: [Right Magic (D) Dead]                                   |
|      Set GlobalVar [Right Magic Death Status]*                                |
```

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|      Prompt the Player to switch to Party 2                                  |
|                                                                              |
|    Bizarro-Sephiroth [E] (Right Wing) has Death AND GlobalVar [2nd Party     |
|     Core Death Status] has been set:                                         |
|                                                                              |
|      Use <Vanish> on Self                                                    |
|      Display String: [Right Magic (D) Dead]                                  |
|      Display String: [Right Core (C) Defense Down]                           |
|      Disable Bizarro [C] Core's Physical and Magical immunity                |
|      Set GlobalVar [Right Magic Death Status]*                               |
|      Prompt the Player to switch to Party 2                                  |
|                                                                              |
|                                                                              |
|   Bizarro-Sephiroth [E] (Right Wing) has died:                               |
|                                                                              |
|    Bizarro-Sephiroth [D] (Right Magic) does not have Death OR GlobalVar      |
|     [2nd Party Core Death Status] has not been set:                          |
|                                                                              |
|      Use <Vanish> on Self                                                    |
|      Display String: [Right Magic (E) Dead]                                  |
|      Set GlobalVar [Right Wing Death Status]*                                |
|      Prompt the Player to switch to Party 2                                  |
|                                                                              |
|    Bizarro-Sephiroth [D] (Right Magic) has Death AND GlobalVar [2nd Party    |
|     Core Death Status] has been set:                                         |
|                                                                              |
|      Use <Vanish> on Self                                                    |
|      Display String: [Right Magic (E) Dead]                                  |
|      Display String: [Right Core (C) Defense Down]                           |
|      Disable Bizarro [C] Core's Physical and Magical immunity                |
|      Set GlobalVar [Right Wing Death Status]*                                |
|      Prompt the Player to switch to Party 2                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bizarro-Sephiroth: 2-Party Left   |   POWER req for Overflow:     |
|                                              |                               |
| Bizarro-Sephiroth is the second part of a    |  Base Damage Overflow: 234    |
|  four-part final Boss encounter, and the     |  Rnd Var Overflow  3x: 156    |
|  2-Party variant is slightly more difficult  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  that the 1-Party variant, but not by much.                                  |
|  This version is the "Main" version of Bizarro, and the battle can only      |
|  end by killing the Body from the left-side. Its stats are the same as the   |
|  1-Party variant, and is slightly stringer then the 2-Party right-side       |
|  variant, excluding Dexterity which is slightly lower.                       |
| To face the 2-Party version the Player must have all characters at Lv 35     |
|  or greater, the average Lv of all active characters is greater than 53,     |
|  AND Jenova-SYNTHESIS must not have used 13 (or more) turns before its HP    |
|  dropped below 25%. Following this, if at least one of the Player's active   |
|  characters is Lv 44 or below, OR the average Lv of all active characters    |
|  is Lv 67 or lower, OR either Vincent or Yuffie (or both) have not been      |
|  recruited, then you automatically qualify for the 2-Party scenario with     |
|  Bizarro-Sephiroth.                                                          |
| All of the five Bizarro-Sephiroths will have a default immunity to Gravity   |
|  as the battle begins. The AI Script will then manually set the Shoulder     |
|  Magic [D] and the Wing [E] to absorb Ice and Lightning.                     |
| Aurora Fence will target all characters (including those with the Death      |
|  Status), and have a 100% chance of removing the following Statuses:         |
|  Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small,   |
|  Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk,     |
|  Peerless, Death Force and Resist. The AI Script will additionally remove    |
|  Stop, Seizure, Silence, D. Sentence and Paralyzed. Split Damage will not    |
```

apply to the chances of the Status inflictions, although, the damage part is prone to Split Damage.

Setting up for this battle you should allocate two Physical attackers and one defender for both sides. Give your Physical Attackers the Mystile (to increase your Deathblow chance) along with Sprint Shoes or a Champion Belt, and give your Left-Side defender a Ribbon. The Right-Side Bizarro will not use any Status inflicting abilities, so give your right-side defender the Circlet, Sprint Shoes, or any other accessory of your choice. The Right-Side version will never use Aurora Fence, either, so you can use the Curse Ring if you wish along with Death Force/Resist, as it will not remove those Statuses (although the Left-Side version will).
Whenever you switch from the left-side to the right-side it will be regarded as a fresh battle, so you will gain a fresh Sneak Attack chance, as well as having the "Mega All" count reset to 0 along with the regular "All" count. You should set up accordingly; Yuffie makes for a great candidate as a Physical attacker, as her Conformer will deal 3.8125x damage. Equip Counter Attacks and the Counter (Command) Materia, also. Give one Enemy Skill to your chosen two defenders, and one to one of the left-side attackers (Cloud?).
Set your defenders up with All+Restore to be able to use Regen, and equip them with Magical abilities such as Magic Counter+Comet2. Pandora's Box works well, as does Shadow Flare. Avoid using Magic Breath and other Elemental abilities, as the shoulder parts will absorb the Elements. Bahamut Zero, Flare and Ultima work well, also. This battle is not difficult, even if the left-side Body part of Bizarro does gain the additional 60,000 HP from having used KOTR during the Jenova-SYNTHESIS battle (the right-side Body-part cannot be targeted).
Given that the right-side version of Bizarro contains a fatal AI Script error, it will continuously use Demi3 until the Shoulder and Wing have been killed. Equip all of your right-side characters with Elemental+ Gravity (on Armour), the Ziedrich or Minerva Band (females only) to defend from Gravity. Feel free to fill all of your unused slots with Stat-boosting Materia, such as Steal, Pre-Emptive, Chocobo Lure etc.
Be mindful of the fact that you will not be able to set up for the subsequent battle with Safer-Sephiroth, so the Party you choose as your "Main" Party will be the Party to face Safer. Consider equipping the Destruct Materia for the following fight to remove Safer's Barrier/ MBarrier Statuses (Holy Torches work, also). Also note that each time you kill any of Bizarro's Heads, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills).

The main objective is to destroy the Body [A] part for the left-side; once the Body has been defeated, the battle will end and you will advance onto the next Boss battle; Safer-Sephiroth. You will not be able to target the Body from the right-side. While on the left the Core [C] will heal the Body for 6414 - 6840 HP with every turn, so the idea is to first destroy the Core before turning your attention to the Body.
The left-side Core will be impervious to all attacks until the right-side Core has been destroyed, along with the left-side Shoulder and Wing. To destroy the right-side Core, you must first kill the right-side Shoulder and Wing. It is possible to brute-strength your way through the fight ignoring the other body parts and focusing solely on the Body; however, the battle may take longer that way. Here is the general strategy you should adopt to defeat the 2-Party variant of Bizarro-Sephiroth:

- Firstly, destroy the left-side Wing [E] followed by the left-side Shoulder [D], in that order (or both at once). Switch to Party 2 once both parts have been killed.
- Secondly, destroy the right-side Shoulder [D] and Wing [E] in any

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|      order you like. Once the Core's defences have dropped, destroy the    |
|      right-side Core then switch to Party 1.                               |
|   - Thirdly, with the left-side Core vulnerable, destroy it before Body    |
|      revives the Shoulder and Wing, which it will do after (at least)      |
|      eight turns have passed since the left-side Core became vulnerable.   |
|   - Finally, just focus on the left-side Body until it is dead. You can    |
|      kill the Head if you wish, but it is not necessary to win the Battle. |
|                                                                            |
| This battle really isn't that difficult, but if you are struggling then    |
|  you should put your players in the Back Row, inflict them with Sadness    |
|  and set up Regen and Big Guard. Every eight turns Bizarro may use Aurora  |
|  Fence; just use Regen and Big Guard again if this happen. You can also    |
|  use Dragon Force twice on each character to boost their Defence and       |
|  MDefence, but it shouldn't be necessary.                                  |
|                                                                            |
| A flaw exists with the 2-Party "Main" variant of Bizarro-Sephiroth. When a |
|  body-part is killed it will *not* correctly record the Death-status of    |
|  the body-part to the Global Variable, *unless* the Wing is dead. If the   |
|  Wing is killed *after* the other body-parts have been killed, the Global  |
|  Var bit-mask will then auto-correct itself, and the killed body-parts     |
|  will be saved properly. If the Wing is then revived, the glitch will      |
|  reactivate until it has been killed again.                                |
| When you switch parties the battle starts as a fresh battle would, except  |
|  for the fact that the HP value for each body-part will be loaded from the |
|  values they were previously. Everything else (such as Statuses inflicted  |
|  on the characters) will be reset to 0. Even though the Head shares a      |
|  Global "Death" flag, its HP will not carry over from one party to the     |
|  other (if it is alive when switching). If the Head is dead when you swap  |
|  parties, then it will be revived on the opening turn as the "Head Death   |
|  Turn Count" variable is not globally saved.                               |
| Bizarro-Sephiroth will automatically replenish its MP at the beginning of  |
|  every turn, so it will never be in a position where it has insufficient   |
|  MP to us an ability. Two identical version of <Sephiroth Shock> exist;    |
|  one used its Head is alive and one used when its Head is dead. Two        |
|  versions of Stigma exist; one with 2152 HP base damage, and one with 1845 |
|  base damage, the latter of which is never used. It was intended to have   |
|  been used if the Head was dead; however, the preceding check to use       |
|  Stigma will only pass if the Head is alive.                               |
| Unlike the battles during the Kalm Flashback, the "Disable Battle Rewards" |
|  Flag is manually toggled via the AI Script, as opposed to the Field       |
|  Script. When the battle with Bizarro-Sephiroth finishes you will be       |
|  immediately thrown into the Safer-Sephiroth battle.                       |
| The Player will hear "The Birth of God" Theme play throughout the battle   |
|  with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and      |
|  Battle Rewards Screen will be disabled for this battle.                   |
| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby   |
|  the game will freeze when the Player tried cast Ultima, when they have    |
|  one Ultima paired with HP or MP Absorb, and another with Quadra Magic.    |
| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as    |
|  there is no way for the Player to inflict an enemy with Seizure. Bizarro- |
|  Sephiroth is one of 86 enemies that are immune to Seizure. It is also     |
|  immune to Peerless, along with 104 other enemies.                         |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------------.  NOTE - This is the 2-Party Right Side "Sub" variant
 /  {Bizarro-Sephiroth}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~\
|  https://photos.app.goo.gl/AXW1T3W27xNzNvh68                     | ID: 146 |
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The 2-Party variant of Bizarro-Sephiroth will only be considered if *all* of the checks for the 1-Party battle fails, which are as follows:

- Jenova-SYNTHESIS managed 13 or more turns before its HP reached 15,000
- The average level of your characters is Lv 53 or lower
- At least one of your characters is Lv 34 or below

If all of these checks fail, then you will face the 2-Party Bizarro-Sephiroth variant if *any* of the following comes true before the Jenova-SYNTHESIS battle ends:

- The average level of your characters is Lv 67 or lower
- At least one of your characters is Lv 44 or below
- The Player has not recruited Yuffie and/or Vincent

Experience gained from the Jenova-SYNTHESIS battle will *not* contribute towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will only be considered if they have been recruited, respectively.

Bizarro [A] (Body)	HP = 35,000 + 5,000 per Lv 99 Player		
Bizarro [B] (Head)	HP = 2,000 + 250 per Lv 99 Player		
Bizarro [C] (Core)	HP = 12,000 + 1,500 per Lv 99 Player		
Bizarro [D] (Magic)	HP = 6,000 + 750 per Lv 99 Player		
Bizarro [E] (Wing)	HP = 4,000 + 500 per Lv 99 Player		
Bizarro [A] (Body)	Min HP = 35,000	Max HP = 75,000	(non-targetable)
Bizarro [B] (Head)	Min HP = 2,000	Max HP = 4,000	
Bizarro [C] (Core)	Min HP = 12,000	Max HP = 24,000	
Bizarro [D] (Magic)	Min HP = 6,000	Max HP = 12,000	
Bizarro [E] (Wing)	Min HP = 4,000	Max HP = 8,000	

Level: 61	Strength: 190	Drop: /	
HP: 60,000*	Defence: 200	Steal: /	
MP: 400	Magic: 128	Morph: /	
	MDefence: 190		
EXP: 0	Dexterity: 110		
AP: 0	Luck: 0		
GIL: 0	Evade: 1		

Fire	[Absorb]*	D E	Death	[-]	Petrify	[-]	
Ice	[-]		Sleep	[-]	D. Sentence	[-]	
Lightning	[-]		Poison	[-]	Paralyzed	[-]	
Earth	[-]		Confusion	[-]	Darkness	[VUL]	
Poison	[-]		Silence	[-]			
Gravity	[Absorb]*	D E	Slow	[-]	Sadness	[VUL]	
Gravity	[Nullify]		Stop	[-]	Fury	[VUL]	
Water	[-]		Frog	[-]	Haste	[-]	
Wind	[-]		Small	[-]	Manipulate	[-]	
Holy	[-]		Slow-numb	[-]	Berserk	[-]	
Restorative	[-]						

MAPS:	FORMATION ID:	LOOKALIKES:
Planet's Core Sephiroth Encounter	#916	Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth
		Bizarro-Sephiroth

2-Party Right | No Manipulate Attacks!

Bizarro-Sephiroth's ATTACKS:

Attack 1: <Sephiroth Shock>	Target: One Opponent	Can't Cover
[3AC] Physical	Element: Cut	
[3B0]	Att%: 100	
	Power: 10	
	Base Damage: 1702 HP	
Attack 2: Aurora Fence	Target: All Opponents	Never Used
[3B1] Magical	Element: Restorative	Miss If Alive
Spcl Formula	Att%: 100	Split Damage
	Power: 1	Status Remove:
	Base Damage: 1156 HP	21 Statuses
		(See Notes)
Attack 3: Fire3	Target: One Opponent	Never Used
[01D] Magical	Element: Fire	Reflectable
	Att%: 100	
	Power: 64	
	MP Cost: 52 MP	
	Base Damage: 4536 HP	
Attack 4: Demi3	Target: One Opponent	
[02C] Magical	Element: Gravity	
% Based	Att%: 75	
	Power: 24	
	MP Cost: 48 MP	
	Base Damage: 75% Current HP	
Attack 5: Quake3	Target: One Opponent	Never Used
[026] Magical	Element: Earth	Reflectable
	Att%: 100	
	Power: 70	
	MP Cost: 68 MP	
	Base Damage: 4961 HP	
Attack 6: Stop	Target: One Opponent	Never Used
[015] Magical 0 Dam	Att%: Auto Hit	Reflectable
	MP Cost: 34 MP	Status Inflict:
		Stop (59%)
Attack 7: Bizzarro Enegy	Target: 1/A Allies	Never Used
[3C5] Magical	Element: Restorative	Split Damage
Spcl Formula	Att%: 255	
	Power: 255	
	Base Damage: 6744 HP	
Attack 8: Heartless Angels	Target: All Opponents	Fixed Damage
[3AE] Physical	Element: None	
Spcl Formula	Att%: 255	
	Power: 255	
	Base Damage: Target's Current HP - 1	
Attack 9: Stigma	Target: All Opponents	No Split Damage
[3AF] Magical	Element: Shout	Status Inflict:
	Att%: 100	Poison (100%)
	Power: 28	Slow
	Base Damage: 1984 HP	

Attack 10: Stigma	Target: All Opponents	Never Used
[3B2] Magical	Element: Shout	No Split Damage
	Att%: 100	Status Inflict:
	Power: 24	Poison (100%)
	Base Damage: 1701 HP	Slow
Attack 11: <[No Name]>	Target: Self	Head Death
[11F] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 12: <[No Name]>	Target: Self	Head Revive
[120] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 13: <Vanish>	Target: Self	Sub-Part Death
[14E] Physical 0 Dam	Att%: Auto Hit	Animation
Attack 14: <Vanish>	Target: Self	Never Used
[150] Physical 0 Dam	Att%: Auto Hit	Animation

Bizarro-Sephiroth's BATTLE PLAN: (Repeats) 2-Party Right

NOTE - This battle consists of 5x Bizarro-Sephiroth, four of which are flagged to be invisible as the battle initiates. Note that the Setup Script is ran *each time the Party switches sides*.

Bizarro-Sephiroth [A] = Body (non-targetable)
Bizarro-Sephiroth [B] = Head
Bizarro-Sephiroth [C] = Core
Bizarro-Sephiroth [D] = Left Magic (Player's Right)
Bizarro-Sephiroth [E] = Left Wing (Player's Right)

The perspective is from Bizarro-Sephiroth's perspective, so its 'Left Magic' is the the right shoulder from the Player's POV. This 'right side' variant is actually Bizarro's left. Only Bizarro [A] (Body) will attack the Player; the Head, Core, Shoulder and Wing do nothing by themselves.

The battle will prompt you switch sides each time one of the body-parts have been killed. This version of Bizarro is considered the "2nd Party", or "Sub" variant. When you switch from one party to the other, the Death Status of the Head will carry over, although Current HP will not. An oversight means that the Head will still be alive when switching from the 1st Party to the 2nd Party if the 1st Party Wing has not been killed.

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"
Set current battle as the "Sub" battle

Set Bizarro [D] (Left Magic) to absorb Fire and Gravity Elements
Set Bizarro [E] (Left Wing) to absorb Fire and Gravity Elements

*Due to flaws in the AI Script, the GlobalVar for the Death Status of the Head will only load correctly when transitioning from the 1st Party to the 2nd Party if the 1st Party Wing has killed. If the 1st Party Wing was still alive when you switch to the 2nd Party, the Head will always be alive regardless of it being killed prior.

```
|                                                                                |
|   Load GlobalVar [Head Death Status]*                                          |
|   Load GlobalVar [2nd Party Core Death Status]                                 |
|   Load GlobalVar [Left Magic Death Status]                                     |
|   Load GlobalVar [Left Wing Death Status]                                      |
|                                                                                |
|   Set Bizarro [A]'s Body as non-targetable                                     |
|   Set Bizarro [B]'s Head as the body-part selected as target                   |
|   Set Bizarro [C]'s Core as the body-part selected as target                   |
|   Set Bizarro [D]'s Left Shoulder as the body-part selected as target          |
|   Set Bizarro [E]'s Left Wing as the body-part selected as target              |
|                                                                                |
|                                                                                |
|   Load GlobalVar [Qty of Lv 99 Players]                                        |
|                                                                                |
|   Set Bizarro [A]'s Max HP to 35,000 + ([Qty of Lv 99 Players] * 5000)         |
|   Set Bizarro [B]'s Max HP to  4,000 - ((8 - [Qty of Lv 99 Players]) * 250)    |
|   Set Bizarro [C]'s Max HP to 12,000 + ([Qty of Lv 99 Players] * 1500)         |
|   Set Bizarro [D]'s Max HP to  6,000 + ([Qty of Lv 99 Players] * 750)          |
|   Set Bizarro [E]'s Max HP to  4,000 + ([Qty of Lv 99 Players] * 500)          |
|                                                                                |
|                                                                                |
|   2nd Party Shoulder Alive OR 2nd Party Wing Alive:                            |
|                                                                                |
|    Enable Bizarro [C] Core's Physical and Magical immunity                     |
|                                                                                |
|   2nd Party Shoulder Dead AND 2nd Party Wing Dead:                             |
|                                                                                |
|    Disable Bizarro [C] Core's Physical and Magical immunity                    |
|                                                                                |
|                                                                                |
|   First time Setup Script is ran:                                              |
|                                                                                |
|    Set Bizarro [A] Body's Current HP Max HP                                    |
|    Set Bizarro [B] Head's Current HP Max HP                                    |
|    Set Bizarro [C] Core's Current HP Max HP                                    |
|    Set Bizarro [D] Left's Current HP Max HP                                    |
|    Set Bizarro [E] Wing's Current HP Max HP                                    |
|                                                                                |
|    Display String: [If a part dies, change to a different party.]              |
|                                                                                |
|                                                                                |
|   Setup Script has ran more than once:                                         |
|                                                                                |
|    Display String: [If a part dies, change to a different party.]              |
|                                                                                |
|                                                                                |
|   End of Setup                                                                 |
|                                                                                |
|                                                                                |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                         |
|                                                                                |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The     |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3     |
|       upon the Head's death. If you have just switched parties the 'Turns      |
|       before Head is revived' count will be set to 0 by default.               |
|                                                                                |
|   SPCL ATTACK:                                                                 |
|                                                                                |
|    Bizarro [B] (Head) does not have Death:                                     |
```

```
|                                                                                |
|     Set [Turn Count] to [Core Vulnerable Turn Count]  (glitch)                 |
|     Set Bizarro [A]'s Current MP to Max MP                                     |
|                                                                                |
|    Bizarro [B] (Head) has Death:                                               |
|                                                                                |
|     Turns before Head is revived > 0:                                         |
|                                                                                |
|      Set [Turn Count] to [Core Vulnerable Turn Count]  (glitch)                |
|      Set Bizarro [A]'s Current MP to Max MP                                    |
|      Turns before Head is revived = Turns before Head is revived - 1           |
|                                                                                |
|     Turns before Head is revived = 0:                                          |
|                                                                                |
|      Set [Turn Count] to [Core Vulnerable Turn Count]  (glitch)                |
|      Set Bizarro [A]'s Current MP to Max MP                                    |
|      Use <[No Name]> on Self                                                   |
|      Remove Bizarro [B] Head's Death Status                                    |
|      Set Bizarro [B] Head's Current HP to Max HP                               |
|      Display String: [Head Portion (B) Revived]                                |
|      Unset GlobalVar [Head Death Status]                                       |
|                                                                                |
|                                                                                |
|   STAGE 1: (Shoulder or Wing Alive - Core immunity active)                     |
|                                                                                |
|    Use Spcl Attack                                                             |
|    Follow-Up: Use Demi3 on Rnd Target                                          |
|                                                                                |
|                                                                                |
|   STAGE 2: (Shoulder and Wing Dead - Core immunity disabled)                   |
|                                                                                |
|    1ST ATTACK: Use Spcl Attack                                                 |
|                                                                                |
|     Follow-Up: Head was revived during the Spcl Attack: Do nothing             |
|                                                                                |
|                Head was not revived during Spcl Attack:                        |
|                                                                                |
|                 Use <Sephiroth Shock> on Rnd Target                            |
|                                                                                |
|                                                                                |
|    2ND ATTACK: Same as 1st Attack                                              |
|                                                                                |
|                                                                                |
|    3RD ATTACK: Use Spcl Attack                                                 |
|                                                                                |
|     Follow-Up: Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Alive:    |
|                                                                                |
|                 Use Stigma 1984 Base Damage variant on All Targets             |
|                                                                                |
|                                                                                |
|                Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Dead:     |
|                                                                                |
|                 Use Heartless Angel on All Targets                             |
|                                                                                |
|                                                                                |
|                 Bizarro [B] (Head) has Death:                                  |
|                                                                                |
|                  Head was revived during the Spcl Attack: Do nothing           |
|                                                                                |
|                  Head was not revived during Spcl Attack:                      |
```

Use <Sephiroth Shock> on Rnd Target

4TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)
5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)

THEREAFTER: Same as 1st Attack

The "Sub" variant of the 2-Party Bizarro-Sephiroth suffers from a fatal error with the AI Script. Instead of setting the "Turn Count" variable to the Global Variable assigned as the "2nd Party Turn Count" at the beginning of each turn, it will instead set it to the variable used to count the amount of turns that have passed since the Core's defences have come down.

This means that it will always use Demi3 while the Core's defences are up, after which it will play out its normal attack pattern as soon as the Core becomes vulnerable, starting from the 2nd Attack. When it gets to its 8th Attack, it will continue to repeat that attack forever more, never to jump back to its 1st Attack (even when the count wraps around after exceeding 255).

The Battle Plan should have looked virtually the same as all of the other Bizarro-Sephiroths, using slightly different attacks. Here is how the repeating attack sequence *should* have looked (refer to the other variants for the full conditions in which each attack is selected).

1st Attack: Use Bizarro Enegy, Aurora Fence or <Sephiroth Shock>
2nd Attack: Use Fire3 if Shoulder is alive, or <Sephiroth Shock>
3rd Attack: Use Stop if Wing is alive, or <Sephiroth Shock>
4th Attack: Use Stigma, Heartless Angel or <Sephiroth Shock>
5th Attack: Skip a turn
6th Attack: Skip a turn
7th Attack: Use Quake3 if Shoulder is alive, or <Sephiroth Shock>
8th Attack: Use Demi3 if Wing is alive, or <Sephiroth Shock>

DEATH:

Bizarro-Sephiroth [B] (Head) has died:

Use <Vanish> on Self
Use <[No Name]> on Self
Display String: [Head Portion (B) Dead]
1/3 Chance: Turns before Head is revived = 1
1/3 Chance: Turns before Head is revived = 2
1/3 Chance: Turns before Head is revived = 3
GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1
If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249
Set GlobalVar [Head Death Status]
Prompt the Player to switch to Party 1

Bizarro-Sephiroth [C] (Core) has died:

1st Party Magic has Death AND 1st Party Wing has Death AND 1st Party Core does not have Death:

```
|      Use <Vanish> on Self                                                    |
|      Display String: [Core (C) Dead]                                         |
|      Display String: [Core (C) Defense Down]                                 |
|      Display String: [ in front of Cloud's party.]                           |
|      Set GlobalVar [2nd Party Core Death Status]                             |
|      Prompt the Player to switch to Party 1                                  |
|                                                                              |
|    1st Party Magic does not have Death OR 1st Party Wing does not have       |
|     Death OR 1st Party Core has Death:                                       |
|                                                                              |
|      Use <Vanish> on Self                                                    |
|      Display String: [Core (C) Dead]                                         |
|      Set GlobalVar [2nd Party Core Death Status]                             |
|      Prompt the Player to switch to Party 1                                  |
|                                                                              |
|                                                                              |
|   Bizarro-Sephiroth [D] (Left Magic) has died:                               |
|                                                                              |
|    Bizarro-Sephiroth [E] (Left Wing) does not have Death:                    |
|                                                                              |
|     Use <Vanish> on Self                                                     |
|     Display String: [Left Magic (D) Dead]                                    |
|     Set GlobalVar [Left Magic Death Status]                                  |
|     Prompt the Player to switch to Party 1                                   |
|                                                                              |
|    Bizarro-Sephiroth [E] (Left Wing) has Death:                              |
|                                                                              |
|     Use <Vanish> on Self                                                     |
|     Display String: [Left Magic (D) Dead]                                    |
|     Display String: [Left Core (C) Defense Down]                             |
|     Disable Bizarro [C] Core's Physical and Magical immunity                 |
|     Set GlobalVar [Left Magic Death Status]                                  |
|     Prompt the Player to switch to Party 1                                   |
|                                                                              |
|                                                                              |
|   Bizarro-Sephiroth [E] (Left Wing) has died:                                |
|                                                                              |
|    Bizarro-Sephiroth [D] (Left Magic) does not have Death:                   |
|                                                                              |
|     Use <Vanish> on Self                                                     |
|     Display String: [Left Magic (E) Dead]                                    |
|     Set GlobalVar [Left Wing Death Status]                                   |
|     Prompt the Player to switch to Party 1                                   |
|                                                                              |
|    Bizarro-Sephiroth [D] (Left Magic) has Death:                             |
|                                                                              |
|     Use <Vanish> on Self                                                     |
|     Display String: [Left Magic (E) Dead]                                    |
|     Display String: [Left Core (C) Defense Down]                             |
|     Disable Bizarro [C] Core's Physical and Magical immunity                 |
|     Set GlobalVar [Left Wing Death Status]                                   |
|     Prompt the Player to switch to Party 1                                   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bizarro-Sephiroth: 2-Party Right  |   POWER req for Overflow:     |
|                                              |                               |
| Bizarro-Sephiroth is the second part of a    |  Base Damage Overflow: 226    |
|  four-part final Boss encounter, and the     |  Rnd Var Overflow  3x: 151    |
|  2-Party variant is slightly more difficult  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  that the 1-Party variant, but not by much.                                  |
|  The right-side version is considered to be the "Sub" version, and has       |
```

| slightly lower stats compared to the left-side, although it has slightly higher Dexterity. The battle cannot be won from the right-side. |
| To face the 2-Party version the Player must have all characters at Lv 35 or greater, the average Lv of all active characters is greater than 53, AND Jenova-SYNTHESIS must not have used 13 (or more) turns before its HP dropped below 25%. Following this, if at least one of the Player's active characters is Lv 44 or below, OR the average Lv of all active characters is Lv 67 or lower, OR either Vincent or Yuffie (or both) have not been recruited, then you automatically qualify for the 2-Party scenario with Bizarro-Sephiroth. |
| All of the five Bizarro-Sephiroths will have a default immunity to Gravity as the battle begins. The AI Script will then manually set the Shoulder Magic [D] and the Wing [E] to absorb Fire and Gravity; this is likely an error, and the allocated Elements should have instead been Fire and Earth (compared to the other versions of Bizarro). |
| Aurora Fence will target all characters (including those with the Death Status), and have a 100% chance of removing the following Statuses: Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small, Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk, Peerless, Death Force and Resist. The AI Script will additionally remove Stop, Seizure, Silence, D. Sentence and Paralyzed. An error with the AI Script as described in the Battle Plan means that this version of Bizarro will never use Aurora Fence. |
| |
| Refer to the notes on the 2-Party left-side "Main" variant above for info on how to set up for this battle. Given that the right-side variant will only use Demi3 until the Shoulder and Wing have been destroyed, you should make sure to equip Elemental+Gravity (on Armour), the Ziedrich and/or Minerva Band (females only) to defend from Gravity. |
| |
| The main objective while on the right-side is to first kill the Shoulder and Wing, which will then drop the Core's defences. Once the right-side Core has been killed, you can then switch back to the 1st Party. Again, refer to the notes on the left-side "Main" variant for info on how to defeat the Boss for good. |
| This battle really isn't that difficult, but if you are struggling then you should put your players in the Back Row, inflict them with Sadness and set up Regen and Big Guard. You can also use Dragon Force twice on each character to boost their Defence and MDefence, but it shouldn't be necessary. Note that each time you kill any of Bizarro's Heads, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills). |
| |
| Given that the attack-sequence for the right-side version of Bizarro is completely broken (read the description in the Battle Plan), it will never use Fire3, Quake3, Stop, Aurora Fence or Bizarro Enegy. This means that it will never revive the "Magic" parts after (at least) eight turns, as was the design. The left-side variant also contains a glitch whereby the Head will still be alive when switching to the right-side if the left-side Wing had not been killed previously. |
| The main Body-part can only be targeted from the left-side, and as such the right-side Body's HP value is irrelevant. It will *not* gain an additional 60,000 HP if KOTR was used during the Jenova-SYNTHESIS battle, although it wouldn't matter in any case. The Core for the right-side will be inactive, as opposed to healing the Body every turn. |
| If you find yourself in a scenario whereby you all of the right-side body-parts have been killed, just wait for Bizarro to revive the Head; after-which you can then kill it again to prompt the Player to switch sides. |
| |
| When you switch parties the battle starts as a fresh battle would, except for the fact that the HP value for each body-part will be loaded from the |

| values they were previously. Everything else (such as Statuses inflicted on the characters) will be reset to 0. Even though the Head shares a Global "Death" flag, its HP will not carry over from one party to the other (if it is alive when switching). If the Head is dead when you swap parties, then it will be revived on the opening turn as the "Head Death Turn Count" variable is not globally saved.

| Bizarro-Sephiroth will automatically replenish its MP at the beginning of every turn, so it will never be in a position where it has insufficient MP to us an ability. Two identical version of <Sephiroth Shock> exist; one used its Head is alive and one used when its Head is dead. Two versions of Stigma exist; one with 1984 HP base damage, and one with 1701 base damage, the latter of which is never used. It was intended to have been used if the Head was dead; however, the preceding check to use Stigma will only pass if the Head is alive.

| The Player will hear "The Birth of God" Theme play throughout the battle with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and Battle Rewards Screen will be disabled for this battle.

| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze when the Player tried cast Ultima, when they have one Ultima paired with HP or MP Absorb, and another with Quadra Magic.

| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Bizarro-Sephiroth is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.

NOTE - This is the 3-Party Centre "Main" variant

{Bizarro-Sephiroth}

!! FINAL BOSS BATTLE !!

https://photos.app.goo.gl/AXW1T3W27xNzNvh68 | ID: 148

| The 3-Party variant of Bizarro-Sephiroth will automatically be encountered if *all* of the checks for the 1-Party and 2-Party battle fails, which means that all of the following must come true:

- Jenova-SYNTHESIS managed 12 or less turns before its HP reached 15,000
- The average level of your characters is Lv 68 or higher
- None of your characters Lv is lower than 45
- Both Vincent and Yuffie have been recruited

| Experience gained from the Jenova-SYNTHESIS battle will *not* contribute towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will only be considered if they have been recruited, respectively.

| Bizarro [A] (Body) HP = 40,000 + 5,000 per Lv 99 Player
| Bizarro [B] (Head) HP = 2,000 + 250 per Lv 99 Player
| Bizarro [C] (Core) HP = 16,000 + 2,000 per Lv 99 Player
| Bizarro [D] (Magic) HP = 8,000 + 1,000 per Lv 99 Player
| Bizarro [E] (Wing) HP = 8,000 + 1,000 per Lv 99 Player

| Bizarro [A] (Body) will receive an additional 60,000 HP if KOTR was used during the Jenova-SYNTHESIS battle.

| Bizarro [A] (Body) Min HP = 40,000 Max HP = 140,000
| Bizarro [B] (Head) Min HP = 2,000 Max HP = 4,000
| Bizarro [C] (Core) Min HP = 16,000 Max HP = 32,000
| Bizarro [D] (Magic) Min HP = 8,000 Max HP = 16,000

| Bizarro [E] (Wing) Min HP = 8,000 Max HP = 16,000 |

Level: 61	Strength: 210	Drop: /
HP: 60,000*	Defence: 220	Steal: /
MP: 400	Magic: 144	Morph: /
	MDefence: 210	
EXP: 0	Dexterity: 140	
AP: 0	Luck: 0	
GIL: 0	Evade: 1	

Fire [-]	Death [-]	Petrify [-]
Ice [Absorb]* D E	Sleep [-]	D. Sentence [-]
Lightning [Absorb]* D E	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:

Planet's Core Sephiroth Encounter

FORMATION ID: #932

LOOKALIKES:

- Bizarro-Sephiroth
- Bizarro-Sephiroth
- Bizarro-Sephiroth
- Bizarro-Sephiroth
- Bizarro-Sephiroth

3-Party Centre | No Manipulate Attacks!

Bizarro-Sephiroth's ATTACKS:

Attack 1: <Sephiroth Shock>
[3AC] Physical
[3B0]
Target: One Opponent
Element: Cut
Att%: 100
Power: 10
Base Damage: 2131 HP
Can't Cover

Attack 2: Aurora Fence
[3B1] Magical
Spcl Formula
Target: All Opponents
Element: Restorative
Att%: 100
Power: 1
Base Damage: 1252 HP
Miss If Alive
Split Damage
Status Remove: 21 Statuses (See Notes)

Attack 3: Bolt3
[023] Magical
Target: One Opponent
Element: Lightning
Att%: 100
Power: 64
MP Cost: 52 MP
Base Damage: 4920 HP
Reflectable

Attack 4: Fire3
[01D] Magical
Target: One Opponent
Element: Fire
Att%: 100
Power: 64
MP Cost: 52 MP
Base Damage: 4920 HP
Reflectable

Attack 5: Ice3
[020] Magical
Target: One Opponent
Element: Ice
Reflectable

		Att%: 100	
		Power: 64	
		MP Cost: 52 MP	
		Base Damage: 4920 HP	
Attack 6: [026]	Quake3 Magical	Target: One Opponent Element: Earth Att%: 100 Power: 70 MP Cost: 68 MP Base Damage: 5381 HP	Reflectable
Attack 7: [02C]	Demi3 Magical % Based	Target: One Opponent Element: Gravity Att%: 75 Power: 24 MP Cost: 48 MP Base Damage: 75% Current HP	
Attack 8: [3C5]	Bizzarro Enegy Magical Spcl Formula	Target: 1/A Allies Element: Restorative Att%: 255 Power: 255 Base Damage: 6840 HP	Split Damage
Attack 9: [3AE]	Heartless Angels Physical Spcl Formula	Target: All Opponents Element: None Att%: 255 Power: 255 Base Damage: Target's Current HP - 1	Fixed Damage
Attack 10: [3AF]	Stigma Magical	Target: All Opponents Element: Shout Att%: 100 Power: 28 Base Damage: 2152 HP	No Split Damage Status Inflict: Poison (100%) Slow
Attack 11: [3B2]	Stigma Magical	Target: All Opponents Element: Shout Att%: 100 Power: 24 Base Damage: 1845 HP	Never Used No Split Damage Status Inflict: Poison (100%) Slow
Attack 12: [11F]	<[No Name]> Physical 0 Dam	Target: Self Att%: Auto Hit	Head Death Animation
Attack 13: [120]	<[No Name]> Physical 0 Dam	Target: Self Att%: Auto Hit	Head Revive Animation
Attack 14: [14E]	<Vanish> Physical 0 Dam	Target: Self Att%: Auto Hit	Sub-Part Death Animation
Attack 15: [150]	<Vanish> Physical 0 Dam	Target: Self Att%: Auto Hit	Main Body Death Animation

Bizarro-Sephiroth's BATTLE PLAN: (Repeats) 3-Party Centre

NOTE - This battle consists of 5x Bizarro-Sephiroth, four of which are flagged to be invisible as the battle initiates. Note that the Setup Script is ran *each time the Player switches Parties*.

Bizarro-Sephiroth [A] = Body
Bizarro-Sephiroth [B] = Head
Bizarro-Sephiroth [C] = Core
Bizarro-Sephiroth [D] = Right Magic (Player's Left)
Bizarro-Sephiroth [E] = Left Magic (Player's Right)

The perspective is from Bizarro-Sephiroth's perspective, so its 'Right Magic' is the the left shoulder from the Player's POV. Only Bizarro [A] (Body) will attack the Player; the two Shoulders and the Head do nothing by themselves. The Core will heal the Body with every turn, so long as it is alive to do so.

This version of Bizarro considered the "1st Party", or "Main" variant. When you switch from one party to the other, the Death Status of the Head and respective shoulder will carry over, although their Current HP will not.

The battle will open with this version of Bizarro, and will prompt the Player to switch sides each time one of the body-parts have been killed; killing the Head or the Right Magic will allow the Player to switch to left-side "Sub 1" Party (Bizarro's right), and killing the Core or Left Magic will allow the Player to switch to the right-side "Sub 2" Party (Bizarro's left).

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"
Set current battle as the "Main" battle

Set Bizarro [D] (Right Magic) to absorb Ice and Lightning Elements
Set Bizarro [E] (Left Magic) to absorb Ice and Lightning Elements

Load GlobalVar [Head Death Status]
Load GlobalVar [1st Party Core Death Status]
Load GlobalVar [Right Magic Death Status]
Load GlobalVar [Left Magic Death Status]

Set Bizarro [A]'s Body as the body-part selected as target
Set Bizarro [B]'s Head as the body-part selected as target
Set Bizarro [C]'s Core as the body-part selected as target
Set Bizarro [D]'s Right Magic as the body-part selected as target
Set Bizarro [E]'s Left Magic as the body-part selected as target

Load GlobalVar [Qty of Lv 99 Players]

Set Bizarro [A]'s Max HP to 40,000 + ([Qty of Lv 99 Players] * 5000)
Set Bizarro [B]'s Max HP to 4,000 - ((8 - [Qty of Lv 99 Players]) * 250)
Set Bizarro [C]'s Max HP to 16,000 + ([Qty of Lv 99 Players] * 2000)
Set Bizarro [D]'s Max HP to 8,000 + ([Qty of Lv 99 Players] * 1000)
Set Bizarro [E]'s Max HP to 8,000 + ([Qty of Lv 99 Players] * 1000)

If GlobalVar [Jenova KOTR used] has been set, increase Bizarro [A]'s Max HP by 60,000

2nd Party Core Alive OR 3rd Party Core Alive OR Left Magic Alive OR

```
|    Right Magic Alive:                                                    |
|                                                                          |
|     Enable Bizarro [C] Core's Physical and Magical immunity              |
|                                                                          |
|   2nd Party Core Dead AND 3rd Party Core Dead AND Left Magic Dead AND     |
|    Right Magic Dead:                                                     |
|                                                                          |
|     Disable Bizarro [C] Core's Physical and Magical immunity             |
|                                                                          |
|                                                                          |
|   First time Setup Script is ran:                                        |
|                                                                          |
|    Set Bizarro [A] Body's  Current HP Max HP                             |
|    Set Bizarro [B] Head's  Current HP Max HP                             |
|    Set Bizarro [C] Core's  Current HP Max HP                             |
|    Set Bizarro [D] Right's Current HP Max HP                             |
|    Set Bizarro [E] Wing's  Current HP Max HP                             |
|                                                                          |
|    Display String: [Think about the sequence of the 5 targets]           |
|    Display String: [ and beat them!]                                     |
|    Display String: [If a part dies, change to a different party.]        |
|                                                                          |
|                                                                          |
|   Setup Script has ran more than once:                                   |
|                                                                          |
|    Display String: [If a part dies, change to a different party.]        |
|                                                                          |
|                                                                          |
|   End of Setup                                                           |
|                                                                          |
|                                                                          |
|  SELF IS BIZARRO-SEPHIROTH [C]: (Core)                                   |
|                                                                          |
|   Set Bizarro [C]'s Current MP to Max MP                                 |
|   Use Bizarro Enegy on Bizarro [A] (Body)                                |
|                                                                          |
|                                                                          |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                   |
|                                                                          |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3 |
|       upon the Head's death. If you have just switched parties the 'Turns  |
|       before Head is revived' count will be set to 0 by default.         |
|                                                                          |
|   SPCL ATTACK:                                                           |
|                                                                          |
|    Bizarro [B] (Head) does not have Death:                               |
|                                                                          |
|     Load GlobalVar [Party 1 Turn Count]                                  |
|     Set Bizarro [A]'s Current MP to Max MP                               |
|                                                                          |
|    Bizarro [B] (Head) has Death:                                         |
|                                                                          |
|     Turns before Head is revived > 0:                                    |
|                                                                          |
|      Load GlobalVar [Party 1 Turn Count]                                 |
|      Set Bizarro [A]'s Current MP to Max MP                              |
|      Turns before Head is revived = Turns before Head is revived - 1     |
|                                                                          |
|     Turns before Head is revived = 0:                                    |
```

```
|                                                                          |
|      Load GlobalVar [Party 1 Turn Count]                                 |
|      Set Bizarro [A]'s Current MP to Max MP                              |
|      Use <[No Name]> on Self                                             |
|      Remove Bizarro [B] Head's Death Status                              |
|      Set Bizarro [B] Head's Current HP to Max HP                         |
|      Display String: [Head Portion (B) Revived]                          |
|      Unset GlobalVar [Head Death Status]                                 |
|                                                                          |
|                                                                          |
|   1ST ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up:                                                            |
|                                                                          |
|     Bizarro [D] (Right) has Death AND Bizarro [E] (Left) has Death AND   |
|      Bizarro [C] (Core) does NOT have Death AND eight or more turns have |
|      passed prior to Bizarro [C] (Core)'s immunity being lifted:         |
|                                                                          |
|       Use Bizarro Enegy on Bizarro [D] (Right) and Bizarro [E] (Left)    |
|       Remove Bizarro [D] and Bizarro [E]'s Death Status                  |
|       Enable Bizarro [C] Core's Physical and Magical immunity            |
|       Display String: [Left&Right Magic (D&E) Revived]                  |
|       Unset GlobalVar [Right Magic Death Status]                         |
|       Unset GlobalVar [Left Wing Death Status]                           |
|                                                                          |
|                                                                          |
|     Bizarro [D] (Right) is Alive OR Bizarro [E] (Left) is Alive OR       |
|      Bizarro [C] (Core) has Death OR less than eight turns have passed   |
|      prior to Bizarro [C] (Core)'s immunity being lifted:                |
|                                                                          |
|       Bizarro [B] (Head) has Death:                                      |
|                                                                          |
|        Cure Self of Seizure, Slow & Haste                                |
|        Use Aurora Fence on All Targets including Dead Targets            |
|        Cure all Targets of Slow, Haste, Stop, Seizure, Regen, Barrier,   |
|         MBarrier, Reflect, Poison, Sadness, Fury, Confusion, Silence,    |
|         Sleep, Frog, Small, Slow-numb, Petrify, Shield, D. Sentence,     |
|         Berserk, Peerless & Paralyzed                                    |
|                                                                          |
|                                                                          |
|       Bizarro [B] (Head) does not have Death:                            |
|                                                                          |
|        Head was revived during the Spcl Attack: Do nothing               |
|                                                                          |
|        Head was not revived during Spcl Attack:                          |
|                                                                          |
|         Use <Sephiroth Shock> on Rnd Target                              |
|                                                                          |
|     Set GlobalVar [Party 1 Turn Count] to 2                              |
|                                                                          |
|                                                                          |
|   2ND ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                   |
|                                                                          |
|                Use Bolt3 on Rnd Target                                   |
|                                                                          |
|               Bizarro [D] (Right) has Death:                             |
|                                                                          |
|                Head was revived during the Spcl Attack: Do nothing       |
```

```
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 1 Turn Count] to 3                     |
|                                                                          |
|                                                                          |
|   3RD ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [E] (Left) does not have Death:                    |
|                                                                          |
|               Use Quake3 on Rnd Target                                   |
|                                                                          |
|              Bizarro [E] (Left) has Death:                               |
|                                                                          |
|               Head was revived during the Spcl Attack: Do nothing        |
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 1 Turn Count] to 4                     |
|                                                                          |
|                                                                          |
|   4TH ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Alive: |
|                                                                          |
|               Use Stigma 2152 Base Damage variant on All Targets         |
|                                                                          |
|                                                                          |
|              Bizarro [B] (Head) is Alive AND Bizarro [C] (Core) is Dead:  |
|                                                                          |
|               Use Heartless Angel on All Targets                         |
|                                                                          |
|                                                                          |
|              Bizarro [B] (Head) is Dead:                                 |
|                                                                          |
|               Head was revived during the Spcl Attack: Do nothing        |
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 1 Turn Count] to 5                     |
|                                                                          |
|                                                                          |
|   5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)      |
|              Set GlobalVar [Party 1 Turn Count] to 6                     |
|                                                                          |
|   6TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)      |
|              Set GlobalVar [Party 1 Turn Count] to 7                     |
|                                                                          |
|   7TH ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                   |
|                                                                          |
|               Use Ice3 on Rnd Target                                     |
|                                                                          |
```

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|               Bizarro [D] (Right) has Death:                                  |
|                                                                               |
|                Head was revived during the Spcl Attack: Do nothing            |
|                                                                               |
|                Head was not revived during Spcl Attack:                       |
|                                                                               |
|                 Use <Sephiroth Shock> on Rnd Target                           |
|                                                                               |
|               Set GlobalVar [Party 1 Turn Count] to 8                         |
|                                                                               |
|                                                                               |
|   8TH ATTACK: Use Spcl Attack                                                 |
|                                                                               |
|    Follow-Up: Bizarro [E] (Left) does not have Death:                         |
|                                                                               |
|               Use Fire3 on Rnd Target                                         |
|                                                                               |
|               Bizarro [E] (Left) has Death:                                   |
|                                                                               |
|                Head was revived during the Spcl Attack: Do nothing            |
|                                                                               |
|                Head was not revived during Spcl Attack:                       |
|                                                                               |
|                 Use <Sephiroth Shock> on Rnd Target                           |
|                                                                               |
|               Set GlobalVar [Party 1 Turn Count] to 1                         |
|                                                                               |
|                                                                               |
|  DEATH:                                                                       |
|                                                                               |
|   Bizarro-Sephiroth [A] (Body) has died:                                      |
|                                                                               |
|    Use <Vanish> on Self, remove active enemies from Battle, end Battle        |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [B] (Head) has died:                                      |
|                                                                               |
|    Use Demi3 on Last Attacker                                                 |
|    Use <Vanish> on Self                                                       |
|    Use <[No Name]> on Self                                                    |
|    Display String: [Head Portion (B) Dead]                                    |
|    1/3 Chance: Turns before Head is revived = 1                               |
|    1/3 Chance: Turns before Head is revived = 2                               |
|    1/3 Chance: Turns before Head is revived = 3                               |
|    GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1            |
|    If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249|
|    Set GlobalVar [Head Death Status]                                          |
|    Prompt the Player to switch to Party 2                                     |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [C] (Core) has died:                                      |
|                                                                               |
|    Use <Vanish> on Self                                                       |
|    Display String: [Core (C) Dead]                                            |
|    Set GlobalVar [1st Party Core Death Status]                                |
|    Prompt the Player to switch to Party 3                                     |
|                                                                               |
|                                                                               |
|   Bizarro-Sephiroth [D] (Right Magic) has died:                               |
|                                                                               |
```

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|    Use <Vanish> on Self                                                    |
|    Display String: [Right Magic (D) Dead]                                  |
|    Set GlobalVar [Right Magic Death Status]                                |
|    Prompt the Player to switch to Party 2                                  |
|                                                                            |
|                                                                            |
|   Bizarro-Sephiroth [E] (Left Magic) has died:                             |
|                                                                            |
|    Use <Vanish> on Self                                                    |
|    Display String: [Left Magic (E) Dead]                                   |
|    Set GlobalVar [Left Magic Death Status]                                 |
|    Prompt the Player to switch to Party 3                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bizarro-Sephiroth: 3-Party Centre |   POWER req for Overflow:   |
|                                              |                             |
| Bizarro-Sephiroth is the second part of a    |  Base Damage Overflow: 242  |
|  four-part final Boss encounter, and the     |  Rnd Var Overflow  3x: 161  |
|  3-Party variant is the hardest of all       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  variants, but only marginally. This version                               |
|  is the "Main" version of Bizarro, and the battle can only end by killing  |
|  the Body from the central "Main" side. Its stats are the the highest of   |
|  all six variants of Bizarro-Sephiroth, but not by much. This central      |
|  version's attack pattern is almost identical to the 1-Party version, with |
|  the added fact it will use Demi3 as a counter when the Head dies.         |
| To face the 3-Party version the Player must not have any characters Lv     |
|  lower than 45, the average Lv is 68 or higher, Vincent and Yuffie must    |
|  both have been recruited *and* Jenova-SYNTHESIS must not have used 13 (or |
|  more) turns before its HP dropped below 25%. If the Player used KOTR at   |
|  any point during the Jenova-SYNTHESIS battle then the Body's HP will      |
|  increase by 60,000, but only for the "Main" variant; the Body cannot be   |
|  targeted from the left or right sides.                                    |
| All of the five Bizarro-Sephiroths will have a default immunity to Gravity |
|  as the battle begins. The AI Script will then manually set the Right      |
|  Magic [D] and the Left Magic [E] to absorb Ice and Lightning. This is     |
|  likely an error, considering that the right-side Party (Left Magic side)  |
|  absorbs Fire and Earth, and the Left Magic for the 1-Party variant        |
|  absorbs Fire and Earth, it is likely that the Left Magic for this variant |
|  should have also absorbed Fire and Earth.                                 |
| Aurora Fence will target all characters (including those with the Death    |
|  Status), and have a 100% chance of removing the following Statuses:       |
|  Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small, |
|  Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk,   |
|  Peerless, Death Force and Resist. The AI Script will additionally remove  |
|  Stop, Seizure, Silence, D. Sentence and Paralyzed. Split Damage will not  |
|  apply to the chances of the Status inflictions, although, the damage part |
|  is prone to Split Damage.                                                 |
|                                                                            |
| You have two options when setting up for this battle. Given that you will  |
|  not get a chance to set your party up following the battle (prior to the  |
|  subsequent battle with Safer), you may wish to *only* set you "Main"      |
|  Party up with all of the best Materia, focusing on a Physically offensive |
|  setup. Your aim would be to deal more damage to the Body per turn than    |
|  the Core is able to heal it for, without using your "Sub" Parties at all. |
|  This may also be the faster option.                                       |
| Your other option is to defeat Bizarro as was intended; by firstly taking  |
|  out the two "Sub" Cores, followed by the "Main" Core to leave the Body    |
|  vulnerable. If you opt for this option, then allocate 1 Physical attacker |
|  for each Party (Yuffie makes a good candidate as her Conformer will deal  |
|  3.8125x damage), and set them up with Champion Belts, Double Cut, Added   |
|  Cut+Deathblow, Sneak Attack+Deathblow, Counter+Deathblow, Counter          |
```

Attacks, and Mega All with Deathblow. Equip Mystiles, also, to increase your Deathblow chance to 100%.

Your remaining characters will be your defenders; give one Enemy Skill Materia to a defender in each Party, and equip them with Ribbons. Set them up with All+Restore to be able to use Regen, and equip them with Magical abilities such as Magic Counter+Comet2. Pandora's Box works well, as does Shadow Flare. Avoid using Magic Breath and other Elemental abilities, as the shoulder parts will absorb the Elements. Bahamut Zero, Flare and Ultima work well, also. This battle is not difficult, even if the central Body part of Bizarro does gain the additional 60,000 HP from having used KOTR during the Jenova-SYNTHESIS battle.

Bizarro will occasionally use Aurora Fence to remove any positive Status buffs you have in place, but will only do so once every eight turns; simply use Big Guard and Regen again if this happens. Regardless of the setup you choose, just remember that your "Main" Party will be the Party to face Safer-Sephiroth, so be sure to prioritise their setup. Equipping the Destruct Materia will help to deal with Safer's Barrier/MBarrier Statuses (Holy Torches work, also). Also note that each time you kill any of Bizarro's Heads, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills).

Whenever you switch parties it will be regarded as a fresh battle, so you will gain a fresh Sneak Attack chance, as well as having the "Mega All" count reset to 0 along with the regular "All" count. Also, Feel free to fill all of your unused slots with Stat-boosting Materia, such as Steal, Pre-Emptive, Chocobo Lure etc.

The main objective is to destroy the Body [A] part for the centre "Main" side; once the central Body has been defeated, the battle will end and you will advance onto the next Boss battle; Safer-Sephiroth. You will not be able to target the Body from the left or right-side. While in the centre the Core [C] will heal the Body for 6414 - 6840 HP with every turn, so the idea is to first destroy all three Cores before turning your attention to the Body.

The central Core be impervious to all attacks until both the left-side and the right-side Cores has been destroyed. To destroy the Cores on either side, you must first destroy the respective Shoulder and Wing parts. Unlike the previous versions of Bizarro, the Wing parts will now revive the Shoulder parts if the Shoulder parts are dead at the time of the Wing being killed.

From the "Main" Party, killing the Head or Right Magic [D] will prompt the Player to switch to Party 2, and killing the Core or Left Magic [E] will prompt the Player to switch to Party 3. The "Death Status" of the Head and two Shoulder parts will carry over when you switch parties. Seeing as the Shoulder parts can be revived, you should start by killing the Head, then turn your attention to the "Sub 1" Wing.

As mentioned above, a viable strategy would be to just brute-force your way through the "Main" version of Bizarro, which may turn out to be quicker (and would set you up more appropriately for the following Safer-Sephiroth battle). If you did wish to defeat Bizarro-Sephiroth the legit way, then here is the general strategy you should adopt to defeat the 3-Party variant of Bizarro:

- Firstly, destroy the Head to prompt you to switch to Party 2. Avoid killing the Shoulders as they will just get revived.
- Secondly, destroy the left-side Wing [E] *first*, followed by the Shoulder [D] to drop the "Sub 2" Core's defences. Kill the Core to then switch to Party 3.
- Thirdly, destroy the right-side Wing [E] *first*, followed by the Shoulder [D] to drop the "Sub 3" Core's defences. Kill the Core to then switch back to Party 1.

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|   - Finally, kill the "Main" Core then just focus on the Body until it is  |
|      dead. You can kill the Head if you wish, but it is not necessary to   |
|      win the Battle.                                                       |
|                                                                            |
| This battle really isn't that difficult, but if you are struggling then    |
|  you should put your players in the Back Row, inflict them with Sadness    |
|  and set up Regen and Big Guard. You can also use Dragon Force twice on    |
|  each character to boost their Defence and MDefence, but it shouldn't be   |
|  necessary.                                                                |
|                                                                            |
| When you switch parties the battle starts as a fresh battle would, except  |
|  for the fact that the HP value for each body-part will be loaded from the |
|  values they were previously. Everything else (such as Statuses inflicted  |
|  on the characters) will be reset to 0. Even though the Head shares a      |
|  Global "Death" flag, its HP will not carry over from one party to the     |
|  other (if it is alive when switching), neither will the Shoulder parts.   |
|  If the Head is dead when you swap parties, then it will be revived on the |
|  opening turn as the "Head Death Turn Count" variable is not globally      |
|  saved.                                                                    |
| Bizarro-Sephiroth will automatically replenish its MP at the beginning of  |
|  every turn, so it will never be in a position where it has insufficient   |
|  MP to us an ability. Two identical version of <Sephiroth Shock> exist;    |
|  one used its Head is alive and one used when its Head is dead. Two        |
|  versions of Stigma exist; one with 2152 HP base damage, and one with 1845 |
|  base damage, the latter of which is never used. It was intended to have   |
|  been used if the Head was dead; however, the preceding check to use       |
|  Stigma will only pass if the Head is alive.                               |
| Unlike the battles during the Kalm Flashback, the "Disable Battle Rewards" |
|  Flag is manually toggled via the AI Script, as opposed to the Field       |
|  Script. When the battle with Bizarro-Sephiroth finishes you will be       |
|  immediately thrown into the Safer-Sephiroth battle.                       |
| The Player will hear "The Birth of God" Theme play throughout the battle   |
|  with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and      |
|  Battle Rewards Screen will be disabled for this battle.                   |
| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby   |
|  the game will freeze when the Player tried cast Ultima, when they have    |
|  one Ultima paired with HP or MP Absorb, and another with Quadra Magic.    |
| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as    |
|  there is no way for the Player to inflict an enemy with Seizure. Bizarro- |
|  Sephiroth is one of 86 enemies that are immune to Seizure. It is also     |
|  immune to Peerless, along with 104 other enemies.                         |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .----------------------.  NOTE - This is the 3-Party Left Side "Sub 1" V
 /  {Bizarro-Sephiroth}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/AXW1T3W27xNzNvh68                    | ID: 14A |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
| The 3-Party variant of Bizarro-Sephiroth will automatically be encountered |
|  if *all* of the checks for the 1-Party and 2-Party battle fails, which    |
|  means that all of the following must come true:                           |
|                                                                            |
|  - Jenova-SYNTHESIS managed 12 or less turns before its HP reached 15,000  |
|  - The average level of your characters is Lv 68 or higher                 |
|  - None of your characters Lv is lower than 45                             |
|  - Both Vincent and Yuffie have been recruited                             |
|                                                                            |
| Experience gained from the Jenova-SYNTHESIS battle will *not* contribute   |
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|  towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will  |
|  only be considered if they have been recruited, respectively.             |
|                                                                            |
|                                                                            |
|  Bizarro [A] (Body)   HP = 35,000 + 4,000 per Lv 99 Player                 |
|  Bizarro [B] (Head)   HP =  2,000 +   250 per Lv 99 Player                 |
|  Bizarro [C] (Core)   HP = 12,000 + 1,500 per Lv 99 Player                 |
|  Bizarro [D] (Magic)  HP =  8,000 + 1,000 per Lv 99 Player                 |
|  Bizarro [E] (Wing)   HP =  6,000 +   750 per Lv 99 Player                 |
|                                                                            |
|  Bizarro [A] (Body)   Min HP = 35,000   Max HP = 67,000  (non-targetable)  |
|  Bizarro [B] (Head)   Min HP =  2,000   Max HP =  4,000                    |
|  Bizarro [C] (Core)   Min HP = 12,000   Max HP = 24,000                    |
|  Bizarro [D] (Magic)  Min HP =  8,000   Max HP = 16,000                    |
|  Bizarro [E] (Wing)   Min HP =  6,000   Max HP = 12,000                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Level:     61  ||   Strength: 200  ||    Drop: /                          |
|  HP:    60,000* ||    Defence: 210  ||   Steal: /                          |
|  MP:       400  ||      Magic: 136  ||   Morph: /                          |
|                 ||   MDefence: 200  ||                                     |
|  EXP:        0  ||  Dexterity: 120  ||                                     |
|   AP:        0  ||       Luck:   0  ||                                     |
|  GIL:        0  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Absorb]*  D E |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Absorb]*  D E |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                FORMATION ID: |   LOOKALIKES:        |
|                                                     |                      |
| Planet's Core Sephiroth Encounter              #920 |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|                                                     |  Bizarro-Sephiroth   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|                        3-Party Left  |  No Manipulate Attacks!             |
|   Bizarro-Sephiroth's ATTACKS:        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <Sephiroth Shock>    Target: One Opponent      Can't Cover      |
|  [3AC]       Physical          Element: Cut                                |
|  [3B0]                            Att%: 100                                |
|                                  Power: 10                                 |
|                            Base Damage: 2030 HP                            |
|                                                                            |
|  Attack 2:  Aurora Fence        Target: All Opponents     Miss If Alive    |
|  [3B1]       Magical           Element: Restorative       Split Damage     |
|              Spcl Formula         Att%: 100                Status Remove:   |
|                                  Power: 1                   21 Statuses    |
|                            Base Damage: 1204 HP             (See Notes)     |
|                                                                            |
|  Attack 3:  Bolt3               Target: One Opponent      Reflectable      |
|  [023]       Magical           Element: Lightning                          |
```

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|                                  Att%: 100                                  |
|                                 Power: 64                                   |
|                               MP Cost: 52 MP                                |
|                            Base Damage: 4728 HP                             |
|                                                                             |
|  Attack 4:  Ice3                Target: One Opponent      Reflectable       |
|  [020]       Magical           Element: Ice                                 |
|                                  Att%: 100                                  |
|                                 Power: 64                                   |
|                               MP Cost: 52 MP                                |
|                            Base Damage: 4728 HP                             |
|                                                                             |
|  Attack 5:  Sleepel             Target: One Opponent      Reflectable       |
|  [00B]       Magical 0 Dam        Att%: 100               Status Inflict:   |
|                               MP Cost: 8 MP                 Sleep (71%)     |
|                                                                             |
|  Attack 6:  Slow                Target: One Opponent      Reflectable       |
|  [014]       Magical 0 Dam        Att%: Auto Hit          Status Inflict:   |
|                               MP Cost: 20 MP                Slow (99%)      |
|                                                                             |
|  Attack 7:  Bizzarro Enegy      Target: 1/A Allies        Split Damage      |
|  [3C5]       Magical           Element: Restorative                         |
|              Spcl Formula        Att%: 255                                  |
|                                 Power: 255                                  |
|                            Base Damage: 6792 HP                             |
|                                                                             |
|  Attack 8:  Heartless Angels    Target: All Opponents     Fixed Damage      |
|  [3AE]       Physical          Element: None                                |
|              Spcl Formula        Att%: 255                                  |
|                                 Power: 255                                  |
|                            Base Damage: Target's Current HP - 1             |
|                                                                             |
|  Attack 9:  Stigma              Target: All Opponents     No Split Damage   |
|  [3AF]       Magical           Element: Shout             Status Inflict:   |
|                                  Att%: 100                 Poison (100%)   |
|                                 Power: 28                  Slow            |
|                            Base Damage: 2068 HP                             |
|                                                                             |
| Attack 10:  Stigma              Target: All Opponents     Never Used        |
|  [3B2]       Magical           Element: Shout             No Split Damage   |
|                                  Att%: 100                 Status Inflict:   |
|                                 Power: 24                  Poison (100%)   |
|                            Base Damage: 1773 HP             Slow            |
|                                                                             |
| Attack 11: <[No Name]>          Target: Self              Head Death        |
|  [11F]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
| Attack 12: <[No Name]>          Target: Self              Head Revive       |
|  [120]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
| Attack 13: <Vanish>             Target: Self              Sub-Part Death    |
|  [14E]       Physical 0 Dam       Att%: Auto Hit           Animation       |
|                                                                             |
| Attack 14: <Vanish>             Target: Self              Never Used        |
|  [150]       Physical 0 Dam       Att%: Auto Hit           Animation       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Bizarro-Sephiroth's BATTLE PLAN: (Repeats)                 3-Party Left   |
|                                                                             |
|  NOTE - This battle consists of 6x Bizarro-Sephiroth, four of which are     |
|         flagged to be invisible as the battle initiates, and one flagged    |
```

to be inactive. Note that the Setup Script is ran *each time the Player switches Parties*.

Bizarro-Sephiroth [A] = Body (non-targetable)
Bizarro-Sephiroth [B] = Head
Bizarro-Sephiroth [C] = Core
Bizarro-Sephiroth [D] = Right Magic (Player's Left)
Bizarro-Sephiroth [E] = Right Wing (Player's Left)
Bizarro-Sephiroth [F] = Disabled

The perspective is from Bizarro-Sephiroth's perspective, so its 'Right Magic' is the the left shoulder from the Player's POV. This 'left side' variant is actually Bizarro's right. Only Bizarro [A] (Body) will attack the Player; the Head, Shoulder and Core do nothing by themselves. The Wing will revive the Shoulder if the Shoulder is dead at the time of killing the Wing.

This version of Bizarro considered the "2nd Party", or "Sub 1" variant. When you switch from one party to the other, the Death Status of the Head and respective shoulder will carry over, although their Current HP will not.

The battle will prompt you to switch to this side when you kill the 1st-Party Head or Right Magic, or, when you kill the 3rd-Party Left Magic or Left Wing, or Core while the 2nd-Party Core is still active. If you kill the 2nd-Party Left Magic, Wing, Head or Core (while the 3rd-Party Core is still active), then you will be prompted to switch to the 3rd-Party. If you kill the 2nd-Party Core with the 3rd-Party Core dead, then the prompt will bring you back to the 1st Party.

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"
Set current battle as the "Sub 1" battle

Set Bizarro [D] (Right Magic) to absorb Ice and Lightning Elements
Set Bizarro [E] (Right Wing) to absorb Ice and Lightning Elements

Load GlobalVar [Head Death Status]
Load GlobalVar [2nd Party Core Death Status]
Load GlobalVar [Right Magic Death Status]
Load GlobalVar [Right Wing Death Status]

Set Bizarro [A]'s Body as non-targetable
Set Bizarro [B]'s Head as the body-part selected as target
Set Bizarro [C]'s Core as the body-part selected as target
Set Bizarro [D]'s Right Shoulder as the body-part selected as target
Set Bizarro [E]'s Right Wing as the body-part selected as target
Set Bizarro [F]'s AI Script as inactive and disable the enemy

Load GlobalVar [Qty of Lv 99 Players]

Set Bizarro [A]'s Max HP to 35,000 + ([Qty of Lv 99 Players] * 4000)
Set Bizarro [B]'s Max HP to 4,000 - ((8 - [Qty of Lv 99 Players]) * 250)
Set Bizarro [C]'s Max HP to 12,000 + ([Qty of Lv 99 Players] * 1500)
Set Bizarro [D]'s Max HP to 8,000 + ([Qty of Lv 99 Players] * 1000)

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|   Set Bizarro [E]'s Max HP to  6,000 + ([Qty of Lv 99 Players] * 750)      |
|                                                                           |
|                                                                           |
|   2nd Party Shoulder Alive OR 2nd Party Wing Alive:                       |
|                                                                           |
|    Enable Bizarro [C] Core's Physical and Magical immunity                |
|                                                                           |
|   2nd Party Shoulder Dead AND 2nd Party Wing Dead:                        |
|                                                                           |
|    Disable Bizarro [C] Core's Physical and Magical immunity               |
|                                                                           |
|                                                                           |
|   First time Setup Script is ran:                                         |
|                                                                           |
|    Set Bizarro [A] Body's  Current HP Max HP                              |
|    Set Bizarro [B] Head's  Current HP Max HP                              |
|    Set Bizarro [C] Core's  Current HP Max HP                              |
|    Set Bizarro [D] Right's Current HP Max HP                              |
|    Set Bizarro [E] Wing's  Current HP Max HP                              |
|                                                                           |
|    Display String: [If a part dies, change to a different party.]         |
|                                                                           |
|                                                                           |
|   Setup Script has ran more than once:                                    |
|                                                                           |
|    Display String: [If a part dies, change to a different party.]         |
|                                                                           |
|                                                                           |
|   End of Setup                                                            |
|                                                                           |
|                                                                           |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                    |
|                                                                           |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3 |
|       upon the Head's death. If you have just switched parties the 'Turns  |
|       before Head is revived' count will be set to 0 by default.          |
|                                                                           |
|   SPCL ATTACK:                                                            |
|                                                                           |
|    Bizarro [B] (Head) does not have Death:                                |
|                                                                           |
|     Load GlobalVar [Party 2 Turn Count]                                   |
|     Set Bizarro [A]'s Current MP to Max MP                                |
|                                                                           |
|    Bizarro [B] (Head) has Death:                                          |
|                                                                           |
|     Turns before Head is revived > 0:                                     |
|                                                                           |
|      Load GlobalVar [Party 2 Turn Count]                                  |
|      Set Bizarro [A]'s Current MP to Max MP                               |
|      Turns before Head is revived = Turns before Head is revived - 1      |
|                                                                           |
|     Turns before Head is revived = 0:                                     |
|                                                                           |
|      Load GlobalVar [Party 2 Turn Count]                                  |
|      Set Bizarro [A]'s Current MP to Max MP                               |
|      Use <[No Name]> on Self                                              |
|      Remove Bizarro [B] Head's Death Status                               |
|      Set Bizarro [B] Head's Current HP to Max HP                          |
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|      Display String: [Head Portion (B) Revived]                              |
|      Unset GlobalVar [Head Death Status]                                     |
|                                                                              |
|                                                                              |
|   1ST ATTACK: Use Spcl Attack                                                |
|                                                                              |
|    Follow-Up:                                                                |
|                                                                              |
|     Bizarro [D] (Right) has Death AND Bizarro [E] (Wing) has Death AND       |
|      Bizarro [C] (Core) does NOT have Death AND eight or more turns have     |
|      passed prior to Bizarro [C] (Core)'s immunity being lifted:             |
|                                                                              |
|       Use Bizarro Enegy on Bizarro [D] (Right) and Bizarro [E] (Wing)        |
|       Remove Bizarro [D] and Bizarro [E]'s Death Status                      |
|       Enable Bizarro [C] Core's Physical and Magical immunity                |
|       Display String: [Right Magic (D&E) Revived]                            |
|       Unset GlobalVar [Right Magic Death Status]                             |
|       Unset GlobalVar [Right Wing Death Status]                              |
|                                                                              |
|                                                                              |
|     Bizarro [D] (Right) is Alive OR Bizarro [E] (Wing) is Alive OR           |
|      Bizarro [C] (Core) has Death OR less than eight turns have passed       |
|      prior to Bizarro [C] (Core)'s immunity being lifted:                    |
|                                                                              |
|       Bizarro [B] (Head) has Death:                                          |
|                                                                              |
|        Cure Self of Seizure, Slow & Haste                                    |
|        Use Aurora Fence on All Targets including Dead Targets                |
|        Cure all Targets of Slow, Haste, Stop, Seizure, Regen, Barrier,       |
|         MBarrier, Reflect, Poison, Sadness, Fury, Confusion, Silence,        |
|         Sleep, Frog, Small, Slow-numb, Petrify, Shield, D. Sentence,         |
|         Berserk, Peerless & Paralyzed                                        |
|                                                                              |
|                                                                              |
|       Bizarro [B] (Head) does not have Death:                                |
|                                                                              |
|        Head was revived during the Spcl Attack: Do nothing                   |
|                                                                              |
|        Head was not revived during Spcl Attack:                              |
|                                                                              |
|         Use <Sephiroth Shock> on Rnd Target                                  |
|                                                                              |
|     Set GlobalVar [Party 2 Turn Count] to 2                                  |
|                                                                              |
|                                                                              |
|   2ND ATTACK: Use Spcl Attack                                                |
|                                                                              |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                       |
|                                                                              |
|               Use Bolt3 on Rnd Target                                        |
|                                                                              |
|              Bizarro [D] (Right) has Death:                                  |
|                                                                              |
|               Head was revived during the Spcl Attack: Do nothing            |
|                                                                              |
|               Head was not revived during Spcl Attack:                       |
|                                                                              |
|                Use <Sephiroth Shock> on Rnd Target                           |
|                                                                              |
|              Set GlobalVar [Party 2 Turn Count] to 3                         |
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|                                                                          |
|                                                                          |
|   3RD ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [E] (Wing) does not have Death:                    |
|                                                                          |
|                Use Slow on Rnd Target                                    |
|                                                                          |
|               Bizarro [E] (Wing) has Death:                              |
|                                                                          |
|                Head was revived during the Spcl Attack: Do nothing       |
|                                                                          |
|                Head was not revived during Spcl Attack:                  |
|                                                                          |
|                 Use <Sephiroth Shock> on Rnd Target                      |
|                                                                          |
|               Set GlobalVar [Party 2 Turn Count] to 4                    |
|                                                                          |
|                                                                          |
|   4TH ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [B] (Head) is Alive AND 1st-Party Core is Dead:    |
|                                                                          |
|                Use Stigma 2068 Base Damage variant on All Targets        |
|                                                                          |
|                                                                          |
|               Bizarro [B] (Head) is Alive AND 1st-Party Core is Alive:   |
|                                                                          |
|                Use Heartless Angel on All Targets                        |
|                                                                          |
|                                                                          |
|               Bizarro [B] (Head) is Dead:                                |
|                                                                          |
|                Head was revived during the Spcl Attack: Do nothing       |
|                                                                          |
|                Head was not revived during Spcl Attack:                  |
|                                                                          |
|                 Use <Sephiroth Shock> on Rnd Target                      |
|                                                                          |
|               Set GlobalVar [Party 2 Turn Count] to 5                    |
|                                                                          |
|                                                                          |
|   5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)      |
|               Set GlobalVar [Party 2 Turn Count] to 6                    |
|                                                                          |
|   6TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)      |
|               Set GlobalVar [Party 2 Turn Count] to 7                    |
|                                                                          |
|   7TH ATTACK: Use Spcl Attack                                            |
|                                                                          |
|    Follow-Up: Bizarro [E] (Wing) does not have Death:                    |
|                                                                          |
|                Use Sleepel on Rnd Target                                 |
|                                                                          |
|               Bizarro [E] (Wing) has Death:                              |
|                                                                          |
|                Head was revived during the Spcl Attack: Do nothing       |
|                                                                          |
|                Head was not revived during Spcl Attack:                  |
|                                                                          |
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|                Use <Sephiroth Shock> on Rnd Target                          |
|                                                                             |
|               Set GlobalVar [Party 2 Turn Count] to 8                       |
|                                                                             |
|                                                                             |
|   8TH ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [D] (Right) does not have Death:                      |
|                                                                             |
|                Use Ice3 on Rnd Target                                       |
|                                                                             |
|               Bizarro [D] (Right) has Death:                                |
|                                                                             |
|                Head was revived during the Spcl Attack: Do nothing          |
|                                                                             |
|                Head was not revived during Spcl Attack:                     |
|                                                                             |
|                 Use <Sephiroth Shock> on Rnd Target                         |
|                                                                             |
|               Set GlobalVar [Party 2 Turn Count] to 1                       |
|                                                                             |
|                                                                             |
|  DEATH:                                                                     |
|                                                                             |
|   Bizarro-Sephiroth [B] (Head) has died:                                    |
|                                                                             |
|    Use <Vanish> on Self                                                     |
|    Use <[No Name]> on Self                                                  |
|    Display String: [Head Portion (B) Dead]                                  |
|    1/3 Chance: Turns before Head is revived = 1                             |
|    1/3 Chance: Turns before Head is revived = 2                             |
|    1/3 Chance: Turns before Head is revived = 3                             |
|    GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1          |
|    If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249|
|    Set GlobalVar [Head Death Status]                                        |
|    Prompt the Player to switch to Party 3                                   |
|                                                                             |
|                                                                             |
|   Bizarro-Sephiroth [C] (Core) has died:                                    |
|                                                                             |
|    3rd-Party Core is Alive:                                                 |
|                                                                             |
|     Use <Vanish> on Self                                                    |
|     Display String: [Right Core (C) Dead]                                   |
|     Set GlobalVar [2nd Party Core Death Status]                             |
|     Prompt the Player to switch to Party 3                                  |
|                                                                             |
|    3rd-Party Core is Dead:                                                  |
|                                                                             |
|     Use <Vanish> on Self                                                    |
|     Display String: [Right Core (C) Dead]                                   |
|     Display String: [Core (C) Defense Down]                                 |
|     Display String: [ in front of Cloud's party]                            |
|     Set GlobalVar [2nd Party Core Death Status]                             |
|     Prompt the Player to switch to Party 1                                  |
|                                                                             |
|                                                                             |
|   Bizarro-Sephiroth [D] (Right Magic) has died:                             |
|                                                                             |
|    Bizarro-Sephiroth [E] (Right Wing) does not have Death:                  |
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|                                                                                |
|     Use <Vanish> on Self                                                       |
|     Display String: [Right Magic (D) Dead]                                     |
|     Set GlobalVar [Right Magic Death Status]                                   |
|     Prompt the Player to switch to Party 3                                     |
|                                                                                |
|    Bizarro-Sephiroth [E] (Right Wing) has Death:                               |
|                                                                                |
|     Use <Vanish> on Self                                                       |
|     Display String: [Right Magic (D) Dead]                                     |
|     Display String: [Right Core (C) Defense Down]                              |
|     Disable Bizarro [C] Core's Physical and Magical immunity                   |
|     Set GlobalVar [Right Magic Death Status]                                   |
|     Prompt the Player to switch to Party 3                                     |
|                                                                                |
|                                                                                |
|   Bizarro-Sephiroth [E] (Right Wing) has died:                                 |
|                                                                                |
|    Bizarro-Sephiroth [D] (Right Magic) does not have Death:                    |
|                                                                                |
|     Use <Vanish> on Self                                                       |
|     Display String: [Right Magic (E) Dead]                                     |
|     Set GlobalVar [Right Wing Death Status]                                    |
|     Prompt the Player to switch to Party 3                                     |
|                                                                                |
|    Bizarro-Sephiroth [D] (Right Magic) has Death:                              |
|                                                                                |
|     Use <Vanish> on Self                                                       |
|     Display String: [Right Magic (E) Dead]                                     |
|     Set GlobalVar [Right Wing Death Status]                                    |
|                                                                                |
|     Use Bizarro Enegy on Bizarro [D] (Right)                                   |
|     Remove Bizarro [D]'s Death Status                                          |
|     Display String: [Right Magic (D) Revived]                                  |
|     Unset GlobalVar [Right Magic Death Status]                                 |
|     Prompt the Player to switch to Party 3                                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Bizarro-Sephiroth: 3-Party Left   |   POWER req for Overflow:       |
|                                              |                                 |
| Bizarro-Sephiroth is the second part of a    |  Base Damage Overflow: 234      |
|  four-part final Boss encounter, and the     |  Rnd Var Overflow  3x: 156      |
|  3-Party variant is the hardest of all       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  variants, but only marginally. This version                                   |
|  is the "Sub 1" version of Bizarro, and the battle can only end by killing     |
|  the Body from the central "Main" side. the "Sub 1" version's attack           |
|  sequence is almost identical to that of the 2-Party left-side, and has        |
|  slightly higher stats than the right-side "Sub 2" version.                    |
| The left "Sub 1" and right "Sub 2" versions of Bizarro both have unique        |
|  properties not seen with any other version of Bizarro. Firstly, the           |
|  battle will initiate with 6x Bizarro-Sephiroths instead of 5x; the reason     |
|  for this is unknown (Bizarro [F] is invisible, non-targetable and has its     |
|  AI Script disabled). Secondly, the Wing parts will now revive the             |
|  Shoulder parts should the Shoulders parts be dead at the time when the        |
|  Wing is killed. Thirdly, the check to perform Heartless Angel will pass       |
|  if the *1st-Party* Core is alive, and as such they will both favour           |
|  Heartless Angel over Stigma when they come to use that attack.                |
| To face the 3-Party version the Player must not have any characters Lv         |
|  lower than 45, the average Lv is 68 or higher, Vincent and Yuffie must        |
|  both have been recruited *and* Jenova-SYNTHESIS must not have used 13 (or     |
|  more) turns before its HP dropped below 25%. Using KOTR in the Jenova-        |
```

| SYNTHESIS battle will *not* increase the HP of the "Sub 1" Body by 60,000, as only the "Main" Body can be targeted. |
| All of the six Bizarro-Sephiroths will have a default immunity to Gravity as the battle begins. The AI Script will then manually set the Right Magic [D] and the Right Wing [E] to absorb Ice and Lightning. |
| Aurora Fence will target all characters (including those with the Death Status), and have a 100% chance of removing the following Statuses: Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small, Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk, Peerless, Death Force and Resist. The AI Script will additionally remove Stop, Seizure, Silence, D. Sentence and Paralyzed. Split Damage will not apply to the chances of the Status inflictions, although, the damage part is prone to Split Damage. |
| |
| Refer to the notes on the 3-Party central "Main" variant above for info on how to set up for this battle. The main objective while on the left-side is to first kill the Wing and Shoulder (in that order), which will then drop the Core's defences. Once the left-side Core has been killed, you can then switch to the 3rd Party to do the same thing. Again, refer to the notes on the central "Main" variant for info on how to defeat the Boss for good. |
| This battle really isn't that difficult, but if you are struggling then you should put your players in the Back Row, inflict them with Sadness and set up Regen and Big Guard. You can also use Dragon Force twice on each character to boost their Defence and MDefence, but it shouldn't be necessary. Note that each time you kill any of Bizarro's Heads, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills). |
| |
| You will be prompted to switch to the "Sub 1" left-side Party if you kill the 1st-Party "Main" Head or Right Magic, or, if you kill the 3rd-Party "Sub 2" Left Magic, Left Wing, or Left Core while the 2nd-Party "Sub 1" Core is still alive. While controlling the 2nd-Party "Sub 1" team, killing any part will prompt the Player to switch to the 3rd-Party, unless you kill the "Sub 1" Core with the "Sub 2" Core dead, in which case the prompt will bring you back to the 1st-Party. |
| When you switch parties the battle starts as a fresh battle would, except for the fact that the HP value for each body-part will be loaded from the values they were previously. Everything else (such as Statuses inflicted on the characters) will be reset to 0. Even though the Head shares a Global "Death" flag, its HP will not carry over from one party to the other (if it is alive when switching), neither will the Shoulder parts. If the Head is dead when you swap parties, then it will be revived on the opening turn as the "Head Death Turn Count" variable is not globally saved. |
| Bizarro-Sephiroth will automatically replenish its MP at the beginning of every turn, so it will never be in a position where it has insufficient MP to us an ability. Two identical version of <Sephiroth Shock> exist; one used its Head is alive and one used when its Head is dead. Two versions of Stigma exist; one with 2068 HP base damage, and one with 1773 base damage, the latter of which is never used. It was intended to have been used if the Head was dead; however, the preceding check to use Stigma will only pass if the Head is alive. |
| The Player will hear "The Birth of God" Theme play throughout the battle with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and Battle Rewards Screen will be disabled for this battle. |
| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze when the Player tried cast Ultima, when they have one Ultima paired with HP or MP Absorb, and another with Quadra Magic. |
| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Bizarro- |

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|  Sephiroth is one of 86 enemies that are immune to Seizure. It is also     |
|  immune to Peerless, along with 104 other enemies.                          |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'


  .---------------------.  NOTE - This is the 3-Party Right Side "Sub 2" V
 /  {Bizarro-Sephiroth}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/AXW1T3W27xNzNvh68                  | ID: 149 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
| The 3-Party variant of Bizarro-Sephiroth will automatically be encountered |
|  if *all* of the checks for the 1-Party and 2-Party battle fails, which    |
|  means that all of the following must come true:                           |
|                                                                            |
|  - Jenova-SYNTHESIS managed 12 or less turns before its HP reached 15,000  |
|  - The average level of your characters is Lv 68 or higher                 |
|  - None of your characters Lv is lower than 45                             |
|  - Both Vincent and Yuffie have been recruited                             |
|                                                                            |
| Experience gained from the Jenova-SYNTHESIS battle will *not* contribute   |
|  towards the average Lv, nor will Aeris' Lv. Vincent and Yuffie's Lv will  |
|  only be considered if they have been recruited, respectively.             |
|                                                                            |
|                                                                            |
|  Bizarro [A] (Body)   HP = 30,000 + 3,000 per Lv 99 Player                 |
|  Bizarro [B] (Head)   HP =  2,000 +   250 per Lv 99 Player                 |
|  Bizarro [C] (Core)   HP = 12,000 + 1,500 per Lv 99 Player                 |
|  Bizarro [D] (Magic)  HP =  8,000 + 1,000 per Lv 99 Player                 |
|  Bizarro [E] (Wing)   HP =  6,000 +   750 per Lv 99 Player                 |
|                                                                            |
|  Bizarro [A] (Body)   Min HP = 30,000   Max HP = 54,000  (non-targetable)  |
|  Bizarro [B] (Head)   Min HP =  2,000   Max HP =  4,000                    |
|  Bizarro [C] (Core)   Min HP = 12,000   Max HP = 24,000                    |
|  Bizarro [D] (Magic)  Min HP =  8,000   Max HP = 16,000                    |
|  Bizarro [E] (Wing)   Min HP =  6,000   Max HP = 12,000                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Level:     61  ||   Strength: 190  ||    Drop: /                         |
|  HP:    60,000* ||    Defence: 200  ||   Steal: /                         |
|  MP:       400  ||      Magic: 128  ||   Morph: /                         |
|                 ||   MDefence: 190  ||                                    |
|  EXP:         0 ||  Dexterity: 100  ||                                    |
|   AP:         0 ||       Luck:   0  ||                                    |
|  GIL:         0 ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]*  D E |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Absorb]*  D E |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [-]     |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                  FORMATION ID: |   LOOKALIKES:       |
|                                                       |                     |
| Planet's Core Sephiroth Encounter                #936 |  Bizarro-Sephiroth  |
|                                                       |  Bizarro-Sephiroth  |
```

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|                                                    |  Bizarro-Sephiroth  |
|                                                    |  Bizarro-Sephiroth  |
|                                                    |  Bizarro-Sephiroth  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                        3-Party Right  |  No Manipulate Attacks!            |
|   Bizarro-Sephiroth's ATTACKS:        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Sephiroth Shock>    Target: One Opponent      Can't Cover     |
|  [3AC]       Physical          Element: Cut                               |
|  [3B0]                            Att%: 100                              |
|                                  Power: 10                               |
|                              Base Damage: 1702 HP                         |
|                                                                           |
|  Attack 2:  Aurora Fence        Target: All Opponents     Miss If Alive   |
|  [3B1]       Magical           Element: Restorative       Split Damage    |
|              Spcl Formula         Att%: 100               Status Remove:  |
|                                  Power: 1                  21 Statuses    |
|                              Base Damage: 1156 HP           (See Notes)    |
|                                                                           |
|  Attack 3:  Fire3               Target: One Opponent      Reflectable     |
|  [01D]       Magical           Element: Fire                              |
|                                   Att%: 100                               |
|                                  Power: 64                                |
|                                 MP Cost: 52 MP                            |
|                              Base Damage: 4536 HP                         |
|                                                                           |
|  Attack 4:  Demi3               Target: One Opponent                      |
|  [02C]       Magical           Element: Gravity                           |
|              % Based              Att%: 75                                |
|                                  Power: 24                                |
|                                 MP Cost: 48 MP                            |
|                              Base Damage: 75% Current HP                  |
|                                                                           |
|  Attack 5:  Quake3              Target: One Opponent      Reflectable     |
|  [026]       Magical           Element: Earth                             |
|                                   Att%: 100                               |
|                                  Power: 70                                |
|                                 MP Cost: 68 MP                            |
|                              Base Damage: 4961 HP                         |
|                                                                           |
|  Attack 6:  Stop                Target: One Opponent      Reflectable     |
|  [015]       Magical 0 Dam        Att%: Auto Hit          Status Inflict: |
|                                 MP Cost: 34 MP             Stop (59%)     |
|                                                                           |
|  Attack 7:  Bizzarro Enegy      Target: 1/A Allies        Split Damage    |
|  [3C5]       Magical           Element: Restorative                       |
|              Spcl Formula         Att%: 255                               |
|                                  Power: 255                               |
|                              Base Damage: 6744 HP                         |
|                                                                           |
|  Attack 8:  Heartless Angels    Target: All Opponents     Fixed Damage    |
|  [3AE]       Physical          Element: None                              |
|              Spcl Formula         Att%: 255                               |
|                                  Power: 255                               |
|                              Base Damage: Target's Current HP - 1         |
|                                                                           |
|  Attack 9:  Stigma              Target: All Opponents     No Split Damage |
|  [3AF]       Magical           Element: Shout            Status Inflict: |
|                                   Att%: 100                Poison (100%)  |
|                                  Power: 28                 Slow           |
```

	Base Damage: 1984 HP		
Attack 10: Stigma	Target: All Opponents	Never Used	
[3B2] Magical	Element: Shout	No Split Damage	
	Att%: 100	Status Inflict:	
	Power: 24	Poison (100%)	
	Base Damage: 1701 HP	Slow	
Attack 11: <[No Name]>	Target: Self	Head Death	
[11F] Physical 0 Dam	Att%: Auto Hit	Animation	
Attack 12: <[No Name]>	Target: Self	Head Revive	
[120] Physical 0 Dam	Att%: Auto Hit	Animation	
Attack 13: <Vanish>	Target: Self	Sub-Part Death	
[14E] Physical 0 Dam	Att%: Auto Hit	Animation	
Attack 14: <Vanish>	Target: Self	Never Used	
[150] Physical 0 Dam	Att%: Auto Hit	Animation	

Bizarro-Sephiroth's BATTLE PLAN: (Repeats) 3-Party Right

NOTE - This battle consists of 6x Bizarro-Sephiroth, four of which are flagged to be invisible as the battle initiates, and one flagged to be inactive. Note that the Setup Script is ran *each time the Player switches Parties*.

Bizarro-Sephiroth [A] = Body (non-targetable)
Bizarro-Sephiroth [B] = Head
Bizarro-Sephiroth [C] = Core
Bizarro-Sephiroth [D] = Left Magic (Player's Right)
Bizarro-Sephiroth [E] = Left Wing (Player's Right)
Bizarro-Sephiroth [F] = Disabled

The perspective is from Bizarro-Sephiroth's perspective, so its 'Left Magic' is the the right shoulder from the Player's POV. This 'right side' variant is actually Bizarro's left. Only Bizarro [A] (Body) will attack the Player; the Head, Shoulder and Core do nothing by themselves. The Wing will revive the Shoulder if the Shoulder is dead at the time of killing the Wing.

This version of Bizarro considered the "3rd Party", or "Sub 2" variant. When you switch from one party to the other, the Death Status of the Head and respective shoulder will carry over, although their Current HP will not.

The battle will prompt you to switch to this side when you kill the 1st-Party Core or Left Magic, or, when you kill the 2nd-Party Left Magic or Left Wing, Head, or Core while the 3rd-Party Core is still active. If you kill the 3rd-Party Left Magic, Wing or Core (while the 2nd-Party Core is still active), then you will be prompted to switch to the 2nd-Party. If you kill the 3rd-Party Head, or Core with the 2nd-Party Core dead, then the prompt will bring you back to the 1st Party.

SETUP:

Disable default Death Handling for all Bizarro-Sephiroths
Disable "Battle Rewards Flag"

```
|   Set current battle as the "Sub 2" battle                                  |
|                                                                             |
|   Set Bizarro [D] (Left Magic) to absorb Fire and Earth Elements            |
|   Set Bizarro [E] (Left Wing) to absorb Fire and Earth Elements             |
|                                                                             |
|   Load GlobalVar [Head Death Status]                                        |
|   Load GlobalVar [3rd Party Core Death Status]                              |
|   Load GlobalVar [Left Magic Death Status]                                  |
|   Load GlobalVar [Left Wing Death Status]                                   |
|                                                                             |
|   Set Bizarro [A]'s Body as non-targetable                                  |
|   Set Bizarro [B]'s Head as the body-part selected as target                |
|   Set Bizarro [C]'s Core as the body-part selected as target                |
|   Set Bizarro [D]'s Left Shoulder as the body-part selected as target       |
|   Set Bizarro [E]'s Left Wing as the body-part selected as target           |
|   Set Bizarro [F]'s AI Script as inactive and disable the enemy             |
|                                                                             |
|                                                                             |
|   Load GlobalVar [Qty of Lv 99 Players]                                     |
|                                                                             |
|   Set Bizarro [A]'s Max HP to 30,000 + ([Qty of Lv 99 Players] * 3000)      |
|   Set Bizarro [B]'s Max HP to  4,000 - ((8 - [Qty of Lv 99 Players]) * 250)|
|   Set Bizarro [C]'s Max HP to 12,000 + ([Qty of Lv 99 Players] * 1500)      |
|   Set Bizarro [D]'s Max HP to  8,000 + ([Qty of Lv 99 Players] * 1000)      |
|   Set Bizarro [E]'s Max HP to  6,000 + ([Qty of Lv 99 Players] * 750)       |
|                                                                             |
|                                                                             |
|   3rd Party Shoulder Alive OR 3rd Party Wing Alive:                         |
|                                                                             |
|    Enable Bizarro [C] Core's Physical and Magical immunity                  |
|                                                                             |
|   3rd Party Shoulder Dead AND 3rd Party Wing Dead:                          |
|                                                                             |
|    Disable Bizarro [C] Core's Physical and Magical immunity                 |
|                                                                             |
|                                                                             |
|   First time Setup Script is ran:                                           |
|                                                                             |
|    Set Bizarro [A] Body's  Current HP Max HP                                |
|    Set Bizarro [B] Head's  Current HP Max HP                                |
|    Set Bizarro [C] Core's  Current HP Max HP                                |
|    Set Bizarro [D] Right's Current HP Max HP                                |
|    Set Bizarro [E] Wing's  Current HP Max HP                                |
|                                                                             |
|    Display String: [If a part dies, change to a different party.]           |
|                                                                             |
|                                                                             |
|   Setup Script has ran more than once:                                      |
|                                                                             |
|    Display String: [If a part dies, change to a different party.]           |
|                                                                             |
|                                                                             |
|   End of Setup                                                              |
|                                                                             |
|                                                                             |
|  SELF IS BIZARRO-SEPHIROTH [A]: (Body)                                      |
|                                                                             |
|     *Bizarro [A]'s Spcl Attack is used at the beginning of every turn. The  |
|       'Turns before Head is revived' count will be set to either 1, 2 or 3  |
|       upon the Head's death. If you have just switched parties the 'Turns   |
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|       before Head is revived' count will be set to 0 by default.          |
|                                                                           |
|   SPCL ATTACK:                                                            |
|                                                                           |
|    Bizarro [B] (Head) does not have Death:                                |
|                                                                           |
|     Load GlobalVar [Party 3 Turn Count]                                   |
|     Set Bizarro [A]'s Current MP to Max MP                                |
|                                                                           |
|    Bizarro [B] (Head) has Death:                                          |
|                                                                           |
|     Turns before Head is revived > 0:                                     |
|                                                                           |
|      Load GlobalVar [Party 3 Turn Count]                                  |
|      Set Bizarro [A]'s Current MP to Max MP                               |
|      Turns before Head is revived = Turns before Head is revived - 1      |
|                                                                           |
|     Turns before Head is revived = 0:                                     |
|                                                                           |
|      Load GlobalVar [Party 3 Turn Count]                                  |
|      Set Bizarro [A]'s Current MP to Max MP                               |
|      Use <[No Name]> on Self                                              |
|      Remove Bizarro [B] Head's Death Status                               |
|      Set Bizarro [B] Head's Current HP to Max HP                          |
|      Display String: [Head Portion (B) Revived]                           |
|      Unset GlobalVar [Head Death Status]                                  |
|                                                                           |
|                                                                           |
|   1ST ATTACK: Use Spcl Attack                                             |
|                                                                           |
|    Follow-Up:                                                             |
|                                                                           |
|     Bizarro [D] (Left) has Death AND Bizarro [E] (Wing) has Death AND     |
|      Bizarro [C] (Core) does NOT have Death AND eight or more turns have  |
|      passed prior to Bizarro [C] (Core)'s immunity being lifted:          |
|                                                                           |
|       Use Bizarro Enegy on Bizarro [D] (Left) and Bizarro [E] (Wing)      |
|       Remove Bizarro [D] and Bizarro [E]'s Death Status                   |
|       Enable Bizarro [C] Core's Physical and Magical immunity             |
|       Display String: [Left Magic (D&E) Revived]                          |
|       Unset GlobalVar [Left Magic Death Status]                           |
|       Unset GlobalVar [Left Wing Death Status]                            |
|                                                                           |
|                                                                           |
|     Bizarro [D] (Left) is Alive OR Bizarro [E] (Wing) is Alive OR Bizarro |
|      [C] (Core) has Death OR less than eight turns have passed prior to   |
|      Bizarro [C] (Core)'s immunity being lifted:                          |
|                                                                           |
|       Bizarro [B] (Head) has Death:                                       |
|                                                                           |
|        Cure Self of Seizure, Slow & Haste                                 |
|        Use Aurora Fence on All Targets including Dead Targets             |
|        Cure all Targets of Slow, Haste, Stop, Seizure, Regen, Barrier,    |
|         MBarrier, Reflect, Poison, Sadness, Fury, Confusion, Silence,     |
|         Sleep, Frog, Small, Slow-numb, Petrify, Shield, D. Sentence,      |
|         Berserk, Peerless & Paralyzed                                     |
|                                                                           |
|                                                                           |
|       Bizarro [B] (Head) does not have Death:                             |
|                                                                           |
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```
|        Head was revived during the Spcl Attack: Do nothing                  |
|                                                                             |
|        Head was not revived during Spcl Attack:                             |
|                                                                             |
|         Use <Sephiroth Shock> on Rnd Target                                 |
|                                                                             |
|     Set GlobalVar [Party 3 Turn Count] to 2                                 |
|                                                                             |
|                                                                             |
|   2ND ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [D] (Left) does not have Death:                       |
|                                                                             |
|               Use Fire3 on Rnd Target                                       |
|                                                                             |
|              Bizarro [D] (Left) has Death:                                  |
|                                                                             |
|               Head was revived during the Spcl Attack: Do nothing           |
|                                                                             |
|               Head was not revived during Spcl Attack:                      |
|                                                                             |
|                Use <Sephiroth Shock> on Rnd Target                          |
|                                                                             |
|              Set GlobalVar [Party 3 Turn Count] to 3                        |
|                                                                             |
|                                                                             |
|   3RD ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [E] (Wing) does not have Death:                       |
|                                                                             |
|               Use Stop on Rnd Target                                        |
|                                                                             |
|              Bizarro [E] (Wing) has Death:                                  |
|                                                                             |
|               Head was revived during the Spcl Attack: Do nothing           |
|                                                                             |
|               Head was not revived during Spcl Attack:                      |
|                                                                             |
|                Use <Sephiroth Shock> on Rnd Target                          |
|                                                                             |
|              Set GlobalVar [Party 3 Turn Count] to 4                        |
|                                                                             |
|                                                                             |
|   4TH ATTACK: Use Spcl Attack                                               |
|                                                                             |
|    Follow-Up: Bizarro [B] (Head) is Alive AND 1st-Party Core is Dead:       |
|                                                                             |
|               Use Stigma 1984 Base Damage variant on All Targets            |
|                                                                             |
|                                                                             |
|              Bizarro [B] (Head) is Alive AND 1st-Party Core is Alive:       |
|                                                                             |
|               Use Heartless Angel on All Targets                            |
|                                                                             |
|                                                                             |
|              Bizarro [B] (Head) is Dead:                                    |
|                                                                             |
|               Head was revived during the Spcl Attack: Do nothing           |
|                                                                             |
|               Head was not revived during Spcl Attack:                      |
```

```
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 3 Turn Count] to 5                     |
|                                                                          |
|                                                                          |
|  5TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)       |
|              Set GlobalVar [Party 3 Turn Count] to 6                     |
|                                                                          |
|  6TH ATTACK: Use Spcl Attack (skip a turn if Head was not revived)       |
|              Set GlobalVar [Party 3 Turn Count] to 7                     |
|                                                                          |
|  7TH ATTACK: Use Spcl Attack                                             |
|                                                                          |
|   Follow-Up: Bizarro [D] (Left) does not have Death:                     |
|                                                                          |
|               Use Quake3 on Rnd Target                                   |
|                                                                          |
|              Bizarro [D] (Left) has Death:                               |
|                                                                          |
|               Head was revived during the Spcl Attack: Do nothing        |
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 3 Turn Count] to 8                     |
|                                                                          |
|                                                                          |
|  8TH ATTACK: Use Spcl Attack                                             |
|                                                                          |
|   Follow-Up: Bizarro [E] (Wing) does not have Death:                     |
|                                                                          |
|               Use Demi3 on Rnd Target                                    |
|                                                                          |
|              Bizarro [E] (Wing) has Death:                               |
|                                                                          |
|               Head was revived during the Spcl Attack: Do nothing        |
|                                                                          |
|               Head was not revived during Spcl Attack:                   |
|                                                                          |
|                Use <Sephiroth Shock> on Rnd Target                       |
|                                                                          |
|              Set GlobalVar [Party 3 Turn Count] to 1                     |
|                                                                          |
|                                                                          |
| DEATH:                                                                   |
|                                                                          |
|  Bizarro-Sephiroth [B] (Head) has died:                                  |
|                                                                          |
|   Use <Vanish> on Self                                                   |
|   Use <[No Name]> on Self                                                |
|   Display String: [Head Portion (B) Dead]                                |
|   1/3 Chance: Turns before Head is revived = 1                           |
|   1/3 Chance: Turns before Head is revived = 2                           |
|   1/3 Chance: Turns before Head is revived = 3                           |
|   GlobalVar [Head Death Count] = GlobalVar [Head Death Count] + 1        |
|   If GlobalVar [Head Death Count] > 249, GlobalVar [Head Death Count] =249|
|   Set GlobalVar [Head Death Status]                                      |
|   Prompt the Player to switch to Party 1                                 |
```

```
|                                                                      |
|                                                                      |
|   Bizarro-Sephiroth [C] (Core) has died:                             |
|                                                                      |
|    2nd-Party Core is Alive:                                          |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Core (C) Dead]                             |
|     Set GlobalVar [3rd Party Core Death Status]                      |
|     Prompt the Player to switch to Party 2                           |
|                                                                      |
|    2nd-Party Core is Dead:                                           |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Core (C) Dead]                             |
|     Display String: [Core (C) Defense Down]                          |
|     Display String: [ in front of Cloud's party]                     |
|     Set GlobalVar [3rd Party Core Death Status]                      |
|     Prompt the Player to switch to Party 1                           |
|                                                                      |
|                                                                      |
|   Bizarro-Sephiroth [D] (Left Magic) has died:                       |
|                                                                      |
|    Bizarro-Sephiroth [E] (Left Wing) does not have Death:            |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Magic (D) Dead]                            |
|     Set GlobalVar [Left Magic Death Status]                          |
|     Prompt the Player to switch to Party 2                           |
|                                                                      |
|    Bizarro-Sephiroth [E] (Left Wing) has Death:                      |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Magic (D) Dead]                            |
|     Display String: [Left Core (C) Defense Down]                     |
|     Disable Bizarro [C] Core's Physical and Magical immunity         |
|     Set GlobalVar [Left Magic Death Status]                          |
|     Prompt the Player to switch to Party 2                           |
|                                                                      |
|                                                                      |
|   Bizarro-Sephiroth [E] (Left Wing) has died:                        |
|                                                                      |
|    Bizarro-Sephiroth [D] (Left Magic) does not have Death:           |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Magic (E) Dead]                            |
|     Set GlobalVar [Left Wing Death Status]                           |
|     Prompt the Player to switch to Party 2                           |
|                                                                      |
|    Bizarro-Sephiroth [D] (Left Magic) has Death:                     |
|                                                                      |
|     Use <Vanish> on Self                                             |
|     Display String: [Left Magic (E) Dead]                            |
|     Set GlobalVar [Left Wing Death Status]                           |
|                                                                      |
|     Use Bizarro Enegy on Bizarro [D] (Right)                         |
|     Remove Bizarro [D]'s Death Status                                |
|     Display String: [Left Magic (D) Revived]                         |
|     Unset GlobalVar [Left Magic Death Status]                        |
|     Prompt the Player to switch to Party 2                           |
```

Notes On Bizarro-Sephiroth: 3-Party Right

Bizarro-Sephiroth is the second part of a four-part final Boss encounter, and the 3-Party variant is the hardest of all variants, but only marginally. This version is the "Sub 2" version of Bizarro, and the battle can only end by killing the Body from the central "Main" side. the "Sub 2" version's attack sequence is almost identical to how the 2-Party right-side *should* have looked, and has the weakest stats of all three 3-Party variants.

The left "Sub 1" and right "Sub 2" versions of Bizarro both have unique properties not seen with any other version of Bizarro. Firstly, the battle will initiate with 6x Bizarro-Sephiroths instead of 5x; the reason for this is unknown (Bizarro [F] is invisible, non-targetable and has its AI Script disabled). Secondly, the Wing parts will now revive the Shoulder parts should the Shoulders parts be dead at the time when the Wing is killed. Thirdly, the check to perform Heartless Angel will pass if the *1st-Party* Core is alive, and as such they will both favour Heartless Angel over Stigma when they come to use that attack.

To face the 3-Party version the Player must not have any characters Lv lower than 45, the average Lv is 68 or higher, Vincent and Yuffie must both have been recruited *and* Jenova-SYNTHESIS must not have used 13 (or more) turns before its HP dropped below 25%. Using KOTR in the Jenova-SYNTHESIS battle will *not* increase the HP of the "Sub 2" Body by 60,000, as only the "Main" Body can be targeted.

All of the six Bizarro-Sephiroths will have a default immunity to Gravity as the battle begins. The AI Script will then manually set the Left Magic [D] and the Left Wing [E] to absorb Fire and Earth. This does not correspond with the 1st-Party's Left Magic Elemental attributes, which instead absorbs Ice and Lightning (of the two, the "Sub 2" variant has correct Elemental attributes applied).

Aurora Fence will target all characters (including those with the Death Status), and have a 100% chance of removing the following Statuses: Death, Sleep, Poison, Sadness, Fury, Confusion, Haste, Slow, Frog, Small, Slow-numb, Petrify, Regen, Barrier, MBarrier, Reflect, Shield, Berserk, Peerless, Death Force and Resist. The AI Script will additionally remove Stop, Seizure, Silence, D. Sentence and Paralyzed. Split Damage will not apply to the chances of the Status inflictions, although, the damage part is prone to Split Damage.

Refer to the notes on the 3-Party central "Main" variant above for info on how to set up for this battle. The main objective while on the right-side is to first kill the Wing and Shoulder (in that order), which will then drop the Core's defences. Once the right-side Core has been killed, you can then switch to the 2nd Party to do the same thing. Again, refer to the notes on the central "Main" variant for info on how to defeat the Boss for good.

This battle really isn't that difficult, but if you are struggling then you should put your players in the Back Row, inflict them with Sadness and set up Regen and Big Guard. You can also use Dragon Force twice on each character to boost their Defence and MDefence, but it shouldn't be necessary. Note that each time you kill any of Bizarro's Heads, Safer-Sephiroth's HP will drop by 100 up to a maximum of 24,900 (249 kills).

You will be prompted to switch to the "Sub 2" right-side Party if you kill the 1st-Party "Main" Core or Left Magic, or, if you kill the 2nd-Party "Sub 1" Right Magic, Right Wing, Head, or Right Core while the 3rd-Party "Sub 2" Core is still alive.

While controlling the 3rd-Party "Sub 2" team, killing the Shoulder, Wing

POWER req for Overflow:

Base Damage Overflow: 226
Rnd Var Overflow 3x: 151

```
|  or Core (while the 2nd-Party "Sub 1" Core is still alive) will prompt you |
|  to switch to the 2nd-Party, and killing the Head or Core with the "Sub 1" |
|  Core dead will prompt you to switch the the 1st-Party "Main" side.        |
| When you switch parties the battle starts as a fresh battle would, except  |
|  for the fact that the HP value for each body-part will be loaded from the |
|  values they were previously. Everything else (such as Statuses inflicted  |
|  on the characters) will be reset to 0. Even though the Head shares a      |
|  Global "Death" flag, its HP will not carry over from one party to the     |
|  other (if it is alive when switching), neither will the Shoulder parts.   |
|  If the Head is dead when you swap parties, then it will be revived on the |
|  opening turn as the "Head Death Turn Count" variable is not globally      |
|  saved.                                                                    |
| Bizarro-Sephiroth will automatically replenish its MP at the beginning of  |
|  every turn, so it will never be in a position where it has insufficient   |
|  MP to us an ability. Two identical version of <Sephiroth Shock> exist;    |
|  one used its Head is alive and one used when its Head is dead. Two        |
|  versions of Stigma exist; one with 1984 HP base damage, and one with 1701 |
|  base damage, the latter of which is never used. It was intended to have   |
|  been used if the Head was dead; however, the preceding check to use       |
|  Stigma will only pass if the Head is alive.                               |
| The Player will hear "The Birth of God" Theme play throughout the battle   |
|  with Bizarro-Sephiroth. The Victory Pose, Victory Fanfare Theme, and      |
|  Battle Rewards Screen will be disabled for this battle.                   |
| Bizarro-Sephiroth is subject to the 'Quadra Magic Ultima Glitch' whereby   |
|  the game will freeze when the Player tried cast Ultima, when they have    |
|  one Ultima paired with HP or MP Absorb, and another with Quadra Magic.    |
| Bizarro-Sephiroth is immune to Seizure, which isn't necessary seeing as    |
|  there is no way for the Player to inflict an enemy with Seizure. Bizarro- |
|  Sephiroth is one of 86 enemies that are immune to Seizure. It is also     |
|  immune to Peerless, along with 104 other enemies.                         |
\                                                                            /
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  .--------------------.
 /  {Safer-Sephiroth}  \        !! FINAL BOSS BATTLE !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~\
|  https://photos.app.goo.gl/rhXrepM7JzhFepqUA                    | ID: 14B |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
| Experience gained from the Jenova-SYNTHESIS battle will *not* contribute   |
|  towards the quantity of Lv 99 Players if any characters reached Lv 99     |
|  following the battle.                                                     |
|                                                                            |
|  Safer-Sephiroth's HP   = 80,000 + 30,000 per Lv 99 Player                 |
|                                  + 80,000 if KOTR used against J-SYNTHESIS |
|                                  - 100 per times Bizarro's Head was killed |
|                                                                            |
|  Safer-Sephiroth's Str  = 230 + 2  per Lv 99 Player                        |
|  Safer-Sephiroth's Def  = 100 + 20 per Lv 99 Player                        |
|  Safer-Sephiroth's Mag  = 100 + 5  per Lv 99 Player                        |
|  Safer-Sephiroth's MDef = 180 + 16 per Lv 99 Player                        |
|                                                                            |
|  Safer-Sephiroth's Min HP   = 55,100   Max HP   = 400,000                  |
|  Safer-Sephiroth's Min Str  = 230      Max Str  = 246                      |
|  Safer-Sephiroth's Min Def  = 100      Max Def  = 260                      |
|  Safer-Sephiroth's Min Mag  = 100      Max Mag  = 140                      |
|  Safer-Sephiroth's Min MDef = 180      Max MDef = 308                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Level:     87  ||   Strength: 230* ||    Drop: /                         |
|  HP:    80,000* ||    Defence: 100* ||   Steal: /                         |
|  MP:       680  ||      Magic: 100* ||   Morph: /                         |
```

```
|                ||   MDefence: 180* ||                                      |
|  EXP:        0 ||  Dexterity: 160  ||                                      |
|   AP:        0 ||       Luck:   0  || Flying Enemy (Stage 2 Only)         |
|  GIL:        0 ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                 APPEARANCE RATE: |   LOOKALIKES:       |
|                                                         |                     |
| Planet's Core Sephiroth Encounter                  #924 |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                        |  No Manipulate Attacks!            |
|   Safer-Sephiroth's ATTACKS:           o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <[No Name]>          Target: One Opponent      Status Inflict:  |
|  [3BB]       Physical          Element: Cut                Paralyzed (100%)|
|                                   Att%: 255                Darkness        |
|                                  Power: 24                                 |
|                               Base Damage: 8782 HP                         |
|                                                                            |
|  Attack 2:  Deen                Target: All Opponents     Split Damage     |
|  [3BC]       Magical           Element: None                               |
|                                   Att%: 255                                |
|                                  Power: 25                                 |
|                               Base Damage: 1753 HP                         |
|                                                                            |
|  Attack 3:  Wall                Target: Self              Reflectable      |
|  [012]       Magical 0 Dam        Att%: Auto Hit          Status Inflict:  |
|                                 MP Cost: 58 MP             Barrier  (100%) |
|                                                            MBarrier        |
|                                                                            |
|  Attack 4:  Pale Horse          Target: One Opponent      Status Inflict:  |
|  [3BD]       Magical           Element: None               Sadness (100%)  |
|                                   Att%: 255                Frog            |
|                                  Power: 35                 Small           |
|                               Base Damage: 2454 HP                         |
|                                                                            |
|  Attack 5:  Shadow Flare        Target: One Opponent      **Enemy Skill**  |
|  [05E]       Magical           Element: None             Reflectable      |
|                                   Att%: 100                                |
|                                  Power: 125                                |
|                                 MP Cost: 100 MP                            |
|                               Base Damage: 8765 HP                         |
|                                                                            |
|  Attack 6:  Super Nova          Target: All Opponents     No Split Damage  |
|  [3BE]       Magical           Element: None             Status Inflict:  |
|              % Based              Att%: 255                Confusion (31%) |
|                                  Power: 30                 Silence         |
|                               Base Damage: 93.75% Current HP  Slow         |
|                                                                            |
|  Attack 7:  DeSpell             Target: Self/All Ops      Status Remove:   |
```

```
|  [017]       Magical 0 Dam        Att%: 255                10 Statuses     |
|                                 MP Cost: 20 MP               (See Notes)     |
|                                                                              |
|  Attack 8:  Heartless Angels    Target: All Opponents     Fixed Damage      |
|  [3AE]       Physical          Element: None                                 |
|              Spcl Formula         Att%: 255                                  |
|                                  Power: 255                                  |
|                              Base Damage: Target's Current HP - 1            |
|                                                                              |
|  Attack 9:  Break               Target: One Opponent      Reflectable       |
|  [030]       Magical           Element: Earth             Status Inflict:   |
|                                   Att%: 100                 Petrify (31%)    |
|                                  Power: 100                                  |
|                                 MP Cost: 86 MP                               |
|                              Base Damage: 7012 HP                            |
|                                                                              |
| Attack 10: <Appear>             Target: Self              Appearing         |
|  [14F]       Physical 0 Dam       Att%: Auto Hit            Animation       |
|                                                                              |
| Attack 11: <x>                  Target: Self              Appearing Camera  |
|  [368]       Physical 0 Dam       Att%: Auto Hit            Animation       |
|                                                                              |
| Attack 12: <[No Name]>          Target: Self              Transformation    |
|  [11F]       Physical 0 Dam       Att%: Auto Hit            To Stage 2      |
|                                                                              |
| Attack 13: <[No Name]>          Target: Self              Transformation    |
|  [120]       Physical 0 Dam       Att%: Auto Hit            To Stage 1      |
|                                                                              |
| Attack 14: <[No Name]>          Target: Self              Death Animation   |
|  [3C3]       Physical 0 Dam       Att%: Auto Hit                           |
|  [3C4]                                                                       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Safer-Sephiroth's BATTLE PLAN: (Repeats)                                   |
|                                                                              |
|  SETUP:                                                                      |
|                                                                              |
|   Disable default Death Handling                                             |
|   Disable "Battle Rewards Flag"                                              |
|   Unlock all Limit Breaks for Cloud as battle concludes                      |
|                                                                              |
|   Load GlobalVar [Qty of Lv 99 Players]                                      |
|   Load GlobalVar [Head Death Count]                                          |
|                                                                              |
|   Set Safer's Max HP to 320,000 - ((8 - [Qty of Lv 99 Players]) * 30,000)    |
|   Deduct Safer's Max HP by ([Bizarro Head Death Count] * 100)                |
|                                                                              |
|   If GlobalVar [Jenova KOTR used] has been set, increase Safer-Sephiroth's   |
|    Max HP by 80,000                                                          |
|                                                                              |
|   Set Safer's Current HP to Max HP                                           |
|                                                                              |
|   Set Safer's Strength to 230 + ([Qty of Lv 99 Players] * 2)                 |
|   Set Safer's  Defence to 100 + ([Qty of Lv 99 Players] * 20)                |
|   Set Safer's    Magic to 100 + ([Qty of Lv 99 Players] * 5)                 |
|   Set Safer's MDefence to 180 + ([Qty of Lv 99 Players] * 16)                |
|                                                                              |
|   End of Setup                                                               |
|                                                                              |
|                                                                              |
|  OPENING ATTACK: Use <x> on Self                                             |
```

Use <Appear> on Self

*Safer-Sephiroth will cycle through the same eight attacks; however, it will alternate its attack pattern slightly every other cycle.

STAGE 1: (Normal - Row 1)

1ST ATTACK:

Safer-Sephiroth has Slow: Use DeSpell on Self

Safer-Sephiroth does not have Slow:

1ST CYCLE: Use Wall on Self
2ND CYCLE: Use DeSpell on All Targets

2ND ATTACK:

1ST CYCLE: Use Shadow Flare on All Targets
2ND CYCLE: Use Deen on All Targets

3RD ATTACK: Use <[No Name]> 8182 Base Damage variant on Target with Highest Current HP

4TH ATTACK: Use <[No Name]> on Self, transform to Stage 2
Set Row value to 16 (Flying)

STAGE 2: (Flying - Row 16)

5TH ATTACK: Use Pale Horse on Rnd Target
6TH ATTACK: Use Super Nova on All Targets

7TH ATTACK:

Safer-Sephiroth's HP > 25%: Use Break on Rnd Target
Safer-Sephiroth's HP <= 25%: Use Heartless Angel on All Targets

8TH ATTACK: Use <[No Name]> on Self, transform to Stage 1
Set Row Value back to 1

DEATH: Use <[No Name]> on Self, end battle

Notes On Safer-Sephiroth:

Safer-Sephiroth is the third part of a four-part final Boss encounter; however, given that the following final battle with Sephiroth is a scripted battle and cannot be lost, Safer can be regarded as the final battle of the game. He is the hardest of of all of the final bosses, but can still be easily defeated with the right setup.

POWER req for Overflow:

Min Def:
Base Damage Overflow: 172
Rnd Var Overflow 3x: 115

Max Def:
Base Damage Overflow: 280
Rnd Var Overflow 3x: 187

Safer's base HP will be doubled if KOTR was used against Jenova-SYNTHESIS, and will be further increased along with his Strength, Magic, Defence and MDefence for every character that is Lv 99 (read above). A Party of Lv 99 characters should have no trouble with Safer, even if it has maxed stats.

| Its Max HP will be deducted by 100 for each time the Head part of Bizarro was killed. Note that if a character was to reach Lv 99 following the Jenova-SYNTHESIS battle, their Lv will *not* contribute to the "Quantity of Lv 99 Characters". |
| DeSpell will have a 100% chance of removing the following Statuses: Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield, Death Force and Resist. |
| |
| You will be thrown straight into the battle with Safer following Bizarro's demise, so you will not get a chance to set your Party up properly if you encountered the 3-Party variant of Bizarro. So long as you have one character appropriately setup to be physically offensive, with another defensive character equipped with a Ribbon and Enemy Skill (for White Wind), then you should be fine. |
| You could also rely on Remedies to deal with Safer's Status inflictions, or, you could cast Resist (Lv 3 Heal Materia) or use Vaccines to protect the Player from being inflicted with *all* Statuses; just remember to have cast Haste on your characters beforehand. Safer will remove Resist when he uses DeSpell on your characters, so you will need to set up Resist once more if this happens. DeSpell can *not* be reflected. |
| Safer is vulnerable to Slow, so be sure to equip the Time Materia or have your Spider Webs ready. He will also set up Barrier and MBarrier on himself, so equipping the Destruct Materia would be handy. You could also use a Holy Torch to remove his barriers. |
| Having Yuffie as your main attacker with the Conformer equipped is the optimal way to defeat Safer, as her damage output will be 5.4375x normal damage. Equipping her with the Mystile will not only boost her Deathblow chances to 100%, but will also help to avoid Shadow Flare which can kill your character in one hit. |
| Safer will set its Row value to 16 mid-way through its attack patter, which means it will be regarded as "Flying" and will not be targetable via short-ranged attacks. Use the Long Range Materia, or stick to Magical abilities when this happens. Bahamut ZERO is a good Summon to use as it will ignore Safer's MDefence value, as will Pandora's Box. |
| |
| When the Battle begins, your HP will be at the same value it was following the Bizarro fight, so be ready to use a Megalixir if you need to. Open with Big Guard and Regen, as standard, then setup additional defences by using Dragon Force, Shield, Resist and/or Reflect should you need to. |
| Safer will replenish its MP at the beginning of every turn, so using Magic Hammers is off the table, other than to restore your own MP, although, you should really be relying on Elixirs and Megalixirs at this point. |
| Be sure to inflict Safer with Slow, then just do what you've been doing throughout the game thus far, and this Boss will fall very easily. If you are fast enough it is probable to kill him before he gets a chance to use Super Nova, which has one of the longest animations in the game (but is worth the watch if you have never seen it before). |
| Safer does not have the ability to kill all of your Party at once, with the exception of Deen; so long as you prioritise reviving your fallen characters it can be very difficult for Safer to cause the Player a Game Over. |
| |
| Two versions of the "No Name" Death Animation exists; one used while Safer is in its default stage, and one used while it is in its "Flying" stage. |
| Unlike the battles during the Kalm Flashback, the "Disable Battle Rewards" Flag is manually toggled via the AI Script, as opposed to the Field Script. When the battle with Safer-Sephiroth finishes you will be transported back to the 'Point-Of-No-Return' screen to face the final Sephiroth once and for all. |

| The Player will hear the "One-Winged Angel" Theme play throughout the battle with Safer-Sephiroth. The Victory Pose, Victory Fanfare Theme, and Battle Rewards Screen will be disabled for this battle.
| Safer-Sephiroth is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Safer-Sephiroth is one one of 86 enemies that is immune to Seizure. He is also immune to Peerless, along with 104 other enemies, and also immune to Regen along with 14 other enemies.
| Safer-Sephiroth is one of four enemies that are Immune to Reflect. This is so that it cannot reflect Wall back onto the Players.
| Safer-Sephiroth is one of a number of enemies that are elevated above the ground, but will not take double damage from the Wind Element, nor will it nullify Earth.

.-------------. NOTE - This is the end-game (enemy) version of Sephiroth
/ {Sephiroth} \ !! FINAL BOSS BATTLE !!

https://photos.app.goo.gl/NsNbZkMqAukxnrBY8 | ID: 14C

Level: 50	Strength: 0	Drop: /	
HP: 1	Defence: 0	Steal: /	
MP: 0	Magic: 0	Morph: /	
	MDefence: 0		
EXP: 0	Dexterity: 100		
AP: 0	Luck: 0		
GIL: 0	Evade: 0		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [-]	Paralyzed [-]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [-]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:

North Crater Final Gathering Screen

LOOKALIKES:

| No Manipulate Attacks!

Sephiroth's ATTACKS:

Attack 1: <Cut> Target: One Opponent
[3BF] Magical Element: None
% Based Att%: 255
Power: 31
Base Damage: 96.875% Current HP

Attack 2: <Done-in> Target: Self Death Animation
[3C0] Physical 0 Dam Att%: Auto Hit

Sephiroth's BATTLE PLAN: (Repeats)

SETUP: Disable default Death Handling
Disable "Battle Rewards Flag"

```
|                                                                                |
|         Activate "Special Pre-Emptive Strike" Flag:                            |
|                                                                                |
|          Enemy faces forward                                                   |
|          Disable Change Command                                                |
|          ATB Gauge starts at random (overridden via the Final Battle Flag)     |
|          First attack hits for double damage (so long as it's Physical)        |
|                                                                                |
|         Active "Final Battle" Flag:                                            |
|                                                                                |
|          Disable All Lucky 7's                                                 |
|          Player's ATB Gauge starts filled                                      |
|          Enemy's ATB Gauge starts empty                                        |
|          Disable all Commands except Limit                                     |
|          Limit Break becomes available even if Limit Gauge is not filled       |
|          Limit Gauge fills at a rate of 222                                    |
|          Limit Break set to Lv 4                                               |
|          Disable Command Window after enemy uses 1st attack                    |
|                                                                                |
|         Activate "Special Animations" Flag:                                    |
|                                                                                |
|          Set ATB Gauge to "Active"                                             |
|          Load special Cloud Battle model                                       |
|          Load special Battle introduction                                      |
|          Use special animation for Omnislash                                   |
|                                                                                |
|         End of Setup                                                           |
|                                                                                |
|                                                                                |
|  Use <Cut> on Cloud                                                            |
|  Take control of Cloud                                                         |
|  Use Attack Command on Sephiroth                                               |
|                                                                                |
|                                                                                |
|  COUNTER: [All Physical and Magical Attacks]                                   |
|                                                                                |
|   Use <Done-in> on Self                                                        |
|   End Battle, skip rewards screen                                              |
|                                                                                |
|                                                                                |
|  DEATH: Use <Done-in> on Self                                                  |
|         End Battle, skip rewards screen                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Sephiroth:                                                          |
|                                                                                |
| Sephiroth is the fourth and final part of a four-part final Boss               |
|  encounter. This is a scripted battle, and is impossible to lose even          |
|  without any input from the controller. You can either use Omnislash to        |
|  defeat Sephiroth, or, wait for him to attack Cloud, after which Cloud         |
|  will automatically counter, killing Sephiroth in one blow.                    |
|                                                                                |
| A number of special flags are used for this battle. The Field Script are       |
|  responsible for creating a Party consisting of just Cloud, replenishing       |
|  his HP & MP, and curing Cloud of any Statuses (Fury and Sadness). It will     |
|  also remove Cloud's Materia; although, even with Materia, the following       |
|  flags will disable the use of any Command other than Limit.                   |
| The Formation Setup uses the same "Pre-Emptive Strike" Flag used in the        |
|  five Wutai Pagoda Battles. The enemy will take Double Damage from the         |
|  first attack (provided the attack is Physical); the enemy will be front-      |
|  facing; and, the ATB gauge will start at a random value for all actors        |
```

(this gets overridden via the Formation Setup AI Script). The "Change" Command will also be greyed out; although, the "Defend" Command will still be available to the Player.

As the battle initiates the Formation Setup AI Script will activate the use of two unique flags; the first of which (2180) sets the Limit gauge refresh rate to 222 (slow), and the second of which (2160) sets up a a number of special parameters used only in the final encounter with Sephiroth.
The "Final Battle" Flag will firstly disable all commands excluding the Limit Break Command. Note that the Limit Command will still be available even if the Limit gauge was not filled. The "Limit Gauge Refresh Rate" is set to 222 for this battle; 0 = No Fill (default); 1 = Fastest Fill; 255 = Slowest Fill. The value is set so that Cloud's Limit fill rate will synchronise with the opening animation.
Although the formation setup sets the ATB Gauge to random values, the "Final Battle" Flag will override this and set Cloud's ATB to full, and Sephiroth's ATB to null. If Cloud enters the battle with 7777 HP, then All Lucky 7's will *not* activate during this battle.
As soon as the enemy attacks the Player with the "Final Battle" Flag active, the Command Window will deactivate and you will not be able to input any commands.

There is also a special animation script that is ran which controls the intro sequence to the battle. It will load up a unique battle model of Cloud, only seen in this one encounter. When Cloud uses Omnislash, you will also see an additional "flash" to Cloud-then-Sephiroth's face as Cloud lands the final blow. This animation script will also override the ATB settings from your current settings to "Active".
The final additional parameter for this battle is Cloud's Limit being set to lv 4. While Cloud will unlock all unlearnt Limits following the battle with Safer, he will *not* automatically be able to use Omnislash for the final battle via the use of the flags mentioned; it is currently unknown exactly how Omnislash becomes available for this battle.

The battle with Sephiroth is set to play out in one of two ways. Either Cloud can remain idle (or use Defend), in which case Sephiroth will attack Cloud with an attack that will deplete his HP to critical, after-which Sephiroth's AI Script will take control of Cloud and have him use "Attack" on Sephiroth, triggering the counter script and ending the battle. This use of the AI Script is unique, and creates an Auto-Counter effect (without having the Counter Attack Materia equipped).
The second way is to just use Omnislash, as intended, and watch Cloud knock Sephiroth down once-and-for-all. Congratulations! You've just beat Final Fantasy VII.

It is worth noting that all of final encounters with Sephiroth are battles of the mind, and the enemies you are battling are manifestations of Sephiroths will. The final encounter is intended as one last attempt for Sephiroth to try to regain control of Cloud's mind, but by that point he is too weak to withstand Cloud's strength, which is the reason Sephiroth only has 1 HP.
If using hacks to enable the use of Materia and Commands, one will find that Sephiroth can also be killed via the use of Steal, as stealing will trigger the counter-script to end the battle. If Sephiroth's attack were to miss, Cloud will still counter thereby ending the battle.
The "Those Chosen By The Planet (Intro)" Theme will play throughout this battle. Cloud will not perform his victory pose, and the Victory Fanfare theme will not be heard.
Unlike the battles during the Kalm Flashback, the "Disable Battle Rewards"

```
|  Flag is manually toggled via the AI Script, as opposed to the Field      |
|  Script. As a precaution, the final battle also makes use of a unique "End |
|  Battle, bypass rewards screen" Flag only used by Sephiroth as part of his |
|  Death Counter script. Once Sephiroth is defeated the ending FMV will      |
|  play.                                                                     |
| Sephiroth is immune to Seizure, which isn't necessary seeing as there is   |
|  no way for the Player to inflict an enemy with Seizure. Sephiroth is one  |
|  one of 86 enemies that is immune to Seizure. He is also immune to         |
|  Peerless, along with 104 other enemies, and also immune to Regen along    |
|  with 14 other enemies. He is also one of four enemies that are Immune to  |
|  Reflect.                                                                  |
\                                                                            /
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              ||            {Super WEAPON Bosses}           ||
              o'^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^'o

oo........................................................................oo
::''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''::
||                                                                          ||
||   Screens:                                             Training Rating: ||
||                                                                          ||
||   Ocean Floor                                          N/A               ||
||   Gold Saucer Area Desert                              N/A               ||
\|                                                                          |/
 \                                                                          /
  |      Enemies:                    Enemy Skills:                        |
  |                                                                       |
  |      Emerald Weapon                                                   |
  |      Eye                                                              |
  |      Leg                                                              |
  |      Ruby Weapon                 Shadow Flare                         |
  |      Ruby's Tentacle                                                  |
  \                                                                       /
   0'''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''0


                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo
                        ||  ELEMENTS AND STATUSES  ||
                        oo~~~~~~~~~~~~~~~~~~~~~~~~~~oo

 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                              ELEMENTS TO USE:                           ]
 [                                                                         ]
 [         Fire - Eye                 - Double                             ]
 [    Lightning - Emerald Weapon    - Double                               ]
 [      Gravity - Emerald Weapon    - Halve                                ]
 .~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
 [                            ELEMENTS TO AVOID:                           ]
 [                                                                         ]
 [         Fire - Ruby Weapon       - Absorb                               ]
 [          Ice - Emerald Weapon    - Absorb                               ]
 [          Ice - Eye               - Absorb                               ]
 [          Ice - Ruby Weapon       - Absorb                               ]
 [    Lightning - Ruby Weapon       - Absorb                               ]
 [        Earth - Ruby Weapon       - Absorb                               ]
 [        Water - Emerald Weapon    - Absorb                               ]
```

```
[        Water - Eye               - Absorb                                 ]
[       Hidden - Ruby Weapon       - Absorb                                 ]
[                                                                           ]
[        Earth - Emerald Weapon    - Nullify                                ]
[        Earth - Eye               - Nullify                                ]
[      Gravity - Ruby Weapon       - Nullify                                ]
[      Gravity - Ruby's Tentacle   - Nullify                                ]
[        Water - Ruby Weapon       - Nullify                                ]
[        Water - Ruby's Tentacle   - Nullify                                ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        ELEMENTS USED BY ENEMIES:                           ]
[                                                                           ]
[         Fire - Ruby Weapon       - Ruby Flame                             ]
[                                                                           ]
[          Cut - Ruby Weapon       - Big Swing                              ]
[        Punch - Ruby Weapon       - Right Revenge                          ]
[        Punch - Ruby Weapon       - Right Thrust                           ]
[        Punch - Ruby Weapon       - Left Revenge                           ]
[        Punch - Ruby Weapon       - Left Thrust                            ]
[        Shout - Ruby Weapon       - Ruby Ray                               ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                        STATUSES TO DEFEND FROM:                           ]
[                                                                           ]
[       Poison - Ruby Weapon       - Left Revenge   (83% Inflict)           ]
[       Poison - Ruby Weapon       - Left Thrust    (83% Inflict)           ]
[    Confusion - Ruby Weapon       - Ruby Ray       (99% Inflict)           ]
[         Frog - Ruby Weapon       - Right Revenge  (83% Inflict)           ]
[         Frog - Ruby Weapon       - Right Thrust   (83% Inflict)           ]
[        Small - Ruby Weapon       - Right Revenge  (83% Inflict)           ]
[        Small - Ruby Weapon       - Right Thrust   (83% Inflict)           ]
[    Slow-numb - Ruby Weapon       - Left Revenge   (83% Inflict)           ]
[    Slow-numb - Ruby Weapon       - Left Thrust    (83% Inflict)           ]
[    Paralyzed - Ruby Weapon       - Big Swing      (39% Inflict)           ]
.~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~.
[                           STATUSES TO USE:                                ]
[                                                                           ]
[   Slow, Paralyzed (Ruby Weapon)                                           ]
'~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~'
```

```
                              oo~~~~~~~~~~~~~~~oo
                              ||  ENEMY LOOT  ||
                              oo~~~~~~~~~~~~~~~oo

      .-------------------------------------------------------------------.
      |          DROP          |         STEAL          |       MORPH       |
      '------------------------+------------------------+-------------------|
 DESERT ROSE  |                |                        |                   |
--------------'                |                        |                   |
      | Ruby Weapon       [63] |                        |                   |
      '------------------------+------------------------+-------------------|
 EARTH HARP  |                 |                        |                   |
-------------'                 |                        |                   |
      | Emerald Weapon    [63] |                        |                   |
      '-------------------------------------------------------------------'
```

```
                           oo~~~~~~~~~~~~~~~~~~~oo
                           ||  ENEMY ENCOUNTERS  ||
                           oo~~~~~~~~~~~~~~~~~~~oo
```

```
 SCREEN GROUPING 1:                                    Area Enc Rate:

  Ocean Floor                                          OFF

.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 50,000  1st Row: 1x Emerald Weapon, 4x Eye   |
|            Run = 3     AP  - 50,000                                      |
|                        GIL - 50,000                                #984  |
'-------------------------------------------------------------------------'


 SCREEN GROUPING 2:                                    Area Enc Rate:

  Gold Saucer Area Desert                              OFF

.-------------------------------------------------------------------------.
|         Forced Attack  EXP - 45,000  1st Grp: 1x Ruby Weapon              |
|            Run = 3     AP  - 50,000  2nd Grp: 2x Ruby's Tentacle          |
|        Pinc Attack     GIL - 30,000                                #982  |
'-------------------------------------------------------------------------'

                                oo~~~~~~~~~~~oo
                                ||  ENEMIES  ||
                                oo~~~~~~~~~~~oo

  .------------------.
 /  {Emerald Weapon}  \        !! OPTIONAL SUPER BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/RZYzvggCnTHzysHXA                  | ID:   D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     99  ||   Strength: 180  ||    Drop: Earth Harp  [63] 100%     |
|  HP: 1,000,000  ||    Defence: 180  ||   Steal: /                        |
|  MP:       100  ||      Magic: 180  ||   Morph: /                        |
|                 ||   MDefence: 180  ||                                    |
|  EXP:   50,000  ||  Dexterity: 230  ||                                    |
|   AP:   50,000  ||       Luck:   1  ||                                    |
|  GIL:   50,000  ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Absorb]      |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Double]      |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]     |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [-]     |                       |
|      Gravity  [Halve]       |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Absorb]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]           |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:       |
|                                                      |                     |
| Ocean Floor                                          |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   Emerald Weapon's ATTACKS:          o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <Foot Stamp>         Target: All Opponents     Split Damage    |
|  [3D7]       Physical          Element: None                              |
```

		Att%: 255	
		Power: 30	
		Base Damage: 8677 HP	
Attack 2: [3D8] [3DB]	Emerald Shoot Magical	Target: One Opponent Element: None Att%: 255 Power: 91 Base Damage: 9520 HP	Status Remove: Barrier (100%) MBarrier Death Force Resist Shield
Attack 3: [3D9] [3DC]	Emerald Beam Magical % Based	Target: All Opponents Element: None Att%: 255 Power: 20 Base Damage: 62.5% Current HP	No Split Damage Status Remove: Regen (100%)
Attack 4: [3DA]	Revenge Stamp Physical	Target: All Opponents Element: None Att%: 255 Power: 19 Base Damage: 5495 HP	Split Damage Status Remove: Haste (100%)
Attack 5: [3E1]	Aire Tam Storm Physical Spcl Formula	Target: All Opponents Element: None Att%: 255 Power: 30 Base Damage: Qty of Materia * 1111	Drains HP Status Remove: 10 Statuses (See Notes)
Attack 6: <[No Name]> [11F]	Physical 0 Dam	Target: Self Att%: Auto Hit	Transformation To Stage 2
Attack 7: <[No Name]> [120]	Physical 0 Dam	Target: Self Att%: Auto Hit	Transformation To Stage 1
Attack 8: <Vanish> [14E]	Physical 0 Dam	Target: Self Att%: Auto Hit	Death Animation

Emerald Weapon's BATTLE PLAN: (Repeats)

NOTE - Once you have killed all four Eyes, Emerald Weapon will not revert back to its original form until its next turn. Transforming back to Stage 1 will use up a turn for Emerald.

Emerald Weapon's attack sequence will play out differently if the "Angry Emerald" variable has been activated; it will use less turns before transforming to Stage 2, and it will use Aire Tam Storm as its 1st attack when it does transform to its "Eyes Open" Stage.

The following actions will activate the "Angry Emerald" variable:

- KOTR has been used
- Revenge Stamp has been used 10 or more times

The following actions will disable the "Angry Emerald" variable:

- Bahamut, Neo Bahamut or Bahamut ZERO was used while Emerald is in Stage 2 (Eyes Open)
- Aire Tam Storm was used naturally (not via the use of a Counter Attack) AND Emerald's HP > 50%

```
|                                                                              |
|         Note that once Revenge Stamp has been used at least ten times,       |
|          "Angry Emerald" will activate each time Revenge Stamp is used.      |
|          This means that using any of the Bahamuts will *not* disable the    |
|          variable, and Aire Tam Storm will only disable the variable until   |
|          the next time Revenge Stamp is used.                                |
|                                                                              |
|                                                                              |
|  SETUP: Disable default Death Handling                                       |
|                                                                              |
|                                                                              |
|  STAGE 1: (Eyes Closed)                                                      |
|                                                                              |
|   1ST ATTACK: Use Emerald Shoot on Rnd Target                                |
|                                                                              |
|     After 1st Attack:                                                        |
|                                                                              |
|      "Angry Emerald" has been activated: Jump to 4th Attack for next turn    |
|                                                                              |
|      "Angry Emerald" has not been activated:                                 |
|                                                                              |
|        1/3 Chance: Jump to 1st Attack for next turn                          |
|        2/3 Chance: Jump to 2nd Attack for next turn                          |
|                                                                              |
|                                                                              |
|   2ND ATTACK: Use Foot Stamp on All Targets                                  |
|                                                                              |
|     After 2nd Attack:                                                        |
|                                                                              |
|      "Angry Emerald" has been activated OR Emerald Weapon's HP <= 50%:       |
|                                                                              |
|        Jump to 3rd Attack for next turn                                      |
|                                                                              |
|      "Angry Emerald" has not been activated AND Emerald Weapon's HP > 50%:   |
|                                                                              |
|        1/5 Chance: Jump to 2nd Attack for next turn                          |
|        4/5 Chance: Jump to 3rd Attack for next turn                          |
|                                                                              |
|                                                                              |
|   3RD ATTACK: Use Emerald Shoot on Rnd Target                                |
|                                                                              |
|   4TH ATTACK: Use <[No Name]> on Self, Transform to Stage 2                  |
|               Use Emerald Beam on All Targets                                |
|                                                                              |
|               Remove Death Status of all Eyes                                |
|               Set Current HP to Max HP for all Eyes                          |
|                                                                              |
|     After 4th Attack:                                                        |
|                                                                              |
|      "Angry Emerald" has been activated: Jump to 7th Attack for next turn    |
|      "Angry Emerald" has not been activated: Jump to 5th Attack next turn    |
|                                                                              |
|                                                                              |
|  STAGE 2: (Eyes Open)                                                        |
|                                                                              |
|   5TH ATTACK:                                                                |
|                                                                              |
|    All Eyes Alive: Skip a turn                                               |
|                                                                              |
|      "Angry Emerald" has been activated: Jump to 7th Attack for next turn    |
```

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|      "Angry Emerald" has not been activated: Jump to 6th Attack next turn  |
|                                                                            |
|    All Eyes Dead: Use <[No Name]> on Self, transform to Stage 1            |
|                   Jump to 1st Attack for next turn                         |
|                                                                            |
|                                                                            |
|   6TH ATTACK:                                                              |
|                                                                            |
|    All Eyes Alive: Use Emerald Beam on All Targets                         |
|                                                                            |
|     All Eyes Dead: Use Emerald Beam on All Targets                         |
|                    Use <[No Name]> on Self, transform to Stage 1           |
|                    Jump to 1st Attack for next turn                        |
|                                                                            |
|                                                                            |
|   7TH ATTACK:                                                              |
|                                                                            |
|    All Eyes Alive:                                                         |
|                                                                            |
|     Emerald Weapon's HP  > 50%: Use Aire Tam Storm on All Targets          |
|                                 Jump to 6th Attack for next turn           |
|                                 Disable "Angry Emerald"                    |
|                                                                            |
|     Emerald Weapon's HP <= 50%: Use Aire Tam Storm on All Targets          |
|                                 Jump to 6th Attack for next turn           |
|                                                                            |
|    All Eyes Dead: Use <[No Name]> on Self, transform to Stage 1            |
|                   Jump to 1st Attack for next turn                         |
|                                                                            |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Emerald Weapon is in Stage 1: (Eyes Closed)                              |
|                                                                            |
|    Last Attack was KOTR: Activate "Angry Emerald"                          |
|                                                                            |
|    Last Attack was not KOTR: Do nothing                                    |
|                                                                            |
|                                                                            |
|   Emerald Weapon is in Stage 2: (Eyes Open)                                |
|                                                                            |
|    Last Attack was KOTR:                                                   |
|                                                                            |
|     Emerald Weapon's HP  > 50%: Activate "Angry Emerald"                   |
|                                                                            |
|     Emerald Weapon's HP <= 50%: Activate "Angry Emerald"                   |
|                                 Use Aire Tam Storm on All Targets          |
|                                                                            |
|                                                                            |
|    Last Attack was not KOTR:                                               |
|                                                                            |
|     Last Command was Limit OR all Eyes are dead: Do nothing                |
|                                                                            |
|     Last Command was NOT Limit AND at least one Eye alive:                 |
|                                                                            |
|      Last Attack was Bahamut OR Neo Bahamut OR Bahamut ZERO:                |
|                                                                            |
|       Disable "Angry Emerald"                                              |
|                                                                            |
|      Last Attack was NOT Bahamut, Neo Bahamut or Bahamut ZERO:              |
```

```
|                                                                              |
|       Use Revenge Stamp on All Targets                                       |
|                                                                              |
|  If Revenge Stamp has been used 10 or more times, activate "Angry Emerald"   |
|                                                                              |
|                                                                              |
|  DEATH: Use <Vanish> on Self, remove active Eyes from Battle, end Battle     |
|         Set GlobalVar [Emerald Weapon Killed]                                |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Emerald Weapon:                  |   POWER req for Overflow:      |
|                                             |                                |
| Emerald Weapon is one of two Super-Bosses,  |  Base Damage Overflow: 213     |
|  the other being Ruby Weapon. Both are      |  Rnd Var Overflow  3x: 142     |
|  extremely tough, but can be defeated in a  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  number of ways by exploiting various                                        |
|  weaknesses. Emerald's weakness is that it does not nullify Gravity, so      |
|  Demi can be used to inflict 9999 with each hit. It is also weak against     |
|  Lightning and the Slow Status; the Eyes are weak against Fire. Most of      |
|  suggested methods for defeating Emerald can be completed with a Party of    |
|  Lv 60+ characters.                                                          |
| Emerald can be encountered as early as Disc 2, following the Submarine       |
|  mission. Once the Player has obtained either the Blue or Red Submarine,     |
|  Emerald can be found in one of four spawn locations in the 'Underwater'     |
|  version of the World Map; Outside the Sunken Gelnika; near the Red Sub-     |
|  marine (South of map); in the central crater; or, circling in a clock-      |
|  wise motion near the central crater. Be very wary when exiting the Sunken   |
|  Gelnika, as Emerald may take you by surprise if you're not careful.         |
| When battling Emerald a 20-minute countdown timer will appear; if it runs    |
|  down to 0, then it will cause a Game Over. To remove the countdown timer    |
|  one must first obtain the Underwater Materia from the Kalm Traveller.       |
|  This is exchanged for the Guide Book, which must be Morphed from the        |
|  Ghost Ship in the underwater pipes leading towards Junon's Underwater       |
|  Reactor. It is possible to defeat Emerald without the need for the          |
|  Underwater Materia, depending on the strategy you adopt.                    |
| To battle Emerald one must ram into him with the submarine. Unlike most      |
|  bosses, Emerald Weapon does not make use of the "Can't Escape" Flag, and    |
|  as such it is possible for the Player to flee the battle. The "Run Count"   |
|  will be set to 3, so it may take a while for you to successfully escape.    |
|  You can avoid knocking into Emerald Weapon altogether by navigating the     |
|  submarine at maximum height.                                                |
| Emerald Weapon is the only Lv 99 enemy in the game, and with 1 million HP    |
|  it has the highest HP in the game. Compared to Ruby Weapon (who is Lv 59    |
|  and has 800,00 HP), Emerald has lower stats and a more predictable attack   |
|  pattern, which makes it slightly easier than Ruby. With that said,          |
|  Emerald's Eyes will attack independently, and can bombard the player with   |
|  attacks; Ruby's Tentacles do nothing by themselves, which makes Emerald a   |
|  larger threat when it has its eyes open. Emerald will drop slightly more    |
|  EXP and gil than Ruby; however, they both leave 50,000 AP.                  |
| Emerald's signature attack is Aire Tam Storm (maTeriA spelt backwards),      |
|  which will deal 1111 HP per Materia the target has equipped, so having 9+   |
|  Materia equipped to any one character will cause certain death to that      |
|  character. You will need to have Final Attack paired with either Phoenix    |
|  or Revive to be able to withstand the attack, unless you choose to equip    |
|  less than 9 pieces per character. Going into the battle with 9999 HP and    |
|  just 2x Materias equipped will trigger 7777 Fever, which is one option      |
|  for defeating this super-boss.                                              |
| Aire Tam Storm will have a 100% chance of removing the following Statuses:   |
|  Haste, Slow, Stop, Regen, Barrier, MBarrier, Reflect, Shield, Death Force   |
|  and Resist.                                                                 |
| Once Emerald Weapon has been defeated you will obtain the Earth Harp,        |
```

which can used to trade with the Kalm traveller to obtain the Master Magic, Master Command and Master Summon Materia (one of each). It may be wise to defeat Emerald before Ruby, as the set of Master Materia will massively help against the Ruby Weapon.

If you need to level up your characters or Materia prior to the fight with either of the two Super-Bosses, then the Magic Pots in the 'Swamp Area' in the North Crater are the ideal candidate; just be sure to have enough Elixirs to feed them.

SETUP:

While your setup may vary heavily depending on your chosen strategy, there are a few things you should consider for every method. The first thing to highlight is the incredible amount of AP Emerald will leave; consider equipping Cloud's Apocalypse to gain triple growth, which means any Materia equipped will gain 150,000 AP. If you plan to use KOTR against Ruby Weapon, then you should equip it even even if you do not plan to use it against Emerald, as so that it levels up. Cid's Scimitar is also a useful weapon to equip, as is his Javelin.

For you Armour, you should equip either the Mystile, Imperial Guard, or Warrior Bangle for maximum defence. You could optionally equip Rune Armlets if you wanted to gain double AP.

Emerald Weapon will not inflict any Statuses on you characters, so Ribbons will not be needed. You could equip Sprint Shoes to gain the edge over Emerald, or, equip Tough Rings/Circlets/Champion Belts if you are in need of the extra defence, which you may need.

Put all of your characters in the Back Row, inflict them with Sadness and slow the ATB Speed as slow as possible. Make sure that the ATB is set to 'Wait', and give your short-ranged characters the Long Range Materia. While it *is* possible to defeat Emerald in less than 20 minutes, you may wish to equip the Underwater Materia as a precaution.

You will want to have at least six Megalixirs for this battle. Arrange your Items so that Megalixirs are at the top, followed by X-Potions then Turbo Ethers. Also make sure to have other items that you plan on using at the top, such as Tranquilizers or Hero Drinks. If you have been stock-piling your Sources, then now would be the time to use them. should you wish to turn the tide in your favour, then you could spend some time in the Sunken Gelnika to farm Sources; visit the "Top Farming Locations" section of Helpful Lists for more info on Source Farming.

Be sure to exploit Emerald's weakness to Slow by making use of the Time Materia, or by using a Spider Web. You should also consider equipping Elemental+Ramuh on your attacker's Weapon to deal double damage with your Physical attacks against Emerald, and Elemental+Ifrit to deal double damage against the Eyes.

You should utilise the Final Attack Materia by pairing it with Phoenix, which may be your saving grace for this super-battle. Just note that a Lv 1 Phoenix will only allow for one use of Final Attack, even if the Final Attack is at Lv 5. You should also utilise Yuffie's Conformer, which will deal 6.1875x normal damage. Combine the Mystile with Deathblow and Mega All for maximum efficiency.

STRATEGIES:

- General Tips:

As soon as the battle begins you should cast Dragon Force twice on each character to boost their Defence and MDefence by 100%. If you have any Hero Drinks, then you could optionally give up to four per character to

increase their offence; if you do opt to use Hero Drinks then there will be no need to use Dragon Force. If one of your characters gets killed it will reset their stat values.

Emerald Weapon will remove any Barriers you put in place, so Big Guard is off the table, along with Shield, Regen and Haste. You are going to want to inflict Emerald with Slow, either by using a Spider Web or by using the Time Materia.

The amount of Materia you equip is an important factor. *Most* of the strategies focus on not allowing Emerald to use Aire Tam Storm, which it will do so after three turns have passed since the Eyes were opened. If it does manage to use Aire Tam Storm this way, it will continue to use it every other turn thereafter until the Eyes have been destroyed. It will also use Aire Tam Storm as a counter attack to Knights of The Round being used while it is Stage 2 and its HP is less than 50%.

If the Player were to activate the "Angry Emerald" parameter, then Emerald Weapon would become much more of a threat. It will begin skipping out portions of its attack sequence, opting to use Aire Tam Storm on its subsequent turn after opening its Eyes instead of three turns after. Additionally, Emerald will only use one turn while in its first form before opening its Eyes.

Using Knights of The Round at any point during the battle will activate "Angry Emerald". It will also be set once Revenge Stamp has been used ten or more times. To unset the "Angry Emerald" parameter, Emerald must use Aire Tam Storm as part of its attack sequence (as opposed to a counter-attack) *and* its HP must be above 50%. It can also be unset by using any one of the three Bahamuts while it has at least one Eye open, so long as Revenge Stamp has not been used ten or more times.

Emerald will usually transform into its second form on its fourth turn after reverting back to its original form; however, it will sometimes use Emerald Shoot and/or Foot Stamp more than once, increasing the amount of turns used before opening its Eyes.

If you were to enter into the battle with Emerald at Lv 99, then you could use the Enemy Skill Goblin Punch for 0 MP to inflict 9999 HP with each hit.

- The 'As Early As Possible' Method:

This method is possibly the hardest of all strategies for defeating Emerald, but also takes the least amount of time preparing. As soon as have finished clearing out the North Crater you can begin preparing for Emerald with a team of Lv 58+ characters.

You should already have obtained most of the Materia you will need for this battle; however, you may need to spend a small amount of time battling the Magic Pots to ensure you have the adequate setup. Here is the ideal checklist for this method:

- Underwater Materia
- Mega All Materia
- 1x Mime Materia (2 helps)
- Lv3 Magic Counter + Lv 3 Lightning
- Lv2 Quadra Magic + Lv 3 Gravity
- 3x Lv3 Counter Attack
- 2x Lv3 Counter + Deathblow
- Lv3 Final Attack + Phoenix

Yuffie makes an excellent candidate as your main Physical attacker, as her Conformer will deal 6.1875x normal damage. Load her up with Mega All, Counter+Deathblow, Added Cut+Deathblow, Elemental+Ramuh, Added Effect+Time, and as many Counter Attacks that you have room for.

Allocate another player to be your Magical attacker, and give the third character the Mime Materia. Don't worry too much if your Materia is not at the exact Lv as suggested above; with that said, you will need a Lv3 Lightning as well as a Lv3 Gravity.

The idea is to not allow Emerald to use Aire Tam Storm at all. As the battle opens, set up your necessary defences then be ready to use a Megalixir when Emerald opens its Eyes. You need to destroy the Eyes as quickly as possible; use your Mega All+Deathblow followed by Mime, then use Beta to dispatch them quickly. Each time Emerald counters with Revenge Stamp it should trigger a round of counter attacks in response from Yuffie.

Once Emerald has reverted back to its original form you can firstly heal, then begin a Mime chain of Quadra Magic+Demi3. Just be mindful that the chain can be broken when Yuffie Counter Attacks, so time the beginning of your chain just after Emerald has attacked. Having two Mime Materias is useful, but not mandatory for defeating Emerald.

So long as you are able to defeat the Eyes before Emerald has a chance to use Aire Tam Storm, you should not struggle too much. *Always* use a Megalixir after Emerald Beam is used, and be ready to use Angel Whisper on a fallen character. If a character does fall you will need to use Dragon Force twice on them once more.

- The 'KOTR Mime' Method:

This is perhaps the oldest strategy in the book, and also the most boring. Given that Emerald can use Aire Tam Storm in retaliation to KOTR being used while it is in Stage 2 (and its HP is less than 50%), you should prepare accordingly; be sure to master two lots of Final Attack to pair with Phoenix/Revive, or, equip less Materia than is necessary for Aire Tam Storm to kill you.

Avoid using any types of Counter Attack Materia, as they will break the Mime chain, Naturally you will need at least two Mime Materias, although three will help. Make sure that KOTR is at *least* Lv 2; you may need to break the Mime Chain at some point to heal, so you will need to be able to cast KOTR at least twice; although, it may not be necessary.

Any Support Materia you equip with KOTR will also be mimed, so you could pair HP Absorb with KOTR to heal your characters with every use. Your aim is to try to deal 7500+ HP with each hit, so you should equip things such as the Magic Plus Materia or Circlets to increase your damage output. You could also pair KOTR with MP Turbo to increase your damage if you wished; the increased MP cost will *not* carry over when Mimed, although the increased damage will (carry over).

Using this method, the Underwater Materia should not be needed as Emerald will usually be defeated in less than 16 minutes. Make sure to equip the W-Summon Materia, and consider using Sprint Shoes if you do not need to use Circlets.

As the Battle begins, use either four Hero Drinks or two Dragon Forces per character to boost their stats, then wait for the Eyes to open. Use a Megalixir following Emerald Beam, then begin the KOTR Mime chain. You should be able to kill Emerald with before it opens its Eyes for a second time, after eight casts of KOTR.

- The 'Supreme' Method:

This method requires the most amount of effort to setup, but is also the easiest method for defeating Emerald. You should adopt this method if you are naturally trying to Master all Materia and get to Lv 99. This strategy will not require the Underwater Materia, as you should be able

to end the battle in roughly 7 minutes.

You will want to focus on fulfilling the following Materia check-list:

- 3x Mastered Final Attack Materia
- 3x Mastered Phoenix or Revive Materia
- 4x Mastered Counter Materia
- 4x Mastered Deathblow Materia
- 9x Mastered Counter Attack Materia
- 2x Mastered Quadra Magic Materia
- 1x Mastered MP Turbo Materia
- 3x Mastered Magic Counter Materia
- 3x Mastered Lightning Materia
- 2x Mastered Gravity Materia
- 1x Mastered Contain Materia
- 3x Mastered Mega All Materia
- 3x Mastered HP Plus Materia
- 1x Mastered Magic Plus Materia

Do not concern yourself too much about fulfilling the above list; if you only master two pieces of Mega All then that will yield a third piece, so you can get away with having a few less mastered pieces than stated; with that said, you *will* need to have the required mastered Lightning and Gravity Materias.

Use your strongest Physical attackers (Yuffie) and equip them with their Ultimate Weapons. Give all three characters the Sprint Shoes, Circlets or Champion Belts, then equip them with either Mystiles or Wizard Bracelets.

The idea behind this strategy is to let the counters do their thing; give all characters 3x Counter Attacks, then distribute the rest of the above Materia list accordingly. Use Hero Drinks or Dragon Forces as the battle begins, then just focus on using your turns to heal your characters. Each time Emerald attacks, your characters will open with a frenzy of counter attacks dealing over 100,000 HP to Emerald.

Note that paring Magic Counter with Lightning/Gravity *will* combine with Quadra Magic, so long as the the paired Magic is at the same level i.e. pairing a Lv 2 Lightning with Magic Counter and a Lv 3 Lightning with Quadra Magic will result in four uses of Bolt2 when countering.

All you need to do is watch your HP, and the battle will play itself out very quickly with this method.

- The '7777 Fever' Method:

While this method requires very little preparation, it can be quite difficult to execute properly, and may take a few attempts. The Underwater materia *shouldn't* be necessary, although you may need it as a precaution.

The idea is to activate All Lucky 7s following the use of Aire Tam Storm. Make sure that at least one of your characters HP reaches 9999 with two HP Plus Materias equipped; when Aire Tame Storm is used, the damage dealt will be exactly 2222 and your character's HP value will hit exactly 7777, provided they were at full HP when the attack was used.

You only need to have one character set up with 9999 HP and two Materias equipped for this method to work; although, having two characters set up will help as a precaution in case one character is not at full HP when Aire Tam Storm is used. Barret makes a good candidate as he has the highest natural base HP.

When one or more characters enters into 7777 Fever mode, they will attack 64 times dealing 7777 HP per hit. It does not matter if one or all of your characters enters into 7777 fever mode simultaneously; the result would still be 64 hits, the difference being that your characters would

take it in turns to attack. You cannot activate All Lucky 7s twice in one battle; however, if your character's HP reaches 7777 once more then they will continue to deal 7777 HP with each hit until their HP value is changed.

Make sure to overload one character with Materia, making sure they have the following equipped: Final Attack+Phoenix, HP Absorb+KOTR, W-Summon, Mime, Enemy Skill, and give them either the Sprint Shoes or Touph Ring. Magic Plus, MP Plus and Speed Plus Materia helps, also. For clarity, I will refer to this character as the "central" character i.e. the character that does *not* have 9999 HP (the weaker character).

As the battle begins, give central character 2x Hero Drinks and 1x Dragon Force. Be sure to inflict Emerald with Slow via the use of a Spider Web. Make sure to use X-Potions to keep your HP up, and be ready to use a Megalixir the instant that Emerald opens its Eyes. You *mustn't* let your central character get killed before the use of Aire Tam Storm, as it can ruin the strategy (unless your Final Attack and Phoenix are both high levelled).

Your aim is to try to firstly kill the two outer "Blue" Eyes, as these will attack your HP. Beta works well, as does Shadow Flare. You could also use Fire Veils to deal 2240-2390 HP to each Eye. Once Emerald has used Emerald Beam a 2nd time, it will use Aire Tam Storm as its next attack, so make sure your characters are at full HP when this happens. With only the two "Yellow" Eyes remaining, your HP cannot be targeted between the use of Emerald Beam and Aire Tam Storm.

The idea is to let Aire Tam Storm kill your central character, who will then counter by using Phoenix thereby killing the two remaining Eyes. Two prior casts of Beta should ensure that this happens. Your other two characters will then take it in turns to attack Emerald following the activation of All Lucky 7s, dealing a total of 487,728 HP.

Your next action will determine the outcome of the battle. You *must* wait until Emerald Weapon has transformed back to its original form, *and* you must wait until it has used Emerald Shoot once before beginning your KOTR Mime chain. Use this down-time to give your central character 2 Hero Drinks and 1 Dragon Force once more, and be sure they are at full HP/MP.

If you begin using KOTR before it has transformed back to its 1st Stage, then it will counter with Aire Tam Storm killing your central character once more, breaking your Mime chain. If you begin the Chain before Emerald has used Emerald Shoot (after it has reverted back), then it will open its Eyes prematurely (due to the "Angry Emerald" parameter being enabled), countering with Aire Tam Storm following the first use of KOTR.

To defeat Emerald you will need to use KOTR four times in addition to using 7777 Fever, so one use of W-Summon followed by one Mime will do the trick. So long as you time your use of KOTR wisely, you should be able to get two turns in before Emerald opens it Eyes.

If you mess the strategy up by killing the Eyes too early (preventing Emerald from using Aire Tam Storm), then do not fret; you may still be able to defeat it by using your KOTR Mime chain *first*, then preparing for Aire Tam Storm the second time it opens its Eyes (which it will do so as its 1st attack as opposed to its 3rd attack due to the "Angry Emerald" parameter).

Another way to activate All Lucky 7s is via the use of the Chocobuckle Enemy Skill, which deals damage equal to the qty of escapes the player has. You will need [Character's HP - 7777] number of escapes for Choco-buckle to deal the correct amount of damage to bring one character's HP down to 7777. There are several other methods for activating All Lucky 7s; visit section E.18 A for more info.

- The 'Limit Break' Methods:

There a few different strategies involving the use of Limit Breaks. The first involves just using Cloud's Omnislash; firstly, master 7x Counter Materias and 7x Mime Materias so you have 8 if each, then link them all together. Make sure Cloud has his Lv 4 Limit available going into the battle, and that the other two characters are KO'd. Do not equip any Counter Attacks.

Try to use Omnislash as the battle opens before Emerald is able to attack, and then sit back and watch Cloud retaliate with every attack by using Omnislash. You may need to break the Mime chain to heal, but by that point Cloud's Limit gauge should have refilled. Inflict Cloud with Fury to be on the safe side.

This method can be achieved with as little as just two Counter + Mime Materias. You should time your X-Potion use just before it uses Emerald Beam; that way you can mime the X-Potion, then begin with Omnislash to destroy the Eyes. Use the downtime Emerald spends with its Eyes closed to refill your Limit Bar, then begin with Omnislash once more when the Eyes open.

You may need Final Attack+Revive to survive this method. Elemental+Ramuh will also help if Cloud is under-levelled, as will Hero Drinks. If using Cloud's Ultima Weapon, make sure his HP is at full before using Omnislash. The Underwater Materia should not be necessary, although Long Range might.

The other 'Limit Break' strategy involves using all three characters, with minimal amount of time spent preparing. You will want to use your strongest Lv 3 Limit Breaks; Barret's Angermax and Cid's Big Brawl make good candidates, as does Yuffie's Doom of The Living.

Equip HP Plus, Enemy Skill and a few Counter Attacks on each character. Counter+Deathblow, Mega All and Magic Counter+Restore work well, also. Make sure that all of your characters are inflicted with Fury, and equip them all with either the Sprint Shoes or Touph Rings. Equip any other Materia you like; Emerald will not be using Aire Tam Storm with this method. Make sure to have replacement Commands available in place of Attack, such as Deathblow.

You will not need the Underwater Materia or Final Attack using this method, as it is a fairly easy method to adopt which should take around fifteen minutes. A healthy supply of Elixirs and Megalixirs will be required, and you should also aim to have at least nine Hero Drinks. Make sure to equip the W-Item Materia.

The idea is to allow Emerald to fill up your Limit Breaks while its Eyes are closed. During this time you should give three-four Hero Drinks to each character, while keeping their HP up. As soon as Emerald opens its Eyes be ready to use a Megalixir, then use all of your Limit Breaks in succession; the Eyes should not last long this way.

When Emerald reverts back to its original form, use attacks such as Deathblow and Shadow Flare to weaken it, while letting it refill your Limit gauges once more; by the time it opens its Eyes again your Limits should be available to use. Rinse and repeat until Emerald is dead. Do not be tempted into using Lv 4 Limit Breaks, as they take too long to refill.

- The 'Damage Overflow' Method:

Only Vincent and Barret can reach a Power value high enough to cause Damage Overflow, and the *minimum* amount of kills required for Vincent's Death Penalty to reach the required Power value is 16,896 kills. Because

of this, Barret makes the ideal candidate to use when trying to one-hit Emerald Weapon via the use of Damage Overflow.

There are two ways in which Barret can cause the damage figure to overflow; the first is via Base Damage Overflow, which requires more AP equipped on Barret's Missing Score than the second method (Random Variation Overflow). You do not need to use Critical or Berserk when performing Base Damage Overflow; however, you will need to give Barret at least two Hero Drinks.

The most amount of AP Barret can fit on his Missing Score is 4,000,000; this is via 8x Mastered KOTR Materias. At Lv 99, Barret would need a *minimum* Att value of 183 while using four Hero Drinks with 8x Mastered KOTR Materia equipped to cause Base Damage Overflow.

At Lv 99 with 255 Att, Barret would need 2,120,000 AP equipped to cause Base Damage Overflow with four Hero Drinks; 2,350,000 AP with three Hero Drinks; or, 3,340,00 AP with just two Hero Drinks.

The second option to one-hit Emerald is via the use of Random Variation Overflow, which requires the use of Berserk and a Critical Hit. You should make sure to have 255 Luck; this way you will have a 63.75% chance to land a Critical Hit against Emerald. Make sure to have War Gongs available, or a Lv 2 Mystify Materia to inflict Barret with Berserk.

At Lv 99, Barret would need a *minimum* Attack value of 143 to have a 20.7% chance of causing Random Variation Overflow against Emerald (with 8x Mastered KOTR Materia equipped, four Hero Drinks, Critical and Berserk); he will gain a 100% chance with 151 Attack.

With 255 Attack and Lv 99, Barret would need a *minimum* of 1,410,000 AP equipped to his Weapon to have a 5.86% chance of causing Random Variation overflow; this is with four Hero Drinks, Berserk and a Critical Hit. To gain a 100% chance with four Hero Drinks, Barret would need 1,500,000 AP on his Weapon.

Three Hero Drinks would need 1,570,000 AP (8.2% chance) or 1,670,000 (100% chance). Two Hero Drinks would need 2,220,000 AP (0.39% chance) or 2,370,000 AP (100% chance). One Hero Drink would need 3,160,000 AP (4.69% chance) or 3,370,000 AP (100% chance). it is impossible for Barret to one-hit Emerald without any Hero Drinks.

To gain the required stats needed for performing Damage Overflow, you will need to farm Sources; Power Sources can be easily farmed from the Heavy Tank in Gongaga, and Luck Sources can be farmed from the Bad Rap in the Sunken Gelnika. You could optionally make use of the "Extended W-Item Glitch" to dupe a finite amount of Sources; explore the "Top Farming Locations" in the Helpful Lists section for more info on Item duping.

- The 'Game Over' Method:

Possibly the hardest of all methods, the 'Game Over' strategy focuses on exploiting the fact that Cait Sith's Lv 2 Limit ability 'Game Over' will ignore any Death immunities in place, and will kill any target in one hit; this includes Emerald. Given that Game Over can be used at any Lv, this strategy is the preferred method for Low-Levelled playthroughs.

To perform Game Over the Player must align 3x Cait Sith symbols when using Cait Sith's 'Slots' Limit Break. If the Player accidentally aligns two Cait Sith symbols followed by a BAR, then the 'Death Joker' ability will be used, killing the Party instead.

You should mash Square repeatedly to slow down the reels, the same way you would in the Battle Square or with Tifa's Limit Breaks. There are two Cait Siths on the first reel, two on the second, and one on the third:

Reel 1 - BAR, Mog, Cait Sith Heart, BAR, Cait Sith

| Reel 2 - BAR, Crown, Cait Sith BAR, Crown, Cait Sith |
| Reel 3 - Crown, Mog, Cait Sith |
| |
| Aligning the first two symbols isn't too tough once you get the hang of it; the problem is the "Evil Flag", which ensures you will *never* be able to align the third symbol, as it will always jump one symbol even if you stop the reel at the correct spot. If the first symbol is a 'Cait Sith', then the Evil Flag will be deactivated if the 'Game Time' clock count is divisible by 64; this means you only have a 1.5625% chance that the game will allow for the use of Game Over. |
| The way to use Game Over with the "Evil Flag" activated is to trick the game into thinking that the third symbol you have landed on is the Cait Sith. To perform this technique, you must first align two Cait Siths, then pause the third reel as the Cait Sith symbol aligns. You must then mash Circle as fast as you can while releasing Square; this will stop the reel from skipping one symbol, and Game Over will be the ability used. |
| |
| |
| - The 'No Button' Method: (credit to Death_Unites_Us) |
| |
| Make sure that you have 3x Mastered Final Attack Materias and 2x Mastered Knights of The Round Materias, then equip the following onto one character: Final Attack+Revive, Final Attack+KOTR, Final Attack+KOTR, HP Plus and HP <-> MP. There's nothing else to it! Get into a battle with Emerald Weapon, put the control pad down, and let the AI Script do the work for you :) |
| |
| |
| It is possible to cause the game to break by defeating Emerald Weapon and getting a Game over simultaneously; this occurs when Emerald begins flashing red with eight or less seconds remaining on the clock. If this were to occur, then the Game Over screen would overlap with the rewards screen, and the Player will then be brought to the main "New Game/Load Game" Screen. Should you load a new/saved game, the save file will contain numerous errors & glitches, and will not be playable. |
| Two versions Emerald Beam and Emerald Shoot exist, one of each is never used. The unused variant of Emerald Beam inflicts 65.625% of the target's Current HP, as opposed to 62.5%. |
| Emerald Weapon, along with Ruby and Diamond Weapon are not present in the JORG version. |
| When the AI Script checks for the use of any of the three Bahamuts, it correctly checks to make sure that the Command used was a Summon. This means that using Items that share the same ID as any of the Bahamuts will *not* trigger the Counter Script, as seen with a handful of enemies previously. |
| The battle with Emerald Weapon consists of Emerald, 4x Eyes and 1x Leg, the latter of which is the base-stump part. Emerald Weapon is the top half of the enemy; the part that flies over the player when using Aire Tam Storm. The Leg is non-targetable and has no AI Script; visit the "Extra Enemies" section for more details on the Leg. |
| Emerald Weapon is subject to the 'Quadra Magic Ultima Glitch' whereby the game will freeze when the Player tried cast Ultima, when they have one Ultima paired with HP or MP Absorb, and another with Quadra Magic. |
| Emerald Weapon is one of a number 'elevated' enemies that Nullifies the Earth Element, but will no take double damage from Wind. |
| Emerald Weapon is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an enemy with Seizure. Emerald Weapon is one one of 86 enemies that is immune to Seizure. It is also immune to Peerless, along with 104 other enemies, and also immune to Regen along with 14 other enemies. |

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  .-------.
 /  {Eye}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/mbTdo1FCp7Yrqwyj9                      | ID:   F |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     50  ||   Strength:  50  ||    Drop: /                          |
|  HP:    25,000  ||    Defence:   2  ||   Steal: /                          |
|  MP:       100  ||      Magic:  50  ||   Morph: /                          |
|                 ||   MDefence:   2  ||                                      |
|  EXP:         0 ||  Dexterity: 254* ||                                      |
|   AP:         0 ||       Luck:   1  ||                                      |
|  GIL:         0 ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Double]       |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Absorb]       |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Absorb]       |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Ocean Floor                                        |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   Eye's ATTACKS:                     o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1:  Emerald Laser       Target: One Opponent                       |
|  [3DD]       Magical           Element: None                             |
|  [3E0]                            Att%: 255                                |
|                                  Power: 111                                |
|                            Base Damage: 4162 HP                            |
|                                                                            |
|  Attack 2:  Emerald Laser       Target: One Opponent      Attacks MP       |
|  [3DE]       Magical           Element: None                             |
|  [3DF]                            Att%: 255                                |
|                                  Power: 19                                 |
|                            Base Damage: 712 MP                             |
|                                                                            |
|  Attack 3: <Vanish>             Target: Self              Death Animation  |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                           |
|  [150]                                                                     |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Eye's BATTLE PLAN: (Repeats)                                             |
|                                                                            |
|  NOTE - The perspective is from the Player's POV, so the outer-left Eye    |
|          [A] is Emerald's right-most Eye.                                  |
|                                                                            |
|                                                                            |
|  SETUP:                                                                    |
|                                                                            |
|   Disable default Death Handling for all Eyes                              |
|                                                                            |
```

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|   Set Eye [A]'s outer-left Eye as the body-part selected as target          |
|   Set Eye [B]'s inner-left Eye as the body-part selected as target          |
|   Set Eye [C]'s inner-right Eye as the body-part selected as target         |
|   Set Eye [D]'s outer-right Eye as the body-part selected as target         |
|                                                                             |
|   Set Eye [A]'s Dexterity to 150                                            |
|   Set Eye [B]'s Dexterity to 250                                            |
|   Set Eye [C]'s Dexterity to 250                                            |
|   Set Eye [D]'s Dexterity to 150                                            |
|                                                                             |
|   End of Setup                                                              |
|                                                                             |
|                                                                             |
|  SELF IS EYE [A] (outer-left Eye)                                           |
|                                                                             |
|   Use Emerald Laser 4162 HP Base Damage variant on Rnd Target               |
|                                                                             |
|                                                                             |
|  SELF IS EYE [B] (inner-left Eye)                                           |
|                                                                             |
|   Use Emerald Laser 712 MP Base Damage variant on Rnd Target                |
|                                                                             |
|                                                                             |
|  SELF IS EYE [C] (inner-right Eye)                                          |
|                                                                             |
|   Use Emerald Laser 712 MP Base Damage variant on Rnd Target                |
|                                                                             |
|                                                                             |
|  SELF IS EYE [A] (outer-right Eye)                                          |
|                                                                             |
|   Use Emerald Laser 4162 HP Base Damage variant on Rnd Target               |
|                                                                             |
|                                                                             |
|  DEATH: Use <Vanish> on Self, remove Self from Battle                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Eye:                             |   POWER req for Overflow:     |
|                                             |                               |
| Emerald Weapon's Eyes will be closed as the  |  Base Damage Overflow: 139   |
|  battle begins, and will open after at least |  Rnd Var Overflow  3x:  93   |
|  four turns have passed for Emerald. While   o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the Eyes are active, Emerald will become                                   |
|  much more of a threat, so the Player should focus on killing them as       |
|  quickly as possible.                                                       |
| The two outer Blue Eyes will attack your characters HP, and the inner two   |
|  Yellow Eyes will attack you MP, so always try to take out the Blue Eyes    |
|  first. Beta works well given their weakness to Fire, as does Shadow        |
|  Flare.                                                                     |
| All versions of the Eyes have fairly low Defence and MDefence; however,     |
|  they have fairly high Dexterity. The outer Blue Eyes will have 150 Dex,    |
|  and the inner Yellow Eyes will have 250 Dex.                               |
| In the J-INT version the abilities used by the Eyes are revered; the Blue   |
|  Eyes attack your HP and the Yellow Eyes attack your MP.                    |
| Four versions of Emerald Laser exist; one used by each variant of the Eye.  |
| The Eye is one of a number 'elevated' enemies that Nullifies the Earth      |
|  Element, but will no take double damage from Wind.                         |
| The Eye is immune to Seizure, which isn't necessary seeing as there is no   |
|  way for the Player to inflict an enemy with Seizure. The Eye is one one    |
|  of 86 enemies that is immune to Seizure. It is also immune to Peerless,    |
|  along with 104 other enemies, and also immune to Regen along with 14       |
|  other enemies.                                                             |
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  .---------------.
 /  {Ruby Weapon}  \        !! OPTIONAL SUPER BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/PcD4cq8GyfVdAU269                     | ID:   B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     59  ||   Strength: 100  ||    Drop: Desert Rose  [63] 100%     |
|  HP:   800,000  ||    Defence: 480  ||   Steal: /                          |
|  MP:      2560  ||      Magic: 200  ||   Morph: /                          |
|                 ||   MDefence: 500  ||                                      |
|  EXP:   45,000  ||  Dexterity: 253  ||                                      |
|   AP:   50,000  ||       Luck:  10  ||                                      |
|  GIL:   30,000  ||      Evade: 100  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [Absorb]*      |      Death  [-]     |      Petrify  [-]     |
|          Ice  [Absorb]*      |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [Absorb]*      |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [Absorb]*      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Nullify]      |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|       Hidden  [Absorb]*      |                     |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                               |   LOOKALIKES:       |
|                                                      |                     |
| Gold Saucer Area Desert                              |                     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~<|
|                                       |  No Manipulate Attacks!             |
|   Ruby Weapon's ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <Big Claw>           Target: One Opponent                        |
|  [3C6]       Magical           Element: None                              |
|              % Based                Att%: 200                               |
|                                    Power: 20                                |
|                               Base Damage: 62.5% Current HP                 |
|                                                                             |
|  Attack 2:  Big Swing           Target: All Opponents     Split Damage      |
|  [3C7]       Physical          Element: Cut               Status Inflict:  |
|                                    Att%: 200                Paralyzed (39%) |
|                                   Power: 100                                |
|                               Base Damage: 5225 HP                          |
|                                                                             |
|  Attack 3:  Comet2              Target: Random Target     Four Consecutive  |
|  [02E]       Magical           Element: None              Hits             |
|                                    Att%: 100                                |
|                                   Power: 30                                 |
|                                  MP Cost: 110 MP                            |
|                               Base Damage: 2913 HP                          |
|                                                                             |
|  Attack 4:  Whirlsand           Target: One Opponent      Ejects From Bat   |
|  [3C8]       Physical 0 Dam       Att%: Auto Hit          Flag as Dead      |
|  [3C9]                                                                      |
|                                                                             |
|  Attack 5:  Ruby Flame          Target: One Opponent                        |
|  [3CA]       Magical           Element: Fire                              |
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|                                  Att%: 255                                  |
|                                 Power: 56                                   |
|                              Base Damage: 5439 HP                           |
|                                                                             |
|  Attack 6:  Ultima              Target: All Opponents     No Split Damage   |
|  [034]       Magical           Element: None                               |
|                                  Att%: 100                                  |
|                                 Power: 105                                  |
|                                MP Cost: 130 MP                              |
|                              Base Damage: 10,198 HP                         |
|                                                                             |
|  Attack 7:  Ruby Ray            Target: One Opponent      Status Inflict:   |
|  [3CB]       Magical           Element: Shout              Confusion (99%)  |
|                                  Att%: 255                                  |
|                                 Power: 48                                   |
|                              Base Damage: 4662 HP                           |
|                                                                             |
|  Attack 8: <Right Revenge>      Target: One Opponent      Status Inflict:   |
|  [3CC]       Magical           Element: Punch              Small (83%)     |
|              % Based             Att%: 255                 Frog            |
|                                 Power: 15                                   |
|                              Base Damage: 46.875% Current HP                |
|                                                                             |
|  Attack 9: <Right Thrust>       Target: One Opponent      Status Inflict:   |
|  [3CD]       Magical           Element: Punch              Small (83%)     |
|              % Based             Att%: 255                 Frog            |
|                                 Power: 30                                   |
|                              Base Damage: 93.75% Current HP                 |
|                                                                             |
| Attack 10:  Shadow Flare        Target: One Opponent      **Enemy Skill**   |
|  [05E]       Magical           Element: None             Reflectable       |
|                                  Att%: 100                                  |
|                                 Power: 125                                  |
|                                MP Cost: 100 MP                              |
|                              Base Damage: 12,140 HP                         |
|                                                                             |
| Attack 11: <Left Revenge>       Target: One Opponent      Attacks MP        |
|  [3CE]       Magical           Element: Punch            Status inflict:   |
|              % Based             Att%: 255                 Slow-numb (83%)  |
|                                 Power: 15                 Poison            |
|                              Base Damage: 46.875% Current MP                |
|                                                                             |
| Attack 12: <Left Thrust>        Target: One Opponent      Attacks MP        |
|  [3CF]       Magical           Element: Punch            Status inflict:   |
|              % Based             Att%: 255                 Slow-numb (83%)  |
|                                 Power: 25                 Poison            |
|                              Base Damage: 78.125% Current MP                |
|                                                                             |
| Attack 13: <[No Name]>          Target: Self              Transformation    |
|  [3D0]       Physical 0 Dam       Att%: Auto Hit           To Stage 2       |
|                                                                             |
| Attack 14: <[No Name]>          Target: Self              Transformation    |
|  [3D1]       Physical 0 Dam       Att%: Auto Hit           To Stage 1       |
|                                                                             |
| Attack 15: <Vanish>             Target: Self              Death Animation   |
|  [14E]       Physical 0 Dam       Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   Ruby Weapon's BATTLE PLAN:                                                |
|                                                                             |
|  NOTE - Ruby's Tentacles do nothing by themselves; all of the Actions are   |
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```
|          performed from Ruby Weapon. Ruby's Tentacle [A] is the Player's   |
|          Right, and will use Right Thrust/Revenge. Ruby's Tentacle [B] is  |
|          the Player's left, and will use Left Thrust/Revenge.              |
|                                                                            |
|         Whenever Ruby Weapons transitions through its Stages it will       |
|          continue on from the 'Attack Count' that it was on previously. If |
|          a character gets ejected from the battle via Whirlsand they will  |
|          be flagged as being dead.                                         |
|                                                                            |
|                                                                            |
|  SETUP: Disable default Death Handling for Ruby Weapon                     |
|         Set Ruby Weapon to absorb Fire, Ice, Lightning, Earth and Hidden   |
|         Enable Ruby Weapon's Physical and Magical immunity                 |
|                                                                            |
|                                                                            |
|  STAGE 1: (Tentacles Un-Buried)                                            |
|                                                                            |
|   1ST ATTACK - 6TH ATTACK:                                                 |
|                                                                            |
|    One Player Alive: Use <[No Name]> on Self, transform to Stage 2         |
|                      Disable Ruby Weapon's Physical and Magical immunity   |
|                      Disable default Death Handling for both Tentacles     |
|                      Remove Death Status for both Tentacles                |
|                      Set both Tentacle's Current HP to Max HP              |
|                                                                            |
|    Two or Three Players Alive:                                             |
|                                                                            |
|     1ST ATTACK: Use <Big Claw> on Rnd Target                               |
|     2ND ATTACK: Use Big Swing on All Targets                               |
|     3RD ATTACK: Use Whirlsand on Rnd Target                                |
|     4TH ATTACK: Use <Big Claw> on Rnd Target                               |
|     5TH ATTACK: Use Big Swing on All Targets                               |
|     6TH ATTACK: Use Whirlsand on Rnd Target                                |
|                                                                            |
|                                                                            |
|   7TH ATTACK - 15TH ATTACK: 1/3 Chance use <Big Claw> on Rnd Target        |
|                             1/3 Chance use Big Swing on All Targets        |
|                             1/3 Chance use Comet2 on All Targets           |
|                                                                            |
|                                                                            |
|   16TH ATTACK - 33RD ATTACK:                                               |
|                                                                            |
|    1/5 Chance: Use <[No Name]> on Self, transform to Stage 2               |
|                Disable Ruby Weapon's Physical and Magical immunity         |
|                Disable default Death Handling for both Tentacles           |
|                Remove Death Status for both Tentacles                      |
|                Set both Tentacle's Current HP to Max HP                    |
|                                                                            |
|    1/5 Chance: Use <Big Claw> on Rnd Target                                |
|    1/5 Chance: Use Big Swing on All Targets                                |
|    2/5 Chance: Use Comet2 on All Targets                                   |
|                                                                            |
|      After 33rd Attack: Jump to 33rd Attack for next turn                  |
|                                                                            |
|                                                                            |
|  STAGE 2: (Tentacles Buried)                                               |
|                                                                            |
|   Ruby's Tentacle [A] is Dead OR Ruby's Tentacle [B] is Dead:              |
|                                                                            |
|    Use <[No Name]> on Self, transform to Stage 1                           |
```

```
|    Disable Ruby Weapon's Physical and Magical immunity                    |
|    Set both Tentacles as non-targetable                                   |
|    Cure both Tentacles of Sleep, Poison, Silence, Haste, Slow, Regen,     |
|     D. Sentence, Berserk, Barrier, MBarrier & Manipulate                  |
|                                                                           |
|                                                                           |
|   Ruby's Tentacle [A] is Alive AND Ruby's Tentacle [B] is Alive:          |
|                                                                           |
|    1ST ATTACK - 10TH ATTACK: 1/4 Chance use Ruby Flame on Rnd Target       |
|                              1/4 Chance use <Left Revenge> on Rnd Target  |
|                              1/4 Chance use <Right Revenge> on Rnd Target |
|                              1/4 Chance use Ruby Ray on Rnd Target        |
|                                                                           |
|   11TH ATTACK - 25TH ATTACK: 1/6 Chance use Ruby Flame on Rnd Target      |
|                              1/6 Chance use Ruby Ray on Rnd Target        |
|                              1/6 Chance use Shadow Flare on Rnd Target    |
|                              1/6 Chance use Ultima on All Targets         |
|                              1/6 Chance use <Left Revenge> on Rnd Target  |
|                              1/6 Chance use <Right Revenge> on Rnd Target |
|                                                                           |
|   26TH ATTACK - 32ND ATTACK:                                              |
|                                                                           |
|    Three Players Alive: Use Whirlsand on Rnd Target                       |
|                                                                           |
|    One or Two Players Alive: 2/12 Chance use Ruby Flame on Rnd Target     |
|                              2/12 Chance use Ruby Ray on Rnd Target       |
|                              2/12 Chance use Shadow Flare on Rnd Target   |
|                              2/12 Chance use Ultima on All Targets        |
|                              1/12 Chance use <Left Thrust> on Rnd Target  |
|                              1/12 Chance use <Left Revenge> on Rnd Target |
|                              1/12 Chance use <Right Thrust> on Rnd Target |
|                              1/12 Chance use <Right Revenge> on Rnd Target|
|                                                                           |
|   33RD ATTACK:                                                            |
|                                                                           |
|    Two or Three Players Alive: Use Whirlsand on Rnd Target                |
|                                                                           |
|    One Player Alive: 2/12 Chance use Ruby Flame on Rnd Target             |
|                      2/12 Chance use Ruby Ray on Rnd Target               |
|                      2/12 Chance use Shadow Flare on Rnd Target           |
|                      2/12 Chance use Ultima on All Targets                |
|                      1/12 Chance use <Left Thrust> on Rnd Target          |
|                      1/12 Chance use <Left Revenge> on Rnd Target         |
|                      1/12 Chance use <Right Thrust> on Rnd Target         |
|                      1/12 Chance use <Right Revenge> on Rnd Target        |
|                                                                           |
|      After 33rd Attack: Jump to 33rd Attack for next turn                 |
|                                                                           |
|                                                                           |
|  COUNTER: [All Physical and Magical Attacks]                              |
|                                                                           |
|   STAGE 1: (Tentacles Un-Buried)                                          |
|                                                                           |
|    One Player Alive: Do nothing                                           |
|                                                                           |
|    Two or Three Players Alive: Use Whirlsand on Rnd Target                |
|                                                                           |
|                                                                           |
|   STAGE 2: (Tentacles Buried)                                             |
|                                                                           |
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|    Last Attack was KOTR: Use Ultima on All Targets                          |
|                                                                             |
|    Last Attack was not KOTR: 1/2 Chance use <Right Thrust> on Rnd Target    |
|                              1/2 Chance use <Left Thrust> on Rnd Target     |
|                                                                             |
|                                                                             |
|  DEATH: Use <Vanish> on Self, remove active enemies from Battle, end Battle|
|         Set GlobalVar [Ruby Weapon Killed]                                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Ruby Weapon:                                                     |
|                                                                             |
| Ruby Weapon is one of two Super-Bosses, the other being Emerald Weapon.     |
|  Both are extremely tough, but can be defeated in a number of ways by      |
|  exploiting various weaknesses. Ruby's weakness is that it is vulnerable    |
|  to Slow and Paralyzed Statuses. It is considered to be the hardest enemy   |
|  in the game. Most of the suggested strategies can be performed with a      |
|  Party of Lv 60+ characters.                                                |
| Ruby Weapon has 200,000 less HP than Emerald and is 40 Lvs lower; however,  |
|  it has insatiably high Defence and MDefence, which makes it a tougher      |
|  opponent than Emerald. With the highest Def in the game it is the only     |
|  enemy that cannot be defeat via the use of Damage Overflow. It also has    |
|  the highest *base* MDef; the Grimguard in its 'Magical' form is the only   |
|  enemy to have higher MDef than Ruby. It also has the highest natural       |
|  Evade stat in the game, excluding enemies that can modify their base       |
|  Evade (Cactuar; Black Bat; Magnade; Evilhead; Rilfsak; Cactuer).           |
| Ruby Weapon has a much more unpredictable attack pattern than Emerald, and  |
|  requires more preparation to defeat. It is advisable to defeat Emerald     |
|  prior to Ruby to gain the EXP and AP that Emerald leaves; while both       |
|  Super-Bosses leave 50,000 AP, Ruby will leave less EXP and gil. You        |
|  should use the Emerald battle to level up your KOTR Materia, and to also   |
|  gain a set of Master Materia.                                              |
| Ruby Weapon can be encountered as early as Disc 2, following the defeat of  |
|  Ultimate Weapon (after killing Diamond Weapon but before parachuting into  |
|  Midgar). Once Ultimate has been defeated the Player must fight one random  |
|  encounter on the World Map to trigger Ruby to spawn in the Desert terrain  |
|  in the Gold Saucer Area. You can either ram into Ruby with your Highwind   |
|  or a Gold Chocobo to engage it.                                            |
| Unlike most boss battles, Ruby Weapon does not make use of the "Can't       |
|  Escape" Flag, and as such it is possible for the Player to flee the        |
|  battle. The "Run Count" will be set to 3, so it may take a while for you   |
|  to successfully escape. You will only be able to flee the battle while     |
|  Ruby's Tentacles are un-buried. If you do flee from Ruby then its Field    |
|  Model will remain un-earthed on the World Map until you travel far enough  |
|  away from it that it is no longer in view; when you travel towards it to   |
|  bring it back into view it will once more have buried it body leaving      |
|  only its head poking out from the sand.                                    |
| While the Battle with Ruby is considered to be a 'Pincer Attack', the       |
|  standard "Attack from both sides" prompt will not be displayed; although,  |
|  *most* other Pincer Attack properties will come into effect. Your ATB      |
|  gauge will start empty, and the first time Ruby uses Big Swing your        |
|  characters will take double damage. Unlike most Pincer Attacks, all        |
|  characters will be front-facing; if you were to a character to use a       |
|  restorative item such as an X-Potion to another character, he/she will     |
|  then face the opposite direction and will once again take double damage    |
|  from Physical attacks (Big Swing is the only Physical ability that Ruby    |
|  uses). As soon as they are attacked by Ruby they will become front-facing  |
|  again.                                                                     |
| Once Ruby Weapon has been defeated you will obtain the Desert Rose, which   |
|  can be used to trade with the Kalm Traveller to obtain a Gold Chocobo.     |
|  You should have already obtained a Gold Chocobo prior to Ruby as to        |
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obtain the KOTR Materia; however, you can use Ruby as a means to gaining KOTR without having to breed if you wish. The Gold Chocobo obtained from Ruby has very poor racing stats:

- Sex = 50% chance male 50% chance female
- MDash = 3000 (88 KPH)
- Dash = 1000
- MRun = 2500 (73 KPH)
- Run = 500
- Stam = 1000
- Accl = 60
- Intl = 30
- Coop = 0
- Per = 0
- Type = Great

If you need to level up your characters or Materia prior to the fight with either of the two Super-Bosses, then the Magic Pots in the 'Swamp Area' in the North Crater are the ideal candidate; just be sure to have enough Elixirs to feed them.

SETUP:

The easiest way to avoid your characters being ejected from the battle is to enter into the fight with two characters KO'd. This way Ruby will bury its Tentacles as the battle opens, leaving you free to revive your characters by with using All+Revive or Phoenix. You should also try to fill the Limit gauge of your remaining character prior to the battle; the easiest way to do this is by manipulating the Valron in Nibel Area and having it use Dive Kick on you.

While your setup may vary heavily depending on your chosen strategy, there are a few things you should consider for every method. The first thing to highlight is the incredible amount of AP Ruby will leave; consider equipping Cloud's Apocalypse to gain triple growth, which means any Materia equipped will gain 150,000 AP. Cid's Scimitar is also a useful weapon to equip, as is his Javelin. You could also equip Rune Armlets to gain double AP on your Armour.

If you are not bothered about the AP the Ruby leaves, then you should equip your character's Ultimate Weapons; you will gain a considerable boost in Magic even if you do not plan to attack Physically.

For you Armour, you should equip either the Mystile, Imperial Guard, or Warrior Bangle for maximum defence. The Mystile will massively increase your Defence%, which will mean that Ultima, Comet2 and Shadow Flare will have a 65% chance of missing. it will also increase your chance of connecting, which will help if you plan to use Physical attacks given Ruby's incredibly high Evade stat. The Fire Armlet will drain the damage dealt via Ruby Flame. Dragon Armlets make a good candidate, also.

The Ziedrich can prove to be a deal-breaker if you are low-levelled, as it will halve the damage taken from all attacks excluding <Big Claw>, Comet2, Ultima and Shadow Flare. The %-based attacks from the Tentacles *will* be halved; the only downside to the Ziedrich is the fact that it has 0 Materia slots. Note that the while the Tentacles use %-based attacks, they do *not* use the Gravity Element, so setting up Gravity defence on your Armour will not affect the damage received (the Ziedrich, however, will).

You have the option to either equip Ribbons to defend against Ruby's Status-inflicting attacks, or, you can opt to use Vaccines/Resist (Lv 3 Heal Materia) as the battle opens. If you choose to use Resit then you should equip either the Tough Ring for the extra defence, or, Champion Belt/Circlet for the boost in offence. The downside to using Resist is that your characters will not be able to set up any defensive Statuses once Resist is in place; the only way to remove Resist is either to kill your character, or via the use of DeSpell (Lv 2 Destruct Materia); a Holy Torch will *not* remove Resist.

Other Accessories you should consider if you plan to use Resist consist of the Protect Ring which sets up auto Barrier/MBarrier. The Reflect Ring will help against Shadow Flare, and the Tetra Elemental will absorb the damage taken via Ruby Flame (if you have the Ziedrich equipped then it will also halve the absorbed damage). Sprint Shoes are useful if you are not in need of additional defence.

Equipping Added Effect+Hades on your Armour is another option to free up your Accessory slot, just bear in mind that you will *not* be protected from Paralyzed and Slow-numb/Petrify with this setup, so a Vaccine may still be needed.

For your Materia, you should consider equipping things such as Magic Counter+Restore; Elemental+Fire (on Armour to defend against Ruby Flame); Sneak Attack+Lv 2 Time (to open with Slow); HP Absorb+Master Command; W-Item Materia.

You should utilise the Final Attack Materia by pairing it with Phoenix, which may be your saving grace for this super-battle. Just note that a Lv 1 Phoenix will only allow for one use of Final Attack, even if the Final Attack is at Lv 5, so you may wish to instead pair Final Attack with Revive.

Unlike Emerald you can equip as much Materia as you wish without fear of any reprisals. You also do not have to worry about a time-limit; although, you do have to kill Ruby before its has reached its 26th turn to reap the spoils for all three characters. Feel free to equip as many HP Plus Materias as is necessary to get your characters to 9999 HP and any6 other stat-boosting Materia, such as Magic Plus, Speed Plus and Luck Plus.

You can equip as many Counter Attack Materias as you wish (unless it conflicts with any 'Mime' strategies you wish to adopt); whenever the Tentacles attack you, your character will retaliate by attacking Ruby seeing as Ruby Weapon is the enemy performing the attack (so you do not need to worry about Ruby un-burying its Tentacles due to the them being killed). Ruby will *not* retaliate with Whirlsand when attacked via a Counter-Attack.

Slow the ATB Speed down as low as possible, and make sure the ATB setting is set to 'Wait'. You could opt to put all of your characters in the Back Row; however, the only attack that will be affected by the Back-Row modifier is Big Swing, as it is the only Physical ability used by Ruby. Sadness, on the other hand, *will* reduce both Physical and Magical attacks by 30% excluding the %-Based abilities.

You are going to want to exploit Ruby's weakness to Slow and Paralyzed, so make sure to equip a Lv 2 Time Materia (unless paired with Added Effect on your Weapon), or, make sure to have a few Spider Webs in your inventory. You can steal Spider Webs from the Kimara Bug in Gongaga Jungle. Dazers will be your means of inflicting Ruby with Paralyzed, and can be stolen/morphed from the Boundfat in Corral Valley.

You will want to have at least nine Megalixirs for this battle. Arrange your Items so that Megalixirs are at the top, followed by Dazers, Turbo Ethers then X-Potions. Also make sure to have other items that you plan on using at the top, such as Tranquilizers, Vaccines, Spider Webs and Hero Drinks.

If you have been stock-piling your Sources, then now would be the time to use them. should you wish to turn the tide in your favour, then you could spend some time in the Sunken Gelnika to farm Sources; visit the "Top Farming Locations" section of Helpful Lists for more info on Source Farming. You should also make use of the W-Item glitch to dupe yourself the required amount of Items needed.

STRATEGIES:

- General Tips:

As advised, you should enter the battle with two of your characters KO'd. Open by casting Phoenix or Revive, then have one character use Big Guard while another inflicts Ruby with Slow. If you inflict Ruby with Slow *before* you inflict it with Paralyzed, it will prolong the time it spends inflicted with Paralyzed.

If you have chosen to use Resist to as opposed to Ribbons, then be sure to use Big Guard *before* casting Resist/using Vaccines, as Resist will prevent you from setting up any Barriers. If a character becomes KO'd you will need to cast Resist once more.

Ruby Weapon has the highest natural Evade in the game, which means you will have a hard time trying to attack it Physically without the Mystile equipped (approximately 50%). Ultima and Shadow Flare can also obliterate you without the Mystile, as they will have a much greater chance of connecting. Be sure to set up defences to survive Ultima such as Reflect, Shield and Wall.

You should also have your W-Item bearer use four Hero Drinks on each character to increase their Defence, MDefence, Attack and MAttack by 100%. This may be the only way to deal with Ruby without dealing inferior amounts of HP.

If you decide not to enter the battle with two characters killed, then you must either kill two of your characters or have Ruby use Whirlsand twice before it reaches its sixth turn. You can prompt Ruby into using Whirlsand as a counter-attack by attacking it, just note that Whirlsand will choose a random target to eject as opposed to the last player to have attacked Ruby. Once a character has been ejected from the battle they will be flagged as being Dead (unlike the Midgar Zolom, Scissors or Gighee, which flags a character as having escaped).

If Ruby does not bury its Tentacles within its first six turns, you will need to wait until it has used a further nine turns before it has a chance of burying its tentacles, which it will only have a 20% chance of doing so each turn. If you find yourself in this scenario then it means Whirlsand will have been used twice, and you will only have one character remaining. You should probably restart the battle if this happens.

As the battle opens Ruby will be impervious to all abilities; this includes the use of Dazers. It will only become susceptible to attacks once it has buried its Tentacles, at which point the Physical and Magical immunities can *never* be reapplied, even if it unburies its Tentacles mid-battle. Note that Cait Sith's 'Game Over' will also miss while it is in its initial state.

Killing just one of the Tentacles will trigger Ruby to unbury both of its Tentacles, thereby reverting back to its original form. While it is less of a threat in this stage, it will use Whirlsand as a counter to every attack until there is only one character left, so it is in your interest to *not* kill the Tentacles (unless your plan is to just use one character). You do not need to kill the Tentacles to end the battle; killing Ruby is all that's needed.

If you want to reap the rewards for all three players then you must defeat Ruby before it reaches its 26 turn, as it will then use Whirlsand if more than two characters are alive. Reviving a fallen character after its 26th turn will prompt Ruby into using Whirlsand on its next turn. Once it reaches its 33rd turn it will use Whirlsand if more than one character is alive. Luckily, Ruby will *not* use any turns while inflicted with Paralyzed.

All of the attacks come from Ruby, and the Tentacles will never act on their own accord. This means that there is only one ATB gauge to worry

about, unlike Emerald's Eyes which all attack independently. The Tentacles will, however, be used as a counter attack via the use of the "Thrust" version of their attacks (which deals greater damage than the "Revenge" variant) whenever Ruby takes damage.

If you plan to use KOTR against Ruby then be sure to only cast Ultimate End while Ruby is inflicted with Paralyzed; this way it will not counter with Ultima. If you do find yourself accidentally casting KOTR while Ruby is active, then be sure that you have enough defences in place to survive Ultima. Note that using Dazers on Ruby while it is inflicted with Paralyzed will *not* reset the timer for the Status; you must wait until the Paralyzed Status has been lifted before using Dazers once more.

Given that Pandora's Box is one of the few abilities in the game that overlooks the target's MDefence, you can use it to inflict moderate amounts of damage against Ruby. A character with four Hero Drinks and Magic boosting equipment in place should deal 9999 HP with each hit. You can also use other fixed-damage abilities to defeat Ruby, such as Chocobuckle, ????, or Coin.

You can use Magic Hammer 26 times if you wished to; this way it will not have enough MP to cast Comet2, Ultima, or Shadow Flare. Just be wary of the fact that you should aim to defeat Ruby before it has used 26 turns. Note that Barret's Mindblow uses the Gravity Element, which Ruby will nullify.

If you go into battle with any Lv 59 characters then they can use Goblin Punch for 0 MP cost to deal around 4000 HP with each, assuming four Hero Drinks have been used. Note that Goblin Punch is a Physical ability, which means that your attacks will likely miss half the time without the use of the Mystile equipped.

It is possible to inflict Ruby Weapon with Fury, which will make Comet2, Ultima and Shadow Flare less likely to hit. To inflict Ruby with Fury you must have one character enter into the battle *without* a Ribbon equipped, then inflict that character with Confusion. Quickly have that character use a Hyper before you lose control of them; if you are lucky they will instead use the Hyper on Ruby. You should then cure the character of Confusion and then use Resist (or a Vaccine) on them to grant them Status immunity.

- The 'KOTR Mime' Method:

Perhaps the easiest and oldest method for defeating Ruby, the Knights of The Round 'Mime Chain' strategy has been used since 1997. It takes a while to prepare your load-out for this method; however, it is a lot easier to use against Ruby than it is Emerald Weapon, as you do not need to worry about the use of Aire Tam Storm killing your Party. You do, however, need to worry about the use of Ultima, which Ruby will use in retaliation to KOTR while it is active.

As is standard you will be using Dazers to subdue Ruby, preventing it from using Ultima as a counter attack. When it breaks free from its Paralysis it will likely use Ultima before use have a chance to use Dazers; be sure to have the appropriate defences in place as described above to prevent a Game Over (Mystile/Final Attack).

Here is the checklist for this method:

- 1x Mastered MP Turbo Materia
- 1x Mastered Knights of The Round Materia (or Master Summon)
- 2x Mastered Mime Materia
- 3x Mastered HP Plus Materia
- 1x Mastered Magic Plus Materia (optional)
- 1x W-Summon Materia
- 1x W-Item Materia

- 1x Final Attack Materia (minimum)
- 1x Revive Materia (minimum)
- 1x Mega All Materia
- 1x Sneak Attack Materia (optional with Time Materia)

Pairing the Sneak Attack Materia with a Lv 1 Time Materia will mean that you will open with Haste, giving you the slight edge as the battle opens. Pairing it with a Lv 2 Time Materia will mean that you will open with Slow, saving from having to use a Spider Web. Either strategy works.
As standard, enter the battle with two characters KO'd and have the third character's Limit gauge filled. Make sure that this character has Final Attack+Revive and Mega All so that they can cast Life2 on both dead characters as the battle begins.
Give one of your other characters the W-Summon Materia, MP Turbo+KOTR, HP Absorb+KOTR (or Master Summon), and the Magic Plus. Give the remaining character W-Item. Make sure that everyone has Mime, HP Plus, Enemy Skill and any other Materia of your choice, such as the Speed Plus materia. Do not equip any Counter Attacks.

Once the battle begins and your characters are all alive (with Ruby's Tentacles buried), have your W-Item bearer cast a Spider Web and Dazers *in that order* (to prolong the effect of Paralyzed), while your other characters use Big Guard/Haste and their Limit Break. Try to feed at least two Hero Drinks to each character to boost their offence; if you have the time to, feed them four each.
Wait until Ruby has broken free from it Paralysis, then cast a Megalixir followed by Dazers, then begin your KOTR chain. So long as your average damage per hit is greater than 8792 you should kill Ruby with seven uses of KOTR. The HP Absorb Materia will save you from having to heal; the only time you need to break your chain is when Ruby's Paralyzed Status wears off, at which point it will likely use Ultima. If you are fast enough you may be able to kill Ruby before Paralyzed wears off.
Simply heal or allow the Final Attack to take effect, then cast some more Dazers on Ruby, and use Hero Drinks once more if your characters were KO'd, then begin your KOTR chain once more. It is very unlikely to happen, but bear in mind that you need to have killed Ruby before it reaches its 26th turn if you want to reap the rewards for all three players, as it will begin using Whirlsand thereafter. The time that Ruby spends inflicted with Paralyzed will *not* contribute towards its turn count.

- The 'Pandora's Box Spam' Method:

Allocate one character as your Physical attacker, and equip them with the Mystile and 4xCut. Pair Added Cut with Master Command, and give them as many Counter Attacks that you have room for. You can optionally give them Added Effect+Time if you do not wish to use a Spider Web.
Allocate one character as your Magical attacker, and give them as many magic-boosting buffs as you can. Equip them with Magic Counter+Restore and All+Restore (for Regen).
Your third character should be your character that you go into battle with. Equip them with All+Revive and W-Item. As standard, make sure that all three character have Enemy Skills equipped.
The idea is to use your third character to keep Ruby subdued with Dazers, while the other two characters take it in turns to use Pandora's Box and 4xCut. Focus on giving Hero Drinks to your attackers before giving any to your third character; once all characters have the maximum Hero Drink boost, you can have your third character use Pandora's Box occasionally. Be sure to re-feed your characters four Hero Drinks if they get KO'd.

You could also have your Magical attacker use Bahamut ZERO, which also ignores the MDefence value of the target. Pair it with MP Turbo for maximum effect, along with the W-Summon Materia. Note that this strategy may take longer than the KOTR method, but is less boring.

- The 'Solo Summon' Method:

This is perhaps one of the easiest methods for killing Ruby, as it require little to no preparation. All of your Materia can be Lv 1 for this strategy, unless you wish to revive your characters at the last hurdle to gain the full amount of Battle Spoils, in which case you will need either a Lv 2 KOTR Materia or the Master Summon Materia. The idea is to just use one character to bring Ruby's HP to critical without the need for the other two characters.

Select your character that you wish to go into the battle with and equip them with the following: W-Summon, Hades, HP Absorb+KOTR and Mime. If you have the Master Summon or two KOTR Materias then you can link an additional piece to MP Turbo for additional damage. Make sure to equip the Phoenix Materia (if not using Master Summon) to be able to revive your fallen characters.

Fill your remaining slots with stat-boosting Materia such as Magic Plus, HP Plus, MP Plus, and Speed Plus. As mentioned above, you can choose to wear a Ribbon, or use a Vaccine mid-battle to prevent Status changed; if you opt to use Resist then you should equip the Sprint Shoes to gain Auto-Haste. Be sure to equip W-Item, also. Do not equip any Counter Attack Materias.

As the battle opens use a Spider Web followed by Dazers (in that order), then use any buffs that you may need, such as Resist (Vaccine), Big Guard and Hero Drinks. Try to use four Hero Drinks before Ruby becomes un-Paralyzed. You will need to wait until Ruby is no longer inflicted with Paralyzed before you can begin your assault; make sure your MP is at full before doing so.

As soon as Ruby as active once more use W-Summon to cast Hades and KOTR in that order; Hades will inflict Ruby with Paralyzed while KOTR will heal your character via the HP Absorb Materia. You will not need to worry about Ruby's attacks this way; so long as your MDefence is high enough to withstand the attack that it may throw at you (which will likely be Ultima), you should be fine; Hades will re-inflict Paralyzed, and KOTR will heal your character.

Using Mime costs 0 MP, so you will not have to break the Mime chain for any reason other than to revive your characters at the end of the battle, before the final cast of KOTR. For the final cast you can use Phoenix followed by KOTR to finish Ruby off; you may wish to have the Mime Materia on your other two characters to be able to get more uses in. Be wary of Ultima (equipping the Mystile will help).

It helps if you know how many castings of KOTR is needed to kill Ruby:

Between 8792 ~ 9999 HP per attack - 7 casts of Ultimate End
Between 7693 ~ 8791 HP per attack - 8 casts of Ultimate End
Between 6838 ~ 7692 HP per attack - 9 casts of Ultimate End
Between 6154 ~ 6837 HP per attack - 10 casts of Ultimate End
Between 5595 ~ 6153 HP per attack - 11 casts of Ultimate End

- The 'Fixed Damage' Methods:

All Lucky 7s:

Using 7777 Fever, one can inflict 497,728 HP worth of damage against Ruby, leaving it with just over 300,000 HP left. You can then finish it off with three to four uses of KOTR. You will want to use Cloud with Omnislash learned and ready to use, with two of the other characters killed off. You will also need Cloud's HP to be at precisely 7767 HP; visit section E.18 A for more info on how to achieve this.

It is likely that you will not be able to pull this strategy off without the Sprint Shoes, unless your Dexterity is maxed out. Otherwise, equip the Sprint Shoes and Speed Plus, along with any other Dexterity boosting Materia, such as Pre-Emptive, Double Cut and Steal. Have Cloud equip W-Item, W-Summon and either HP Absorb or MP Turbo paired with KOTR. You should also equip the Mystile, as Cloud will only have roughly a 63% chance of connecting with normal (non-Source boosted) Dexterity otherwise (even when in 7777 Fever mode).

As soon as the battle begins Ruby will bury its Tentacles. You *must* have Cloud use Omnislash on the Tentacles before Ruby gets a turn in, and you must also kill at least one of the Tentacles with one use of Omnislash. Ruby will then use its next turn unburying its Tentacles, which will give Cloud time to W-Item a Spider Web and Potion *in that order* (do *not* use Dazers just yet), beginning the onslaught of All Lucky 7s.

Once 7777 Fever has worn off, Ruby will use its next turn to bury its Tentacles once more, at which point you can revive your fallen teammates to kill Ruby with whichever means you see fit (Dazers followed by KOTR). Make sure not to use Revive until *after* the Tentacles have been buried. There is a strong chance that you'll heal your teammates for 7777 HP, meaning that they will attack for 7777 HP with each hit. Also, make sure not to kill the Tentacles from this point onwards, as it may provoke a glitch to occur as described below whereby the battle will not end upon Ruby's death, other than by escaping which will void you of the Battle Spoils.

Coin:

By using a Lv 2 Throw Materia or Master Command, one can use the Coin Command to throw 100,000 gil at Ruby inflicting 9999 HP with each hit. You can have the other two characters using Mime to imitate the action, using Dazers and megalixirs wherever needed.

The easiest way to amass the amount of gil required for this method to work (8,000,000) is to sell 5 mastered All Materias. You can do this by battling the Magic Pots in the North Crater for large amounts of AP, while also equipping the Gil Plus Materia to help you along the way.

????:

While this strategy may seem difficult, it can be one of the easier methods and requires very little preparation. The ???? Enemy Skill (learned from the Jersey in the Shinra Mansion) will deal damage equal to your Max HP minus your Current HP, so you will want to equip HP Plus Materias so that everyone's Max HP is at 9999. If you have a character at a Lv that is divisible by four (for L4 Suicide), then allocate him/her as your chosen character to enter the battle with. It helps if all three characters are susceptible to L4 Suicide.

Make sure that you have a healthy supply of Phoenix Downs, and arrange them at the top of your list along with Dazers. Make sure that someone has the W-Item Materia equipped, and give everyone Ribbons. Mystiles will help to avoid some of Ruby's attacks. If you haven't done so already, set the ATB to 'Wait' and slow the battle speed down all the way (crucial for this method to work).

Once Ruby has buried its Tentacles use a Spider Web and Dazers *in that order*, then use Phoenix Downs to revive your characters, keeping their HP at critical. Cast L4 Suicide to bring your 'main' character's HP down to critical (if applicable); if Ruby uses its tentacles to attack, the damage dealt will be %-based so they will never kill your characters. Use Big Guard or Haste as standard, and if any of your characters gets KO'd (which they may do occasionally) use Phoenix Downs to revive them.

The timing of your use of Dazers is critical; *always* wait with the Command Window open before selecting ???? as your attack; this way you can see if Ruby needs to be inflicted with Dazers or not after the attack animation has finished. It will also prolong the amount of time Ruby spend Paralyzed. It is imperative that Ruby gets as few attacks in as possible. Equip Final Attack+Phoenix as a precaution; although, it shouldn't be necessary. You will need to cast ???? roughly 95 times to kill Ruby Weapon.

- The 'No Dazers' Method:

This strategy is for those that prefer a challenge, as opposed to keeping Ruby subdued for the entirety of the battle. This can be incredibly difficult, as your aim is to defeat Ruby in before it starts using Whirlsand after its 25th turn. The easiest was to do this is by spamming Limit Breaks, using Pandora's Box while waiting for your Limit Breaks to fill. You will also need a very healthy supply of Megalixirs, so exploiting the W-Item glitch is recommended. You will also need at least 12 Hero Drinks.

It is worth noting that a lot of preparation is required for this method to work; you will likely fail unless you have spent time maxing out your characters stats via Sources.

Given Ruby's high Defence it helps if you have your character's Limit Lv set to 4; the Tentacles %-based attacks should quickly fill your limit gauges. The best characters to use for their Limits consist of Tifa (Final Heaven), Red XIII (Cosmo Memory), Barret (Catastrophe), and Cid (Highwind). Make sure that they all have their Ultimate Weapons equipped (if using Barret, then be sure to put as much AP on his weapon that you can).

Give all three characters Fury before the battle begins, and distribute your Materia evenly. Make sure that everyone has HP Plus, MP Plus, Enemy Skill, and equip as many Magic Plus, Speed Plus, Mime, W-Item and Final Attack+Revive Materias that you have. Make sure that you have either Phoenix or Mega All + Revive equipped on the character that you go into the battle with to revive the two fallen teammates. Using Magic Counter + Restore helps, also.

Do not equip any Counter Attacks or Counter+Deathblows, as your Physical attacks will not be connecting very often due to Fury. Avoid using the Mystile as it will not improve your characters chance of connecting by a great deal, besides, you *want* Ruby's attacks to be connecting with this method as so that your Limits fill faster. You should instead equip the Warrior Bangle or Gigas Armlet which boosts your Strength.

Once the battle has begun and you have revived your teammates, cast the usual round of Big Guard, Slow, and four Hero Drinks to each characters. Use a Megalixir at least once every turn, relying on Pandora's Box while you wait for your Limit Breaks to fill. Make sure that Cloud is at full HP before using Omnislash, as his Ultima Weapon will deal greater damage when Cloud is at full HP.

There is a strong chance that Ruby will get to its 26th turn before it has been defeated, *unless* you prevent Ruby from filling its ATB gauge. This is achieved by setting the ATB to 'Wait', then selecting your chosen

attack without confirming the attack until the current animation has finished playing. You *must* do this for every action; this way Ruby's ATB gauge will not fill during the down-time during the animations. This method will also help to select to best course of action i.e. *not* using Pandora's Box when you needed to have used a Megalixir. Use Mime to save your MP.

Another option would be to pair Quadra Magic with a mastered Bahamut ZERO Materia, and HP Absorb with Master Summon. This way you could begin a Summon chain, breaking the chain every so often to use your Limit Breaks and a Megalixir.

- The 'Game Over' Method:

Possibly the hardest of all methods, the 'Game Over' strategy focuses on exploiting the fact that Cait Sith's Lv 2 Limit ability 'Game Over' will ignore any Death immunities in place, and will kill any target in one hit; this includes Ruby. Given that Game Over can be used at any Lv, this strategy is the preferred method for Low-Levelled playthroughs.

Note that you will *not* be able to use Game Over while Ruby has its immunities in place. If Cait Sith uses Game Over while facing the Tentacles, Ruby Weapon will still be the enemy targeted, ending the battle.

To perform Game Over the Player must align 3x Cait Sith symbols when using Cait Sith's 'Slots' Limit Break. If the Player accidentally aligns two Cait Sith symbols followed by a BAR, then the 'Death Joker' ability will be used, killing the Party instead.

You should mash Square repeatedly to slow down the reels, the same way you would in the Battle Square or with Tifa's Limit Breaks. There are two Cait Siths on the first reel, two on the second, and one on the third:

Reel 1 - BAR, Mog, Cait Sith	Heart, BAR, Cait Sith
Reel 2 - BAR, Crown, Cait Sith	BAR, Crown, Cait Sith
Reel 3 - Crown, Mog, Cait Sith	

Aligning the first two symbols isn't too tough once you get the hang of it; the problem is the "Evil Flag", which ensures you will *never* be able to align the third symbol, as it will always jump one symbol even if you stop the reel at the correct spot. If the first symbol is a 'Cait Sith', then the Evil Flag will be deactivated if the 'Game Time' clock count is divisible by 64; this means you only have a 1.5625% chance that the game will allow for the use of Game Over.

The way to use Game Over with the "Evil Flag" activated is to trick the game into thinking that the third symbol you have landed on is the Cait Sith. To perform this technique, you must first align two Cait Siths, then pause the third reel as the Cait Sith symbol aligns. You must then mash Circle as fast as you can while releasing Square; this will stop the reel from skipping one symbol, and Game Over will be the ability used.

- The 'No Button' Method: (credit to Death_Unites_Us)

Make sure that you have 3x Mastered Final Attack Materias and 2x Mastered Knights of The Round Materias, then equip the following onto one character: Final Attack+Revive, Final Attack+KOTR, Final Attack+KOTR, HP Plus and HP <-> MP. There's nothing else to it! Get into a battle with Ruby Weapon, put the control pad down, and let the AI Script do the work for you :)

Note that this method is not as fool-proof with Ruby as it is with Emerald, as the Left Tentacle can drain your MP before the combo begins.

```
|                                                                            |
|                                                                            |
| It is possible to cause a glitch which disables the Battle from ending.    |
|  With other enemies that use multiple parts (such as Carry Armor, or       |
|  Bottomswell), there is usually some script running in the background as   |
|  part of the Formation which loops over and over again, checking for the   |
|  Death Status of particular enemies as to know when to end the battle. The |
|  absence of such script with Ruby means that the battle can remain active  |
|  when a certain condition is met, with no means to end the battle other    |
|  than to escape.                                                           |
| To trigger the glitch you must first kill both Tentacle's simultaneously,  |
|  causing Ruby to unbury its Tentacles. When it re-buries it Tentacles once |
|  more, kill just one of them causing it to unbury its Tentacles a second   |
|  time. If you were to kill Ruby Weapon while in this state, the game will  |
|  think that the remaining Tentacle is still alive and the battle will not  |
|  end. When you escape from the World Map Ruby will have disappeared from   |
|  the World Map.                                                            |
| This glitch can sometimes be accidentally triggered when performing the    |
|  7777 Fever strategy, which requires you to kill at least Tentacle as the  |
|  battle begins; using Omnislash, one may kill both Tentacles setting up    |
|  the first part of the glitch.                                             |
|                                                                            |
| Two versions of Whirlsand exist; one used while it has its Tentacles un-   |
|  buried, and another use while they are buried.                            |
| While the damage output of Big Swing is prone to Split Damage, the Status  |
|  infliction chances are not subject to Split Damage.                       |
| Ruby Weapon, along with Emerald and Diamond Weapon are not present in the  |
|  JORG version.                                                             |
| You can learn Shadow Flare from Ruby if you wish; however, you would have  |
|  a much easier time learning it from Dragon Zombie in the North Crater.    |
| Ruby Weapon will absorb the Hidden Element, and is the only enemy in the   |
|  game to do so. If you were to pair the Elemental Materia with any non-    |
|  element Materia (excluding other Support Materia and Restorative          |
|  Materia) such as HP Plus, then your Physical attacks would heal Ruby.     |
| A function exists within the Counter Script to record the amount of damage |
|  dealt via the Player; however, this value is never looked at and can be   |
|  considered to be dummied out. It is unknown what the intention for this   |
|  function should have been; however, it is likely that Whirlsand should    |
|  only been used a counter if a certain amount of HP had been dealt.        |
| Ruby Weapon is immune to Seizure, which isn't necessary seeing as there is |
|  no way for the Player to inflict an enemy with Seizure. Ruby Weapon is    |
|  one of 86 enemies that are immune to Seizure. It is also immune to        |
|  Peerless, along with 104 other enemies.                                   |
\                                                                            /
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  .-------------------.
 /  {Ruby's Tentacle}  \        !! MINI-BOSS !!
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~\
|  https://photos.app.goo.gl/441TbvaMePVkbgDX7                      | ID:   C |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      37  ||   Strength: 100  ||    Drop: /                          |
|  HP:    40,000  ||    Defence: 100  ||   Steal: /                          |
|  MP:      1000  ||      Magic: 150  ||   Morph: /                          |
|                  ||   MDefence: 100  ||                                      |
|  EXP:        0  ||  Dexterity: 253  ||                                      |
|   AP:        0  ||       Luck:  10  ||                                      |
|  GIL:        0  ||      Evade: 100  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|        Fire  [-]            |      Death  [-]      |      Petrify  [-]     |
```

Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [Nullify]	Slow [VUL]	Sadness [VUL]
Water [Nullify]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Gold Saucer Area Desert		

Ruby's Tentacle's ATTACKS:	No Manipulate Attacks!

No Attacks or AI Script! All of the actions performed by the Tentacles are controlled via Ruby Weapon's AI Script.

Notes On Ruby's Tentacle:	POWER req for Overflow:

Ruby's Tentacles will never attack the Player by themselves; all of the attacks come from Ruby. The battle will end as soon as Ruby has been killed; you do not need to worry about killing the Tentacles.

	Base Damage Overflow: 172
	Rnd Var Overflow 3x: 115

As the battle begins the Tentacles will be invisible and non-targetable. Ruby will be impervious to all attacks until it buries its Tentacles, at which point the Tentacles will become 'active', and Ruby will occasionally use the Tentacles to attack the Player.

The (Player's) right Tentacle is Ruby's Tentacle [A], and will use <Right Thrust> and <Right Revenge> which targets your HP while inflicting you with Frog and Small. The (Player's) left Tentacle is Ruby's Tentacle [B], and will use <Left Thrust> and <Left Revenge> which targets your MP while inflicting you with Poison and Slow-numb.

<Right Thrust> will deplete 93.75% of your current HP, whereas <Right Revenge> will deplete 46.875% of your Current HP. <Left Thrust> will deplete 78.125% of your Current MP, Whereas <Left Revenge> will deplete 46.875% of your Current MP

When you attack Ruby it will have a 50/50 chance of countering with either Tentacle, selecting a target at random. It will use the 'Thrust' variant, which deals greater damage than the 'Revenge' variant.

Seeing as all four of Ruby's Tentacles attacks use the Punch Element, one can halve the damage from these %-Based attacks via the use of the Ziedrich. You will *not* be able to negate the damage by using Gravity defence, Back Row, Sadness, MBarrier, or any other damage-reducing buffs.

If you kill just one of the Tentacles you will cause Ruby to unbury both of them, reverting back to its original state, barring the fact that it will *not* regain Physical and Magical immunity. While Ruby is less of a threat in its 1st Stage, it will use Whirlsand as a counter to every attack until one character remains, so it is in your interest to keep the Tentacles alive (unless your plan is to just use one character).

The battle with Ruby is technically considered to be a Pincer Attack, which means you cannot escape the battle while one side remains. This means that you can only flee while Ruby's Tentacles are unburied; once it has reverting to its 2nd Stage you will not be able to flee the battle. You will also be unable to attack both the Tentacles and Ruby simultaneously.

```
|                                                                            |
| As explained above in the notes on Ruby Weapon, a glitch can occur         |
|  preventing the battle from ending if you first kill both Tentacles        |
|  simultaneously, wait for Ruby to re-bury them, then just kill one         |
|  Tentacle; Ruby will then un-bury its Tentacles once more, and the battle  |
|  will soft-lock when you kill Ruby with no means to end the battle other   |
|  than by escaping, voiding you of the Battle Spoils.                       |
| There are three ways for a coder to adjust the AI Script to prevent this   |
|  from happening; the first is to follow suit with the way in which the     |
|  game handles most other enemies that should be instantly removed          |
|  following the death of the 'main' enemy (such as the Warning Board, or    |
|  some of the Turks battles). When Ruby is killed it will make it so the    |
|  remaining Tentacles are flagged to disable their AI Script (although non  |
|  exists anyway), and mark them as non-targetable. This is standard;        |
|  however, absent from the Death Counter script are two other functions     |
|  that should be used. The first is to set a flag which marks the enemy as  |
|  'Inactive', and another which makes it so the the battle can end without  |
|  the need for that enemy to be killed.                                     |
| The second fix for this error would be to make it so that Ruby will unbury |
|  its Tentacles when *both* Tentacles have been killed, as opposed to just  |
|  one. This may look a little peculiar, given that a dead Tentacle should   |
|  not be able to attack you. This fix would require some additional script  |
|  to use alternative attacks in place of the attacks used by a Tentacle     |
|  with Death Status.                                                        |
| The final fix would be to run a continuously looping script in the        |
|  background as part of the Formation script; this is how the game deals    |
|  with the first Turks battle in Sector 7 to ensure that the Pyramids are   |
|  removed (and the battle will end) when Turks:Reno is killed. This may     |
|  slow the frame-rate down slightly, but would be the most discreet way of  |
|  fixing the error.                                                         |
| Ruby's Tentacle is immune to Seizure, which isn't necessary seeing as      |
|  there is no way for the Player to inflict an enemy with Seizure. Ruby's   |
|  Tentacle is one of 86 enemies that are immune to Seizure. It is also      |
|  immune to Peerless, along with 104 other enemies.                         |
\                                                                            /
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                                                             {Extra Enemies}
¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬¬
--G.09 C - Extra Enemies
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 -- Chocobos
 -- Mystery Ninja
 -- Test Enemies
 -- Enemy Counterparts
 -- Party Data



 //>~~~~~~~~~~~~~~~~~~<\\
 ||>    {CHOCOBOS}    <||
 \\>~~~~~~~~~~~~~~~~~~<//


 NOTE - As I'm sure some of you are aware, the RNG mechanics in the barn do
        not work properly, and the 'randomness' can be manipulated to
        produce a pre-determined result when breeding.
```

I have written a comprehensive guide on how to breed a stable full of maxed out Chocobos using RNG manipulation, without the need to race; visit the following link for more details:

https://thelifestream.net/forums/threads/guide-to-breeding-a-stable-of-maxed-out-chocobos.19965/

When you equip a Lv 1 Chocobo Lure Materia, your "Chocobo Lure Rating" increases to 8, and will continue to increase with the following Chocobo Lure Materia equipped:

- Chocobo Lure Rating 8 - Lv 1 Chocobo Lure
- Chocobo Lure Rating 12 - Lv 2 Chocobo Lure
- Chocobo Lure Rating 16 - Lv 3 Chocobo Lure / Mastered Chocobo Lure

- Chocobo Lure Rating 20 - Lv 2 + Lv 1 Chocobo Lure
- Chocobo Lure Rating 24 - Lv 3 + Lv 1 / Lv 2 + Lv 2 Chocobo Lure
- Chocobo Lure Rating 28 - Lv 3 + Lv 2 Chocobo Lure
- Chocobo Lure Rating 32 - Lv 3 + Lv 3 Chocobo Lure

You can also theoretically obtain a rating of 24, by equipping 3 x Lv 1 Chocobo Lures, although that would be impossible without the use of hacks, seeing as there are only two unique Chocobo Lure Materias in the game. The first one can be bought from Choco Billy, and the second one found on Disc 2 after obtaining the Highwind in the same location as the Choco/Mog Materia.

I'm not going to dive into the maths behind the way the Chocobo Lure Rating works, as it's rather long-winded. Just note that the higher the Formation ID of the Chocobo encounter, the higher the chance of receiving that encounter, although, the impact that Formation ID has on the Chocobo chance is minimal.

This chart has accurately worked out the chances of each Chocobo encounter:

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Grasslands	75.4%	100%	100%	100%	100%	100%	100%
Choc Enc #1	19.1%	28.5%	37.9%	47.3%	56.6%	66.0%	75.4%
Choc Enc #2	18.8%	28.1%	37.5%	46.9%	43.4%	64.0%	24.6%
Choc Enc #3	18.8%	28.1%	24.6%	5.9%	-----	-----	-----
Choc Enc #4	18.8%	15.2%	-----	-----	-----	-----	-----

Choc Enc #1 & #2 - Lv 13 "Bad" Choc Enc #3 & #4 - Lv 16 "Terrible"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Junon	50.4%	75.4%	100%	100%	100%	100%	100%
Choc Enc #1	12.9%	19.1%	25.4%	31.6%	37.9%	44.1%	50.4%
Choc Enc #2	12.5%	18.8%	25.0%	31.3%	37.5%	44.1%	49.6%
Choc Enc #3	12.5%	18.8%	25.0%	31.6%	24.6%	11.7%	-----
Choc Enc #4	12.5%	18.8%	24.6%	5.5%	-----	-----	-----

Choc Enc #1 & #2 - Lv 19 "Poor" Choc Enc #3 & #4 - Lv 19 "Bad"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Gold Saucer	25.4%	38.3%	50.8%	63.3%	76.2%	88.7%	100%
Choc Enc #1	4.3%	6.3%	8.2%	10.2%	12.1%	14.1%	16.0%
Choc Enc #2	3.9%	5.9%	7.8%	9.8%	12.1%	14.1%	16.0%
Choc Enc #3	8.6%	12.9%	17.6%	21.9%	25.8%	30.5%	34.8%
Choc Enc #4	8.6%	13.3%	17.2%	21.5%	26.2%	30.1%	33.2%

Choc Enc #1 & #2 - Lv 29 "Good" Choc Enc #3 & #4 - Lv 22 "Average"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Rocket Pad	25.8%	38.3%	51.2%	64.1%	76.6%	89.5%	100%
Choc Enc #1	4.3%	6.3%	8.2%	10.2%	12.1%	14.5%	16.4%
Choc Enc #2	3.9%	5.9%	8.2%	10.2%	12.1%	14.0%	16.0%
Choc Enc #3	8.6%	13.3%	17.2%	21.9%	26.2%	30.5%	34.8%
Choc Enc #4	9.0%	12.9%	17.6%	21.9%	26.2%	30.5%	32.8%

Choc Enc #1 & #2 - Lv 22 "Great" Choc Enc #3 & #4 - Lv 22 "So-So"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Wutai	25.8%	38.3%	51.2%	64.1%	76.5%	89.5%	100%
Choc Enc #1	6.6%	9.8%	12.9%	16.0%	19.1%	22.7%	25.8%
Choc Enc #2	6.3%	9.4%	12.9%	16.0%	19.1%	22.3%	25.4%
Choc Enc #3	6.3%	9.8%	12.5%	16.0%	19.1%	22.3%	25.4%
Choc Enc #4	6.6%	9.4%	12.9%	16.0%	19.1%	22.3%	23.4%

Choc Enc #1 & #2 - Lv 30 "Poor" Choc Enc #3 & #4 - Lv 30 "Average"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Icicle Area	25.8%	38.7%	51.6%	64.1%	77.0%	89.8%	100%
Choc Enc #1	2.7%	3.9%	5.1%	6.3%	7.8%	9.0%	10.2%
Choc Enc #2	2.3%	3.9%	5.1%	6.3%	7.4%	8.6%	10.2%
Choc Enc #3	10.6%	15.2%	20.7%	25.8%	30.9%	36.3%	41.0%
Choc Enc #4	10.2%	15.6%	20.7%	25.8%	30.9%	35.9%	38.7%

Choc Enc #1 & #2 - Lv 33 "Wonderful" Choc Enc #3 & #4 - Lv 33 "Terrible"

	Rte 8	Rte 12	Rte 16	Rte 20	Rte 24	Rte 28	Rte 32
Mideel	25.8%	38.7%	51.6%	64.5%	77.3%	89.8%	100%
Choc Enc #1	5.9%	8.6%	11.3%	14.5%	17.2%	19.9%	22.7%
Choc Enc #2	5.5%	8.6%	11.3%	14.1%	16.8%	19.5%	22.7%

| Choc Enc #3 | 7.4% | 10.6% | 14.5% | 18.0% | 21.5% | 25.4% | 28.9% |
Choc Enc #4	7.0%	10.9%	14.5%	18.0%	21.9%	25.0%	25.8%
Choc Enc #1 & #2 - Lv 36 "Great" Choc Enc #3 & #4 - Lv 36 "Poor"

As you can see, the Grasslands and Junon Area both contain encounters that can become locked off once your Chocobo Lure Level becomes too high.

It is important to note that the Chocobo's "Rating" (Good, Bad etc.) is not stored on the Chocobo itself, but rather, on the encounter itself. As you can see above, the Lv 36 Chocobo is a 'Great' Chocobo in the first two encounters and a 'Poor' Chocobo in the second two.

- Rank 1 Wonderful Chocobo: Icicle Area Enc #1 & #2

- Rank 2 Great Chocobo: Rocket Pad Enc #1 & #2
  Mideel Enc #1 & #2

- Rank 3 Good Chocobo: Gold Saucer Enc #1 & #2

- Rank 4 So-So Chocobo: Rocket Pad Enc #3 & #4

- Rank 5 Average Chocobo: Gold Saucer Enc #3 & #5
  Wutai Enc #3 & #4

- Rank 6 Poor Chocobo: Junon Enc #1 & #2
  Wutai Enc #1 & #2
  Mideel Enc #3 & #4

- Rank 7 Bad Chocobo: Grasslands Enc #1 & #1
  Junon Enc #3 & #4

- Rank 8 Terrible Chocobo: Grasslands Enc #3 & #4
  Icicle Area Enc #3 & #4

As for the Chocobo themselves, a lot of the stats pertaining are identical for each Chocobo, namely the AI script and Attacks found on them.

In the spirit of not making this FAQ unnecessarily long, I shall first detail the general info found all Chocobos, followed by the individual Chocobo entries themselves.

Remember - The Chocobo chances worked out assume you to have a single Level 1 Chocobo Lure equipped (Chocobo Rating of 8).

'------------'
/ {Chocobos} \ NOTE - This is generic information pertaining to All Chocs

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]

Restorative [-]	Slow-numb [-]	Berserk [-]

No Manipulate Attacks!

Chocobo's ATTACKS:

Attack 1: <Chocobo, goes nuts> Target: One Opponent
[358] Physical Element: Punch
[35C] Att%: 95
Power: 16
Base Damage: Varies - See individual Entries

Attack 2: Chocobuckle Target: One Opponent **Enemy Skill**
[05A] Physical Element: None Fixed Damage
Spcl Formula Att%: 100
Power: 255
MP Cost: 3 MP
Base Damage: Equal to # of Escapes

Attack 3: <Taking Bait> Target: Self Eating Greens
[359] Physical 0 Dam Att%: Auto Hit Animation

Attack 4: <Finished Bait> Target: Self Finished Greens
[35D] Physical 0 Dam Att%: Auto Hit Animation

Attack 5: <Escape> Target: Self Escapes From
[35A] Physical 0 Dam Att%: Auto Hit Battle
[35B]

- -

Chocobo's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling, sets X Chance to 2

OPENING ATTACK: Skip a turn

THEREAFTER:

Chocobo is not eating Greens:

1/X Chance: Print Message [Chocobo “Wark! Wark!”], use <Escape> on Self, remove from Battle, leave no rewards
Otherwise: Skip a turn

Chocobo is eating Greens:

If Chocobo Green Count = 0: Use <Finished Bait> on Self
If Chocobo Green Count > 0: Chocobo Green Count - 1 (skip a turn)

Chocobo is last Enemy alive:

Display String: [Caught a Chocobo.], activates Chocobo on World Map

COUNTER: [All Physical and Magical Attacks]

If last Command was Item or W-Item:

Sylkis Greens: Activates Chocobuckle Counter
Reagan Greens: Chocobo Green Count = 8, X Chance = 8

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|     Mimett Greens: Activates Chocobuckle Counter                          |
|     Curiel Greens: Chocobo Green Count = 5                                |
|    Pahsana Greens: X Chance = 5                                           |
|     Tantal Greens: Chocobo Green Count = 3                                |
|     Krakka Greens: X Chance = 3                                           |
|     Gysahl Greens: Chocobo Green Count = 2                                |
|                                                                           |
|      If Chocobo is not currently eating Greens:                           |
|                                                                           |
|       Display String: [Chocobo "Wark……kkk!"], use <Taking Bait> on Self    |
|                                                                           |
|                                                                           |
|   If Chocobo's HP <= 5 HP AND Chocobuckle Counter activated:              |
|                                                                           |
|    Use Chocobuckle on Last Attacker                                       |
|    Display String: [Chocobo "Wark! Wark!"], use <Escape> on Self, remove  |
|     Self from Battle, leave no rewards                                    |
|                                                                           |
|                                                                           |
|   If Chocobo survived the Attack AND last Command was not Item or W-Item  |
|    AND Chocobo's HP > 5 (or HP <= 5 AND Chocobuckle Counter not activated):|
|                                                                           |
|     Display String: [Chocobo "Wark! Wark!"], use <Escape> on Self, remove |
|      Self from Battle, leave no rewards                                   |
|                                                                           |
|                                                                           |
|  DEATH: Print Message [Chocobo "Warrrrk!"]                                |
|         Use <Chocobo, goes nuts> on Rnd Target without Death              |
|         Repeats until all active Players and Enemies have been attacked   |
|                                                                           |
| Follow-Up: Print Message [Chocobo "Wark! Wark!"]                          |
|            Use <Escape> on Self, remove from Battle, leave no rewards     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Chocobos:                                                      |
|                                                                           |
| The opening message that reads "A Chocobo!" is handled via the Enemy's    |
|  that appear alongside the Chocobo, and not the Chocobo itself.           |
| The Chocobo will never leave any EXP, AP or gil, even if you successfully |
|  perform Damage Overflow against it. This is due to the fact that normal  |
|  death handling has been disabled for the Chocobo.                        |
| The Chocobuckle Enemy Skill can be learned from any Chocobo, not just     |
|  those susceptible to L4 Suicide. So long as the Chocobo has survived the |
|  Attack, has more than (1/32)+1 of its maximum HP left, AND has been fed  |
|  either a Sylkis or Mimett Green, then it will counter with Chocobuckle.  |
|  The only Attack available to the Player in the game that can do this     |
|  other than L4 Suicide is, ahem, Chocobuckle (damage is fixed based on qty |
|  of escapes).                                                             |
| The Chocobo's high Dexterity stat means that it will go through its turns |
|  much more quickly than normal the other actors.                          |
| Make sure to have the ATB set to "Wait" so that you will have the time to |
|  select the Greens in Battle.                                             |
| The script that exists on the Chocobo to capture the Chocobo (and display |
|  the message "Caught a Chocobo") is very rarely called upon, and only     |
|  exists as a safety net in case the default 'Chocobo-capturing' script    |
|  found on each enemy fails. The only instance in which the Chocobo makes  |
|  use of this safety net is during the Encounter with the Harpy + Lv 22 B  |
|  Chocobo.                                                                 |
| The Chocobos are immune to Seizure, which isn't necessary seeing as there |
|  is no way for the Player to inflict an Enemy with Seizure. The Chocobos  |
|  are 9 of 86 enemies that are immune to Seizure. They are also immune to  |
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|  Peerless, along with 96 other enemies.                                    |
| There are two version of the animation <Escape>; one used while it is      |
|  feeding, and one used while in its normal idle state. There is also       |
|  another version of <Chocobo, goes nuts>, although this Attack is never    |
|  used (ID 35C).                                                            |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 13 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 153 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     13  ||   Strength:  13  ||    Drop: /                        |
|  HP:       130  ||    Defence:  40  ||   Steal: /                        |
|  MP:        13  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                    |
|  EXP:       10* ||  Dexterity: 101  ||                                    |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                  |  LOOKALIKES:    |
|                                                          |                 |
|  Grasslands Area Grass                                   | Chocobo Lv 16   |
|                                                          | Chocobo Lv 19   |
|   Rank 7 "Bad": 1st Row: 1x Chocobo Lv 13                | Chocobo Lv 22 A |
|        (19.1%)  2nd Row: 2x Mandragora                   | Chocobo Lv 22 B |
|                                                          | Chocobo Lv 29   |
|   Rank 7 "Bad": 1st Row: 1x Mandragora, 1x Chocobo Lv 13 | Chocobo Lv 30   |
|        (18.8%)  2nd Row: 1x Levrikon                     | Chocobo Lv 33   |
|                                                          | Chocobo Lv 36   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 13:                    |   POWER req for Overflow:   |
|                                              |                             |
| <Chocobo, goes nuts> Base Damage: 13 HP      |  Base Damage Overflow: 150  |
|                                              |  Rnd Var Overflow  3x: 100  |
| An oversight on the Grasslands Area Grass    |  Rnd Var Overflow  4x:  75  |
|  involving the Chocobo Lure Rate means that  |  Rnd Var Overflow  6x:  50  |
|  if your Chocobo Lure Rate was 24 or higher, o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  then you will always encounter the Lv 13                                  |
|  Chocobos and will never encounter the Lv 16 Chocobos.                     |
\                                                                            /
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  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 16 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 154 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     16  ||   Strength:  13  ||    Drop: /                        |
|  HP:       160  ||    Defence:  40  ||   Steal: /                        |
|  MP:        16  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                    |
|  EXP:       10* ||  Dexterity: 101  ||                                    |
|   AP:        1* ||       Luck:   0  ||                                    |
|  GIL:        1* ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                  |  LOOKALIKES:    |
|                                                          |                 |
|  Grasslands Area Grass                                   | Chocobo Lv 13   |
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|                                                          | Chocobo Lv 19   |
|   Rank 8 "Terrible": 1st Row: 1x Chocobo Lv 16           | Chocobo Lv 22 A |
|             (18.8%)  2nd Row: 1x Levrikon                | Chocobo Lv 22 B |
|                      3rd Row: 1x Levrikon                | Chocobo Lv 29   |
|                                                          | Chocobo Lv 30   |
|   Rank 8 "Terrible": 1st Row: 1x Elfadunk                | Chocobo Lv 33   |
|             (18.8%)  2nd Row: 1x Chocobo lv 16           | Chocobo Lv 36   |
|                      3rd Row: 1x Elfadunk                |                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 16:                    |   POWER req for Overflow:   |
|                                              |                             |
| <Chocobo, goes nuts> Base Damage: 13 HP      |  Base Damage Overflow: 150  |
|                                              |  Rnd Var Overflow  3x: 100  |
| An oversight on the Grasslands Area Grass    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  involving the Chocobo Lure Rate means that                                |
|  if your Chocobo Lure Rate was 24 or higher, then you will always          |
|  encounter the Lv 13 Chocobos and will never encounter the Lv 16 Chocobos. |
| The Chocobo Lv 16 cannot be Back-Attacked or Side-Attacked, meaning that   |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
\                                                                            /
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  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 19 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 155 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     19  ||   Strength:  13  ||    Drop: /                        |
|  HP:       190  ||    Defence:  40  ||   Steal: /                        |
|  MP:        30  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                   |
|  EXP:       10* ||  Dexterity: 101  ||                                   |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)    |
|  GIL:        1* ||      Evade:   1  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                  |  LOOKALIKES:    |
|                                                          |                 |
|  Junon Area Grass                                        | Chocobo Lv 13   |
|                                                          | Chocobo Lv 16   |
|   Rank 6 "Poor": 1st Row: 1x 3x Capparwire               | Chocobo Lv 22 A |
|         (12.9%)  2nd Row: 1x Chocobo Lv 19               | Chocobo Lv 22 B |
|                                                          | Chocobo Lv 29   |
|   Rank 6 "Poor": 1st Row: 1x Chocobo Lv 19               | Chocobo Lv 30   |
|         (12.5%)  2nd Row: 1x Capparwire                  | Chocobo Lv 33   |
|                                                          | Chocobo Lv 36   |
|   Rank 7 "Bad": 1st Row: 2x Nerosuferoth                 |                 |
|        (12.5%)  2nd Row: 1x Chocobo Lv 19                |                 |
|                                                          |                 |
|   Rank 7 "Bad": 1st Row: 2x Capparwire, 1x Chocobo Lv 19 |                 |
|        (12.5%)                                           |                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 19:                    |   POWER req for Overflow:   |
|                                              |                             |
| <Chocobo, goes nuts> Base Damage: 20 HP      |  Base Damage Overflow: 150  |
|                                              |  Rnd Var Overflow  3x: 100  |
| An oversight on the Junon Area Grass         |  Rnd Var Overflow  4x:  75  |
|  involving the Chocobo Lure Rate means that  |  Rnd Var Overflow  6x:  50  |
|  if your Chocobo Lure Rate was 32 or higher, o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  then you will always encounter the Poor                                   |
|  Chocobos and will never encounter the Bad Chocobos.                       |
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\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 22 A Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 156 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     22  ||   Strength:  13  ||    Drop: /                         |
|  HP:       220  ||    Defence:  40  ||   Steal: /                         |
|  MP:       100  ||      Magic:  52  ||   Morph: /                         |
|                 ||   MDefence:  26  ||                                     |
|  EXP:       10* ||  Dexterity: 101  ||                                     |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                 |  LOOKALIKES:    |
|                                                         |                 |
|  Rocket Launch Pad Area Grass                           | Chocobo Lv 13   |
|                                                         | Chocobo Lv 16   |
|   Rank 2 "Great": 1st Row: 1x Chocobo Lv 22 A           | Chocobo Lv 19   |
|          (4.30%)  2nd Row: 2x Valron                    | Chocobo Lv 22 B |
|                                                         | Chocobo Lv 29   |
|   Rank 2 "Great": 1st Row: 2x Kyuvilduns                | Chocobo Lv 30   |
|          (3.91%)  2nd Row: 1x Chocobo Lv 22 A           | Chocobo Lv 33   |
|                                                         | Chocobo Lv 36   |
|   Rank 4 "So-So": 1st Row: 1x Chocobo Lv 22 A,          |                 |
|          (8.59%)           1x Velcher Task, 1x Kyuvilduns|                |
|                                                         |                 |
|   Rank 4 "So-So": 1st Row: 2x Velcher Task              |                 |
|          (8.98%)  2nd Row: 1x Chocobo Lv 22 A           |                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 22 A:                 |   POWER req for Overflow:   |
|                                             |                             |
| <Chocobo, goes nuts> Base Damage: 21 HP     |  Base Damage Overflow: 150  |
|                                             |  Rnd Var Overflow  3x: 100  |
| The Chocobo Lv 22 A cannot be Back-Attacked  |  Rnd Var Overflow  4x:  75  |
|  when it is alongside the Velcher Task; it  |  Rnd Var Overflow  6x:  50  |
|  can only be Back-Attacked when it is       o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  alongside the Valron or Kyuvilduns.                                     |
\                                                                          /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 22 B Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 157 |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     22  ||   Strength:  13  ||    Drop: /                         |
|  HP:       220  ||    Defence:  40  ||   Steal: /                         |
|  MP:       100  ||      Magic:  52  ||   Morph: /                         |
|                 ||   MDefence:  26  ||                                     |
|  EXP:       10* ||  Dexterity: 101  ||                                     |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                 |  LOOKALIKES:    |
|                                                         |                 |
|  Gold Sauce Area Grass                                  | Chocobo Lv 13   |
|                                                         | Chocobo Lv 16   |
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|   Rank 5 "Average": 1st Row: 2x Flapbeat                | Chocobo Lv 19   |
|            (8.59%)  2nd Row: 1x Chocobo Lv 22 B         | Chocobo Lv 22 A |
|                                                         | Chocobo Lv 29   |
|   Rank 5 "Average": 1st Row: 1x Chocobo Lv 22 B,         | Chocobo Lv 30   |
|            (8.59%)                            1x Harpy | Chocobo Lv 33   |
|                                                         | Chocobo Lv 36   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 22 B:                   |   POWER req for Overflow:   |
|                                               |                             |
| <Chocobo, goes nuts> Base Damage: 21 HP       |  Base Damage Overflow: 150  |
|                                               |  Rnd Var Overflow  3x: 100  |
| When you encounter the Lv 22 B Chocobo        |  Rnd Var Overflow  4x:  75  |
|  alongside the Harpy, an error occurs with    |  Rnd Var Overflow  6x:  50  |
|  the Harpy's AI Script whereby it will ONLY   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  end the battle instantly if the Harpy's HP                                 |
|  is below 25% (and the Chocobo is still alive). If you kill the Harpy       |
|  while its HP is above 25%, then you will have to wait for the Chocobo's    |
|  ATB gauge to fill up before the battle will end.                           |
| When this happens, the message printed well either be "Caught a Chocobo"    |
|  (this time playing out the script from the Chocobo itself, instead of      |
|  from the enemy as it normally would), or, if the 1/X Chance passes for     |
|  the Chocobo to escape the battle, then instead the "Chocobo "Wark!         |
|  Wark!"" message would appear as if were about to escape. You will still    |
|  capture the Chocobo if this happens.                                       |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 29 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 158 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     29  ||   Strength:  13  ||    Drop: /                          |
|  HP:       290  ||    Defence:  40  ||   Steal: /                          |
|  MP:       100  ||      Magic:  52  ||   Morph: /                          |
|                 ||   MDefence:  26  ||                                     |
|  EXP:       10* ||  Dexterity: 101  ||                                     |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                 |  LOOKALIKES:    |
|                                                         |                 |
|  Gold Sauce Area Grass                                  | Chocobo Lv 13   |
|                                                         | Chocobo Lv 16   |
|   Rank 2 "Good": 1st Row: 1x Chocobo Lv 29              | Chocobo Lv 19   |
|         (4.30%)  2nd Row: 2x Flapbeat                   | Chocobo Lv 22 A |
|                                                         | Chocobo Lv 22 B |
|   Rank 2 "Good": 1st Row: 2x Spencer                    | Chocobo Lv 30   |
|         (3.91%)  2nd Row: 1x Chocobo Lv 29              | Chocobo Lv 33   |
|                                                         | Chocobo Lv 36   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 29:                     |   POWER req for Overflow:   |
|                                               |                             |
| <Chocobo, goes nuts> Base Damage: 24 HP       |  Base Damage Overflow: 150  |
|                                               |  Rnd Var Overflow  3x: 100  |
| Many players are under the false impression   |  Rnd Var Overflow  4x:  75  |
|  that the Lv 29 'Good' Chocobo can only be    |  Rnd Var Overflow  6x:  50  |
|  fought alongside the 2x Spencer, which only  o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  has a 3.91% chance of occurring (assuming a                                |
|  Lv 1 Chocobo Lure Materia).                                                |
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| The Lv 29 'Good' Chocobo can actually be fought alongside the 2x Flapbeat  |
|  also, *so long* as the Chocobo is in the Front Row and the Flapbeat are   |
|  in the Back Row. This Encounter has a 4.30% chance of occurring, meaning  |
|  that you have an 8.21% chance of encountering the Good Chocobo on the     |
|  Gold Saucer tracks (assuming a Lv 1 Chocobo Lure).                        |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 30 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 15B |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     30  ||   Strength:  13  ||    Drop: /                        |
|  HP:       300  ||    Defence:  40  ||   Steal: /                        |
|  MP:       100  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                    |
|  EXP:       10* ||  Dexterity: 101  ||                                    |
|   AP:        1* ||       Luck:   0  ||                                    |
|  GIL:        1* ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                 |  LOOKALIKES:     |
|                                                         |                  |
|  Wutai Area Dirt                                        | Chocobo Lv 13    |
|                                                         | Chocobo Lv 16    |
|   Rank 6 "Poor": 1st Row: 1x Chocobo Lv 30              | Chocobo Lv 19    |
|         (6.64%)  2nd Row: 2x Tail Vault      [Side View] | Chocobo Lv 22 A  |
|                                                         | Chocobo Lv 22 B  |
|   Rank 6 "Poor": 1st Row: 3x Razor Weed,                | Chocobo Lv 29    |
|         (6.64%)                        1x Chocobo Lv 30 | Chocobo Lv 33    |
|                                                         | Chocobo Lv 36    |
|   Rank 5 "Average": 1st Row: 1x Chocobo Lv 30           |                  |
|            (6.25%)  2nd Row: 3x Tail Vault              |                  |
|                                                         |                  |
|   Rank 5 "Average": 1st Row: 1x Chocobo Lv 30           |                  |
|            (6.64%)  2nd Row: 2x Tail Vault  [Front View] |                  |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 30:                   |   POWER req for Overflow:    |
|                                             |                              |
| <Chocobo, goes nuts> Base Damage: 25 HP     |  Base Damage Overflow: 150   |
|                                             |  Rnd Var Overflow  3x: 100   |
| The Chocobo Lv 30 can appear alongside 2x   o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Tail Vault in two separate Encounters; the                              |
|  Rank 6 "Poor" Chocobo will appear when the camera has a side-view of the  |
|  enemies, and the rank 5 "Average" Chocobo will appear when the camera is  |
|  front-facing the enemies.                                               |
| The Chocobo Lv 30 cannot be Back-Attacked or Side-Attacked, meaning that   |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.        |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 33 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 15D |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     33  ||   Strength:  13  ||    Drop: /                        |
|  HP:       330  ||    Defence:  40  ||   Steal: /                        |
|  MP:       100  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                    |
```

```
|  EXP:       10* ||  Dexterity: 101  ||                                    |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  ||                                    |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                  |  LOOKALIKES:    |
|                                                          |                 |
|  Icicle Area Snow                                        | Chocobo Lv 13   |
|                                                          | Chocobo Lv 16   |
|   Rank 1 "Wonderful": 1st Row: 1x Chocobo Lv 33,         | Chocobo Lv 19   |
|              (2.73%)                          1x Jumping | Chocobo Lv 22 A |
|                                                          | Chocobo Lv 22 B |
|   Rank 1 "Wonderful": 1st Row: 1x Chocobo Lv 33          | Chocobo Lv 29   |
|              (2.34%)  2nd Row: 2x Jumping                | Chocobo Lv 30   |
|                                                          | Chocobo Lv 36   |
|   Rank 8 "Terrible": 1st Row: 1x Chocobo Lv 33           |                 |
|              (10.6%) 2nd Row: 1x Bandersnatch, 1x Jumping|                 |
|                                                          |                 |
|   Rank 8 "Terrible": 1st Row: 1x Chocobo Lv 33           |                 |
|              (10.2%) 2nd Row: 2x Bandersnatch            |                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 33:                    |   POWER req for Overflow:   |
|                                              |                             |
| <Chocobo, goes nuts> Base Damage: 26 HP      |  Base Damage Overflow: 150  |
|                                              |  Rnd Var Overflow  3x: 100  |
| The Lv 33 Chocobo is the only Chocobo to     |  Rnd Var Overflow  4x:  75  |
|  provide you with a Wonderful Chocobo, which |  Rnd Var Overflow  6x:  50  |
|  is required for the Chocobo Breeding        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  process. You will need to mate a Wonderful                               |
|  Chocobo using a Zeio Nut to breed a Gold Chocobo, and the chances of     |
|  encountering the Wonderful are slim at best. They only appear alongside  |
|  one or two Jumping.                                                      |
| You should aim to level up at least one of the two Chocobo Lure Materias  |
|  that you have to Lv 2; this way your Chocobo Lure rating would be 20, and |
|  you would have a combined 12.5% chance to encounter the Lv 33 Wonderful  |
|  Chocobo.                                                                 |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {Chocobo}  \  NOTE - This is the Lv 36 Chocobo
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/v68snEPAn61LNFPL7                    | ID: 15E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     36  ||   Strength:  13  ||    Drop: /                        |
|  HP:       360  ||    Defence:  40  ||   Steal: /                        |
|  MP:       100  ||      Magic:  52  ||   Morph: /                        |
|                 ||   MDefence:  26  ||                                    |
|  EXP:       10* ||  Dexterity: 101  ||                                    |
|   AP:        1* ||       Luck:   0  || Back Damage: Normal (2x Damage)     |
|  GIL:        1* ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   MAPS:                                                  |  LOOKALIKES:    |
|                                                          |                 |
|  Mideel Area Grass                                       | Chocobo Lv 13   |
|                                                          | Chocobo Lv 16   |
|   Rank 2 "Great": 1st Row: 1x Spiral, 1x Chocobo Lv 36   | Chocobo Lv 19   |
|          (5.86%)                                         | Chocobo Lv 22 A |
|                                                          | Chocobo Lv 22 B |
|   Rank 2 "Great": 1st Row: 2x Spiral                     | Chocobo Lv 29   |
|          (5.47%)  2nd Row: 1x Chocobo Lv 36              | Chocobo Lv 30   |
```

```
|                                                          | Chocobo Lv 33   |
|   Rank 6 "Poor": 1st Row: 1x Chocobo Lv 36               |                 |
|         (7.42%)  2nd Row: 2x Head Hunter                 |                 |
|                                                          |                 |
|   Rank 6 "Poor": 1st Row: 1x Chocobo Lv 36,              |                 |
|         (7.03%)                          2x Head Hunter  |                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~o~~~~~~~~~~~~~~~~<|
|   Notes On Chocobo Lv 36:                    |   POWER req for Overflow:   |
|                                              |                             |
| <Chocobo, goes nuts> Base Damage: 27 HP      |  Base Damage Overflow: 150  |
|                                              |  Rnd Var Overflow  3x: 100  |
| The Chocobo Lv 36 is the second and last     |  Rnd Var Overflow  4x:  75  |
|  Chocobo that you can learn Chocobuckle      |  Rnd Var Overflow  6x:  50  |
|  from, as it is the only Chocobo other than  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  the Lv 16 Chocobo that has a Lv divisible                                 |
|  by 4. Feed it a Sylkis or Mimett Green, then use L4 Suicide to learn the  |
|  Skill.                                                                    |
| The Chocobo Lv 36 has a 100% encounter chance on the Mideel tracks,        |
|  whereas the Lv 16 Chocobo on the Grasslands will appear less the greater  |
|  your Chocobo Lure Lv, which makes the Lv 36 Chocobo the better to try to  |
|  Chocobuckle from.                                                         |
| The Chocobo Lv 36 can be Pre-Empted when it is alongside the Head Hunter,  |
|  however, it cannot be Pre-Empted when it is alongside the Spiral.         |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'
```

```
 //>~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {MYSTERY NINJA}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~<//
```

When you encounter the Mystery Ninja, the Enemy selected will be based on Cloud's Lv:

Cloud's Lv 1-20 - Yuffie Lv 17 (Formation IDs #268 & #269)
Cloud's Lv 21-25 - Yuffie Lv 22 (Formation IDs #270 & #271)
Cloud's Lv 26-30 - Yuffie Lv 27 (Formation IDs #272 & #273)
Cloud's Lv 31-35 - Yuffie Lv 32 (Formation IDs #274 & #275)
Cloud's Lv 36-40 - Yuffie Lv 37 (Formation IDs #276 & #277)
Cloud's Lv 40-99 - Yuffie Lv 42 (Formation IDs #278 & #279)

One of two Formation IDs are pulled based on the terrain you are traversing on; one with the Forest Battle Background, and one with the Jungle Battle Background.

Provided you have not already recruited Yuffie; the following chances of encountering the Mystery Ninja occur:

```
           Junon Forest - 12.5% Chance
         Gongaga Jungle -   25% Chance
           Nibel Forest -   25% Chance (Large Forest)
      Rocket Town Forest - 99.6% Chance (Small Forest)
        Woodlands Jungle -   50% Chance (Near Temple of The Ancients)
           Mideel Jungle -   50% Chance
    Goblin Island Forest -   50% Chance
     Round Island Forest -   50% Chance
```

Naturally, the Mystery Ninja encounter chances affect the chances of

receiving the Normal or Special Battles. If you are battling in Mideel Jungle, then you have a 50% chance of encountering the Mystery Ninja, and a 50% chance the other Battle checks plays out when a battle occurs.

This means that the average EXP/AP/Gil calculated for each area will be vastly different with the presence of the Mystery Ninja, and as such the averages have not considered the presence of the Mystery Ninja (or Chocobos for that matter).

The Mystery Ninja has six variants which all differ from each other. She uses Attacks which share the same name as some of the damaging items available; however, these Attacks are *not* the same as the thrown Items; her Attacks all conform to the regular Physical or Magical formula based on her Level and Strength/Magic values (plus subsequent checks). The Item formula only factors in Item Strength and Target's Def; see the "Damage Calculation" section in the introduction.

None of the Mystery Ninja's Attacks cost any MP, although the Mystery Ninja does have MP to use, which is pointless.

There is a glitch that can be exploited with Yuffie to increase her affection points to a maximum of 30 by the time you recruit her. Wait until you get to Rocket Town Forests (so that you have a 99% chance of encountering her), then purposely fail the last dialogue option.

Every time you give a correct response, her affection rating is increased by two, so you can raise it by +8 before failing the last option, rinse and repeat. Once her affection points reach 30, it will not exceed any further, so there is no need to do this more than twice. When you do fail the last option, she will steal 700 gil from you, although all that she has taken shall be returned to the Player once Yuffie is finally recruited.

Here are the following dialogue options you want to select to recruit Yuffie following the Battle:

```
  Option 2:  Not Interested
  Option 1:  ......petrified
  Option 2:  Wait a second!
  Option 1:  ......That's right
  Option 2:  ......Let's hurry on
```

So then, "let's hurry on"! Here are the six Mystery Ninja Enemies:

```
   '-----------------'
 /  {Mystery Ninja}  \  NOTE - This is the Lv 17 Mystery Ninja
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/E29BxJYPDwjmTVAB9                    | ID: 161 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     17  ||   Strength:  50  ||    Drop: /                        |
|  HP:       600  ||    Defence:  56  ||   Steal: /                        |
|  MP:       117  ||      Magic:  30  ||   Morph: /                        |
|                 ||   MDefence:  30  ||                                   |
|  EXP:      160  ||  Dexterity:  50  ||                                   |
|   AP:       20  ||       Luck:  20  ||                                   |
|  GIL:      400  ||      Evade:   9  ||                                   |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
```

Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Forest	12.5%	Mystery Ninja Lv 22
Gongaga Area Jungle	25%	Mystery Ninja Lv 27
Nibel Area Forest	25%	Mystery Ninja Lv 32
Rocket Launch Pad Area Forest	99.6%	Mystery Ninja Lv 37
Woodlands Area Jungle	50%	Mystery Ninja Lv 42
Mideel Area Jungle	50%	
Goblin Island Forest	50%	
Goblin Island Forest	50%	

No Manipulate Attacks!

Mystery Ninja Lv 17's ATTACKS:

Attack 1: <Fight> [362] Physical
Target: One Opponent
Element: Cut
Att%: 95
Power: 16
Base Damage: 102 HP

Attack 2: <Fire Fang> [360] Physical
Target: All Opponents
Split Damage
Element: Fire
Att%: 95
Power: 16
Base Damage: 102 HP

Attack 3: <Spider Web> [35E] Physical 0 Dam
Target: One Opponent
Att%: 95
Status Inflict: Slow (100%)

Attack 4: <Impaler> [35F] Physical 0 Dam
Target: One Opponent
Att%: 95
Status Inflict: Frog (100%)

Attack 5: <Throw> [361] Physical 0 Dam
Target: Self
Att%: Auto Hit
Escapes From Battle

Mystery Ninja Lv 17's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use <Fire Fang> on All Targets

THEREAFTER: 1/2 Chance use <Fight> on Rnd Target

1/4 Chance use <Fire Fang> on All Targets

1/8 Chance use <Spider Web> on Rnd Target without Slow; If All Targets have Slow, use <Fire Fang> on All Targets

1/8 Chance use <Impaler> on Rnd Target Without Frog; If All Targets have Frog, use <Fire Fang> on All Targets
After 10 turns if Mystery Ninja Lv 17 has not been killed, use <Throw> on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence, Manipulate, Berserk & Paralyzed. Remove Self from Battle, leave no rewards, end Battle
DEATH: Set GlobalVar [Yuffie's Starting Level] to 17

Notes On Mystery Ninja Lv 17:	POWER req for Overflow:
Mystery Ninja Lv 17 will not play any death animation once she has been killed.	Base Damage Overflow: 155 Rnd Var Overflow 3x: 104
You will only encounter the Lv 17 Mystery Ninja if Cloud is Lv 20 or lower.	
If you encounter the Mystery Ninja Lv 17 early on then she could inflict you with Frog with no way to cure yourself. Always have Magical spells available.	
The Mystery Ninja Lv 17's AI Script is identical to the Lv 22 Mystery Ninja.	
The Mystery Ninja Lv 17 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The Mystery Ninja Lv 17 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.	
The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.	

{Mystery Ninja} NOTE - This is the Lv 22 Mystery Ninja

https://photos.app.goo.gl/E29BxJYPDwjmTVAB9 | ID: 162

Level:	22	Strength:	57	Drop:	/
HP:	800	Defence:	60	Steal:	/
MP:	150	Magic:	38	Morph:	/
		MDefence:	34		
EXP:	240	Dexterity:	62		
AP:	40	Luck:	21		
GIL:	800	Evade:	10		

Fire	[-]	Death	[-]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[-]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[-]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[VUL]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Forest	12.5%	Mystery Ninja Lv 17
Gongaga Area Jungle	25%	Mystery Ninja Lv 27

Nibel Area Forest	25%	Mystery Ninja Lv 32
Rocket Launch Pad Area Forest	99.6%	Mystery Ninja Lv 37
Woodlands Area Jungle	50%	Mystery Ninja Lv 42
Mideel Area Jungle	50%	
Goblin Island Forest	50%	
Goblin Island Forest	50%	

No Manipulate Attacks!

Mystery Ninja Lv 22's ATTACKS:

Attack 1: <Fight> — Target: One Opponent
[362] Physical — Element: Cut
Att%: 95
Power: 16
Base Damage: 102 HP

Attack 2: <Fire Fang> — Target: All Opponents — Split Damage
[360] Physical — Element: Fire
Att%: 95
Power: 16
Base Damage: 102 HP

Attack 3: <Spider Web> — Target: One Opponent — Status Inflict:
[35E] Physical 0 Dam — Att%: 95 — Slow (100%)

Attack 4: <Impaler> — Target: One Opponent — Status Inflict:
[35F] Physical 0 Dam — Att%: 95 — Frog (100%)

Attack 5: <Throw> — Target: Self — Escapes From
[361] Physical 0 Dam — Att%: Auto Hit — Battle

Mystery Ninja Lv 22's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use <Fire Fang> on All Targets

THEREAFTER: 1/2 Chance use <Fight> on Rnd Target

1/4 Chance use <Fire Fang> on All Targets

1/8 Chance use <Spider Web> on Rnd Target without Slow; If All Targets have Slow, use <Fire Fang> on All Targets

1/8 Chance use <Impaler> on Rnd Target Without Frog; If All Targets have Frog, use <Fire Fang> on All Targets

After 10 turns if Mystery Ninja Lv 22 has not been killed, use <Throw> on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence, Manipulate, Berserk & Paralyzed.
Remove Self from Battle, leave no rewards, end Battle

DEATH: Set GlobalVar [Yuffie's Starting Level] to 22

Notes On Mystery Ninja Lv 22:

POWER req for Overflow:

| Mystery Ninja Lv 22 will not play any death animation once she has been killed. You will only encounter the Lv 22 Mystery Ninja if Cloud is Lv 25 or lower. If you encounter the Mystery Ninja Lv 22 early on then she could inflict you with Frog with no way to cure yourself. Always have Magical spells available. The Mystery Ninja Lv 22's AI Script is identical to the Lv 17 Mystery Ninja. The Mystery Ninja Lv 22 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The Mystery Ninja Lv 22 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies. The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage. | Base Damage Overflow: 156 \| Rnd Var Overflow 3x: 104 |

'----------'

/ {Mystery Ninja} \ NOTE - This is the Lv 27 Mystery Ninja

https://photos.app.goo.gl/E29BxJYPDwjmTVAB9 | ID: 163

Level:	27	Strength:	64	Drop:	/
HP:	1120	Defence:	68	Steal:	/
MP:	190	Magic:	43	Morph:	/
		MDefence:	40		
EXP:	320	Dexterity:	64		
AP:	60	Luck:	23		
GIL:	1200	Evade:	11		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Forest	12.5%	Mystery Ninja Lv 17
Gongaga Area Jungle	25%	Mystery Ninja Lv 22
Nibel Area Forest	25%	Mystery Ninja Lv 32
Rocket Launch Pad Area Forest	99.6%	Mystery Ninja Lv 37
Woodlands Area Jungle	50%	Mystery Ninja Lv 42
Mideel Area Jungle	50%	
Goblin Island Forest	50%	
Goblin Island Forest	50%	

Mystery Ninja Lv 27's ATTACKS: | No Manipulate Attacks!

Attack 1: <Fight> Target: One Opponent
[362] Physical Element: Cut
Att%: 95
Power: 16

	Base Damage: 172 HP	
Attack 2: <Fire Veil> [363] Physical	Target: All Opponents Element: Fire Att%: 95 Power: 16 Base Damage: 172 HP	Split Damage
Attack 3: <Leviathan Scales> [364] Physical	Target: All Opponents Element: Water Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage
Attack 4: <Swift Bolt> [365] Physical	Target: 1/A Opponents Element: Lightning Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage Can't Cover
Attack 5: <Spider Web> [35E] Physical 0 Dam	Target: One Opponent Att%: 95	Status Inflict: Slow (100%)
Attack 6: <Throw> [361] Physical 0 Dam	Target: Self Att%: Auto Hit	Escapes From Battle

Mystery Ninja Lv 27's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use <Fire Veil> on All Targets

THEREAFTER: 1/8 Chance use <Fire Veil> on All Targets

1/8 Chance use <Leviathan Scales> on All Targets

1/8 Chance use <Swift Bolt> on All Targets

1/8 Chance use <Swift Bolt> on Rnd Target

1/4 Chance use <Fight> on Rnd Target

1/4 Chance use <Spider Web> on Rnd Target without Slow; If All Targets have Slow, use <Fight> on Rnd Target

After 10 turns if Mystery Ninja Lv 27 has not been killed, use <Throw> on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence, Manipulate, Berserk & Paralyzed.
Remove Self from Battle, leave no rewards, end Battle

DEATH: Set GlobalVar [Yuffie's Starting Level] to 27

Notes On Mystery Ninja Lv 27:	POWER req for Overflow:
Mystery Ninja Lv 27 will not play any death animation once she has been killed.	Base Damage Overflow: 159 Rnd Var Overflow 3x: 106

| You will only encounter the Lv 27 Mystery Ninja if Cloud is Lv 30 or lower.
| The Mystery Ninja Lv 27 will frequently attack all Players, so keep an eye on your HP. Regardless, the Mystery Ninja should not be a threat.
| The Mystery Ninja Lv 27's AI Script is identical to the Lv 32, 37 and 42 Mystery Ninja.
| The Mystery Ninja Lv 27 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The Mystery Ninja Lv 27 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.
| The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

'----------'

/ {Mystery Ninja} \ NOTE - This is the Lv 32 Mystery Ninja

https://photos.app.goo.gl/E29BxJYPDwjmTVAB9 | ID: 164

Level: 32	Strength: 69	Drop: /		
HP: 1500	Defence: 72	Steal: /		
MP: 234	Magic: 48	Morph: /		
	MDefence: 46			
EXP: 480	Dexterity: 80			
AP: 80	Luck: 23			
GIL: 1600	Evade: 13	Susceptible to L4 Suicide		

Fire [-]	Death [-]	Petrify [-]	
Ice [-]	Sleep [-]	D. Sentence [-]	
Lightning [-]	Poison [VUL]	Paralyzed [VUL]	
Earth [-]	Confusion [-]	Darkness [VUL]	
Poison [-]	Silence [-]		
Gravity [-]	Slow [VUL]	Sadness [VUL]	
Water [-]	Stop [-]	Fury [VUL]	
Wind [-]	Frog [-]	Haste [VUL]	
Holy [-]	Small [-]	Manipulate [-]	
Restorative [-]	Slow-numb [-]	Berserk [-]	

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Forest	12.5%	Mystery Ninja Lv 17
Gongaga Area Jungle	25%	Mystery Ninja Lv 22
Nibel Area Forest	25%	Mystery Ninja Lv 27
Rocket Launch Pad Area Forest	99.6%	Mystery Ninja Lv 37
Woodlands Area Jungle	50%	Mystery Ninja Lv 42
Mideel Area Jungle	50%	
Goblin Island Forest	50%	
Goblin Island Forest	50%	

No Manipulate Attacks!

Mystery Ninja Lv 32's ATTACKS:

Attack 1: <Fight> Target: One Opponent
[362] Physical Element: Cut
Att%: 95
Power: 16
Base Damage: 172 HP

Attack 2: <Fire Veil> Target: All Opponents Split Damage

```
|  [363]       Physical          Element: Fire                                |
|                                   Att%: 95                                 |
|                                  Power: 16                                 |
|                             Base Damage: 172 HP                            |
|                                                                            |
|  Attack 3: <Leviathan Scales>   Target: All Opponents     Split Damage     |
|  [364]       Physical          Element: Water                               |
|                                   Att%: 95                                 |
|                                  Power: 20                                 |
|                             Base Damage: 215 HP                            |
|                                                                            |
|  Attack 4: <Swift Bolt>         Target: 1/A Opponents     Split Damage     |
|  [365]       Physical          Element: Lightning         Can't Cover      |
|                                   Att%: 95                                 |
|                                  Power: 20                                 |
|                             Base Damage: 215 HP                            |
|                                                                            |
|  Attack 5: <Spider Web>         Target: One Opponent      Status Inflict:  |
|  [35E]       Physical 0 Dam       Att%: 95                  Slow (100%)     |
|                                                                            |
|  Attack 6: <Throw>              Target: Self              Escapes From     |
|  [361]       Physical 0 Dam       Att%: Auto Hit            Battle          |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Mystery Ninja Lv 32's BATTLE PLAN: (Repeats)                             |
|                                                                            |
|  SETUP: Disable default Death handling                                     |
|                                                                            |
|                                                                            |
|  OPENING ATTACK: Use <Fire Veil> on All Targets                            |
|                                                                            |
|                                                                            |
|  THEREAFTER: 1/8 Chance use <Fire Veil> on All Targets                     |
|                                                                            |
|              1/8 Chance use <Leviathan Scales> on All Targets              |
|                                                                            |
|              1/8 Chance use <Swift Bolt> on All Targets                    |
|                                                                            |
|              1/8 Chance use <Swift Bolt> on Rnd Target                     |
|                                                                            |
|              1/4 Chance use <Fight> on Rnd Target                          |
|                                                                            |
|              1/4 Chance use <Spider Web> on Rnd Target without Slow; If    |
|                   All Targets have Slow, use <Fight> on Rnd Target         |
|                                                                            |
|   After 10 turns if Mystery Ninja Lv 32 has not been killed, use <Throw>   |
|    on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence,  |
|    Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence,  |
|    Manipulate, Berserk & Paralyzed.                                        |
|    Remove Self from Battle, leave no rewards, end Battle                   |
|                                                                            |
|                                                                            |
|  DEATH: Set GlobalVar [Yuffie's Starting Level] to 32                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Mystery Ninja Lv 32:              |   POWER req for Overflow:   |
|                                              |                             |
| Mystery Ninja Lv 32 will not play any death  |  Base Damage Overflow: 159  |
|  animation once she has been killed.         |  Rnd Var Overflow  3x: 106  |
| You will only encounter the Lv 32 Mystery    o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Ninja if Cloud is Lv 35 or lower.                                         |
| The Mystery Ninja Lv 32 will frequently attack all Players, so keep an eye |
```

```
|  on your HP. Regardless, the Mystery Ninja should not be a threat.          |
| The Mystery Ninja Lv 32's AI Script is identical to the Lv 27, 37 and 42    |
|  Mystery Ninja.                                                              |
| The Mystery Ninja Lv 32 is immune to Seizure, which isn't necessary seeing |
|  as there is no way for the Player to inflict an Enemy with Seizure. The    |
|  Mystery Ninja Lv 32 is one of 86 enemies that are immune to Seizure. It    |
|  is also immune to Peerless, along with 104 other enemies.                  |
| The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that    |
|  one cannot perform Random Variation Overflow with 4x or 6x Damage.         |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------------'
 /  {Mystery Ninja}  \  NOTE - This is the Lv 37 Mystery Ninja
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/E29BxJYPDwjmTVAB9                     | ID: 165 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     37  ||   Strength:  74  ||    Drop: /                           |
|  HP:      1950  ||    Defence:  78  ||   Steal: /                            |
|  MP:       280  ||      Magic:  54  ||   Morph: /                            |
|                 ||   MDefence:  54  ||                                       |
|  EXP:      640  ||  Dexterity:  90  ||                                       |
|   AP:      100  ||       Luck:  24  ||                                       |
|  GIL:     2000  ||      Evade:  14  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]      |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]      |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [-]     |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [-]     |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]      |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Junon Area Forest                              12.5% | Mystery Ninja Lv 17 |
| Gongaga Area Jungle                              25% | Mystery Ninja Lv 22 |
| Nibel Area Forest                                25% | Mystery Ninja Lv 27 |
| Rocket Launch Pad Area Forest                  99.6% | Mystery Ninja Lv 32 |
| Woodlands Area Jungle                            50% | Mystery Ninja Lv 42 |
| Mideel Area Jungle                               50% |                       |
| Goblin Island Forest                             50% |                       |
| Goblin Island Forest                             50% |                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|                                         |  No Manipulate Attacks!             |
|   Mystery Ninja Lv 37's ATTACKS:        o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                              |
|  Attack 1: <Fight>              Target: One Opponent                         |
|  [362]       Physical          Element: Cut                                  |
|                                   Att%: 95                                   |
|                                  Power: 16                                   |
|                            Base Damage: 172 HP                               |
|                                                                              |
|  Attack 2: <Fire Veil>          Target: All Opponents     Split Damage       |
|  [363]       Physical          Element: Fire                                 |
|                                   Att%: 95                                   |
|                                  Power: 16                                   |
```

	Base Damage: 172 HP	
Attack 3: <Leviathan Scales> [364]	Target: All Opponents Physical Element: Water Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage
Attack 4: <Swift Bolt> [365]	Target: 1/A Opponents Physical Element: Lightning Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage Can't Cover
Attack 5: <Spider Web> [35E]	Target: One Opponent Physical 0 Dam Att%: 95	Status Inflict: Slow (100%)
Attack 6: <Throw> [361]	Target: Self Physical 0 Dam Att%: Auto Hit	Escapes From Battle

Mystery Ninja Lv 37's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use <Fire Veil> on All Targets

THEREAFTER: 1/8 Chance use <Fire Veil> on All Targets

1/8 Chance use <Leviathan Scales> on All Targets

1/8 Chance use <Swift Bolt> on All Targets

1/8 Chance use <Swift Bolt> on Rnd Target

1/4 Chance use <Fight> on Rnd Target

1/4 Chance use <Spider Web> on Rnd Target without Slow; If All Targets have Slow, use <Fight> on Rnd Target

After 10 turns if Mystery Ninja Lv 37 has not been killed, use <Throw> on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence, Manipulate, Berserk & Paralyzed.
Remove Self from Battle, leave no rewards, end Battle

DEATH: Set GlobalVar [Yuffie's Starting Level] to 37

Notes On Mystery Ninja Lv 37:

Mystery Ninja Lv 37 will not play any death animation once she has been killed.

You will only encounter the Lv 37 Mystery Ninja if Cloud is Lv 40 or lower.

The Mystery Ninja Lv 37 will frequently attack all Players, so keep an eye on your HP. At this Level the Mystery Ninja becomes a small threat, but you should still be able to kill her with a few blasts of your strongest magic.

POWER req for Overflow:

Base Damage Overflow: 163
Rnd Var Overflow 3x: 109

| The Mystery Ninja Lv 37's AI Script is identical to the Lv 27, 32 and 42 Mystery Ninja.
| The Mystery Ninja Lv 37 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The Mystery Ninja Lv 37 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies.
| The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage.

'----------'

/ {Mystery Ninja} \ NOTE - This is the Lv 42 Mystery Ninja

https://photos.app.goo.gl/E29BxJYPDwjmTVAB9 | ID: 166

Level: 42	Strength: 80	Drop: /	
HP: 2400	Defence: 82	Steal: /	
MP: 325	Magic: 58	Morph: /	
	MDefence: 58		
EXP: 720	Dexterity: 100		
AP: 120	Luck: 24		
GIL: 2400	Evade: 15		

Fire [-]	Death [-]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [-]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [-]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [VUL]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Junon Area Forest	12.5%	Mystery Ninja Lv 17
Gongaga Area Jungle	25%	Mystery Ninja Lv 22
Nibel Area Forest	25%	Mystery Ninja Lv 27
Rocket Launch Pad Area Forest	99.6%	Mystery Ninja Lv 32
Woodlands Area Jungle	50%	Mystery Ninja Lv 37
Mideel Area Jungle	50%	
Goblin Island Forest	50%	
Goblin Island Forest	50%	

Mystery Ninja Lv 42's ATTACKS: | No Manipulate Attacks!

Attack 1: <Fight> Target: One Opponent
[362] Physical Element: Cut
Att%: 95
Power: 16
Base Damage: 172 HP

Attack 2: <Fire Veil> Target: All Opponents Split Damage
[363] Physical Element: Fire
Att%: 95
Power: 16
Base Damage: 172 HP

Attack 3: <Leviathan Scales> [364] Physical	Target: All Opponents Element: Water Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage
Attack 4: <Swift Bolt> [365] Physical	Target: 1/A Opponents Element: Lightning Att%: 95 Power: 20 Base Damage: 215 HP	Split Damage Can't Cover
Attack 5: <Spider Web> [35E] Physical 0 Dam	Target: One Opponent Att%: 95	Status Inflict: Slow (100%)
Attack 6: <Throw> [361] Physical 0 Dam	Target: Self Att%: Auto Hit	Escapes From Battle

Mystery Ninja Lv 42's BATTLE PLAN: (Repeats)

SETUP: Disable default Death handling

OPENING ATTACK: Use <Fire Veil> on All Targets

THEREAFTER: 1/8 Chance use <Fire Veil> on All Targets

1/8 Chance use <Leviathan Scales> on All Targets

1/8 Chance use <Swift Bolt> on All Targets

1/8 Chance use <Swift Bolt> on Rnd Target

1/4 Chance use <Fight> on Rnd Target

1/4 Chance use <Spider Web> on Rnd Target without Slow; If All Targets have Slow, use <Fight> on Rnd Target

After 10 turns if Mystery Ninja Lv 42 has not been killed, use <Throw> on Self for 11th turn, cure Self of Sleep, Poison, Confusion, Silence, Haste, Slow, Stop, Frog, Small, Slow-numb, Petrify, Regen, D.Sentence, Manipulate, Berserk & Paralyzed.
Remove Self from Battle, leave no rewards, end Battle

DEATH: Set GlobalVar [Yuffie's Starting Level] to 42

Notes On Mystery Ninja Lv 42:

Mystery Ninja Lv 42 will not play any death animation once she has been killed.
You will only encounter the Lv 42 Mystery Ninja if Cloud is Lv 41 or higher.
The Mystery Ninja Lv 42 will frequently attack all Players, so keep an eye on your HP. At this Level the Mystery Ninja becomes a small threat, but you should still be able to kill her with a few blasts of your strongest magic.
The Mystery Ninja Lv 42's AI Script is identical to the Lv 27, 32 and 37

POWER req for Overflow:

Base Damage Overflow: 164
Rnd Var Overflow 3x: 110

| Mystery Ninja. |
| The Mystery Ninja Lv 42 is immune to Seizure, which isn't necessary seeing as there is no way for the Player to inflict an Enemy with Seizure. The Mystery Ninja Lv 42 is one of 86 enemies that are immune to Seizure. It is also immune to Peerless, along with 104 other enemies. |
| The Mystery Ninja cannot be Back-Attacked or Side-Attacked, meaning that one cannot perform Random Variation Overflow with 4x or 6x Damage. |

{TEST ENEMIES}

There are nine enemies in the game used for testing purposes only. These are all the same model as the Pyramid seen in the first Turks:Reno Battle in Sector 7, however, in the JORG version these enemies shared the same design as some of the real enemies:

- êúô0(äñ) - Guard Hound (found on Corel Well in JORG version)
- êúô1() - Grunt
- êúô2(ñ) - Deenglow
- êúô4(ëöù) - Boundfat
- êúô5(áñô) - Serpent
- êúô6(ñâ) - Adamantaimai
- êúô7(úñA) - Grosspanzer-Big
- êúô8(úñB) - Grosspanzer-Mobile
- êúô9(úñC) - Grosspanzer-Small

In addition to the battle models using a different design, the default Test Area Battle Background was different in the JORG version, also. In the regular versions, the test area is an entirely black background, whereas the JORG version has an orange sunset Battleground with the Shinra logo on the floor.

First off, let's look at the Formations in which the test enemies appear. It's worth pointing out that a few battles in the game make use of the "Next Battle" flag, which indicates that the Battle won't end once you've killed all the enemies, and instead move onto another Battle. The game uses this flag on two occasions; once during the Hundred/Heli Gunner Battle, and once during the Hojo/Helletic/Lifeform Hojo Battles.

There are a few test Formations that make use of the same "Next Battle" flag, but for some reason, the battle will not jump to the next Formation ID as intended. Instead, the battle remains active with no enemies to target, and without the ability to use your characters or to escape the Battle.

DEBUG TEST AREA BACKGROUND:

Test Encounter #1	EXP - 1000	1st Row: 1x êúô0(äñ)	#0
	AP - 100		#2
	GIL - 10,000		#23
Test Encounter #2	EXP - 500,000	1st Row: 2x êúô2(ñ)	
	AP - 10,000	2nd Row: 2x êúô2(ñ)	#10

```
|                      GIL - 500,000   3rd Row: 1x êúô2(ñ)              #999 |
|                                                                             |
|   Test Encounter #4  EXP - 16        1st Row: 1x êúô7(úñA), 1x êúô8(úñB)     |
|                      AP  - 2                                                |
|                      GIL - 10                                        #12    |
|                                                                             |
|   Test Encounter #5  EXP - 24        1st Row: 1x êúô7(úñA), 1x êúô8(úñB),    |
|                      AP  - 3                                  1x êúô9(úñC) |
|                      GIL - 15                                    #13, #15    |
|                                                                             |
|   Test Encounter #6  EXP - 32        1st Row: 1x êúô7(úñA), 2x êúô8(úñB),    |
|                      AP  - 4                                  1x êúô9(úñC) |
|                      GIL - 20                                        #14    |
|                                                                             |
|   Test Encounter #7  EXP - 1000      1st Row: 1x êúô0(äñ)                   |
|      Back Attack     AP  - 100                                       #11    |
|          Run = 2     GIL - 10,000                                    #25    |
| Battle Won't End                                                            |
|                                                                             |
|   Test Encounter #8  EXP - 1000      1st Row: 1x êúô0(äñ)                   |
|      Side Attack     AP  - 100                                              |
|                      GIL - 10,000                                    #22    |
|                                                                             |
|   Test Encounter #9  EXP - 2000      1st Grp: 1x êúô0(äñ)                   |
|      Pinc Attack     AP  - 200       2nd Grp: 1x êúô0(äñ)                   |
| Battle Won't End     GIL - 20,000                                    #24    |
'-----------------------------------------------------------------------------'

  FOREST BACKGROUND:
   The first encounter could be found in the Well in Corel Prison in the JORG
   version as a 12.5% encounter chance.
   Test Encounter #4 appears identically in nine different Formation IDs.
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 4000      1st Row: 4x êúô0(äñ)                   |
|                      AP  - 400                                              |
|                      GIL - 40,000                                    #1     |
|                                                                             |
|   Test Encounter #2  EXP - 96        1st Row: 1x êúô4(ëöù)                  |
|                      AP  - 6         2nd Row: 2x êúô4(ëöù)                  |
|                      GIL - 240                                       #4     |
|                                                                             |
|   Test Encounter #3  EXP - 80        1st Row: 1x êúô4(ëöù), 1x êúô5(áñô),    |
|                      AP  - 5                                  1x êúô6(ñâ) |
|                      GIL - 100                                       #5     |
|                                                                             |
|   Test Encounter #4  EXP - 6000      1st Row: 6x êúô0(äñ)                   |
|                      AP  - 600                                              |
|                      GIL - 60,000                                           |
'-----------------------------------------------------------------------------'

  TRAIN GRAVEYARD BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 101,012   1st Row: 1x êúô0(äñ)                   |
|                      AP  - 2101      2nd Row: 1x êúô1(), 1x êúô2(ñ)         |
|                      GIL - 110,025                                   #3     |
'-----------------------------------------------------------------------------'

  DIRT WASTELAND BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 72        1st Row: 2x êúô4(ëöù), 1x êúô6(ñâ)     |
```

```
|      Back-Attack     AP  - 5                                                  |
|          Run = 2     GIL - 165                                          #6    |
'-----------------------------------------------------------------------------'

  SNOW BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 40        1st Row: 1x êúô6(ñâ), 1x êúô4(ëöù)     |
|      Side-Attack     AP  - 3                                                  |
|                      GIL - 85                                           #7    |
'-----------------------------------------------------------------------------'

  SEWERS BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 128       1st Grp: 2x êúô4(ëöù)                   |
|      Pinc Attack     AP  - 8         2nd Grp: 2x êúô4(ëöù)                   |
| Battle Won't End     GIL - 320                                          #8    |
'-----------------------------------------------------------------------------'

  CORRAL VALLEY BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 6000      1st Row: 2x êúô0(äñ) <C>                |
|  No Victory Pose     AP  - 600       2nd Row: 1x êúô0(äñ) <C>                |
| Battle Won't End     GIL - 60,000    3rd Row: 3x êúô0(äñ)              #9    |
|                                                                              |
|   Test Encounter #2  EXP - 72        1st Row: 2x êúô1() <C>                  |
|  No Victory Pose     AP  - 6         2nd Row: 1x êúô1() <C>                  |
|                      GIL - 150       3rd Row: 3x êúô1()                #26   |
'-----------------------------------------------------------------------------'

  BLANK BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 100,000   1st Row: 1x êúô2(ñ)               #989 |
|                      AP  - 2000                                         #990 |
|                      GIL - 100,000                                      #991 |
'-----------------------------------------------------------------------------'

  SISTER RAY BASE BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 100,000   1st Row: 1x êúô2(ñ)                     |
|                      AP  - 2000                                              |
|                      GIL - 100,000                                      #998 |
'-----------------------------------------------------------------------------'

  KALM FLASHBACK DRAGON BATTLE BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 100       1st Row: 2x Mighty Grunt                |
|     Auto Pre-Emp     AP  - 10                                                |
|                      GIL - 196                                          #20   |
'-----------------------------------------------------------------------------'

  COREL TRAIN BATTLE BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 100       1st Row: 2x Mighty Grunt                |
|                      AP  - 10                                                |
|                      GIL - 196                                          #21   |
'-----------------------------------------------------------------------------'

  REACTOR 5 BACKGROUND:
.-----------------------------------------------------------------------------.
|   Test Encounter #1  EXP - 4320      1st Row: 3x Adamantaimai                |
```

```
|                      AP  - 600       2nd Row: 3x Adamantaimai              |
|                      GIL - 12,000                                    #27  |
'-------------------------------------------------------------------------------'
```

So, as you can see, there are more test formations that just the ones with the test enemies. Note that the "Blank" Background looks precisely like the Debug Test Area, but is a unique background within itself.

There are a lot more unused test Formations contained within the scene.bin than I have listed; the above list cites the main test formations. The unused formations in the JORG scene.bin differ quite drastically from the International versions.

So, now for the Enemy listings for the nine test enemies. Note that all of these test enemies have a Back Damage modifier of 255, which means your Back Attack dame will be multiplied by: Damage = (Damage * 255) / 8.
This is equivalent to 31.875x normal Damage!

Because of this, if you were to encounter one of the Test Enemies via a Pre-Emptive Strike or Side Attack, then the following damage multipliers can take effect (to cause Random Variation Overflow):

```
       -       3 x Damage - Berserk & Critical
       -  31.875 x Damage - Back Attack
       - 47.8125 x Damage - Back Attack & Berserk
       -   63.75 x Damage - Back Attack & Critical
       -  95.625 x Damage - Back Attack & Critical & Berserk
```

This means you can overflow with an incredibly low Power value. The damage multiplier is so high that a normal Attack with a Power value of 16 (+ 4 Hero Drinks) will likely have sent the value through its positive-to-negative-to-positive stages multiple times.

With most of the enemies, you should be able to cause random variation *without* any Hero Drinks using a basic Attack with 16 Power and using Back Damage, Critical and Berserk (sometimes Berserk won't be necessary depending on the Def value).

All of the enemies have the same Attacks, excluding êúô2(ñ) which also has Cure3 and Bolt3. Also, the final four enemies all have the same stats barring Dexterity. They are all vulnerable to Berserk but have no designated Berserk Attack.

```
  '------------'
 /  {êúô0(äñ)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/hbyzDHVTBABBeaa1A  Guard Hound   | ID:  0 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      3  ||   Strength:  20  ||    Drop: Potion  [8] 14.06%         |
|  HP:    30,000  ||    Defence:  20  ||   Steal: /                          |
|  MP:       255  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:   6  ||                                     |
|  EXP:     1000  ||  Dexterity: 200  ||                                     |
|   AP:      100  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:   10,000  ||      Evade:  20  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
```

Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

LOOKALIKES:

êúô1()	êúô4(ëöù)	êúô6(ñâ)	êúô8(úñB)	Pyramid
êúô2(ñ)	êúô5(áñô)	êúô7(úñA)	êúô9(úñC)	

No Manipulate Attacks!

êúô0(äñ)'s ATTACKS:

Attack 1: <i3> Target: One Opponent Never Used
[103] Physical Element: Fire
Att%: 95
Power: 16
Base Damage: 20 HP

Attack 2: <i4>	[104]	Identical to <i3>	Never Used
Attack 3: <i5>	[105]	Identical to <i3>	Never Used
Attack 4: <i6>	[106]	Identical to <i3>	Never Used
Attack 5: <i7>	[107]	Identical to <i3>	Never Used
Attack 6: <i8>	[108]	Identical to <i3>	Never Used
Attack 7: <i9>	[109]	Identical to <i3>	Never Used
Attack 8: <i10>	[10A]	Identical to <i3>	Never Used
Attack 9: <i11>	[10B]	Identical to <i3>	Never Used
Attack 10: <i12>	[10C]	Identical to <i3>	Never Used
Attack 11: <i13>	[10D]	Identical to <i3>	Never Used
Attack 12: <i14>	[10E]	Identical to <i3>	Never Used
Attack 13: <i15>	[10F]	Identical to <i3>	Never Used

êúô0(äñ)'s BATTLE PLAN: (Repeats)

Formation ID is [#000]: (Test Encounter #1 on Debug Test Area Background)

1ST ATTACK: Print Message [ENCOUNT ERROR]
2ND ATTACK: Print Message [If you found this message]
Print Message [then please call staff]

Formation ID is NOT [#000]:

Do nothing

COUNTER: [All Physical and Magical Attacks]

1/8 Chance: Print Message [monster"Not a probrem"]
1/8 Chance: Print Message [monster"I'm sorry"]
3/4 Chance: Print Message [monster"That's too bad"]

Notes On êúô0(äñ):

In the JORG version the êúô0(äñ) takes the form of the Guard Hound; in all subsequent releases it takes the form of the Pyramid.

POWER req for Overflow:

Base Damage Overflow: 144
Rnd Var OF 3x: 96
Rnd Var OF 31.875 x: 9

```
| There are 15 different Formations in which   |  Rnd Var OF 47.8125 x:   6  |
|  the êúô0(äñ) appears in, three of which     |  Rnd Var OF   63.75 x:   5  |
|  are identical to Formation #000. You will   |  Rnd Var OF  95.625 x:   3  |
|  only see the ENCOUNTER ERROR message if the o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  Formation ID# is #000. This was likely to                                 |
|  have been placed there as a safeguard in case they had accidentally left  |
|  a formation ID with a value of 0, instead of clearing the entry.          |
| The Formation ID for the 4x êúô0(äñ) found in the well in Coral Prison      |
|  is #001 (not #000).                                                       |
| The êúô0(äñ)'s high Dexterity means that you will see the encounter error   |
|  message without pause.                                                    |
| The êúô0(äñ) has no death animation.                                        |
| All thirteen attacks for êúô0(äñ) are identical barring the names           |
|  themselves, and are never used.                                           |
| The Back Damage modifier for êúô0(äñ) is 255, which means your back-        |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously |
|  low Power values to overflow against it.                                  |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '----------'
 /  {êúô1()}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/jZzmaXAaD9qciZgV7  Grunt         | ID:  1 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      2  ||   Strength:  30  ||    Drop: Potion  [8] 14.06%         |
|  HP:        80  ||    Defence:  26  ||   Steal: /                          |
|  MP:         0  ||      Magic:   8  ||   Morph: /                          |
|                 ||   MDefence:  30  ||                                      |
|  EXP:       12  ||  Dexterity:   6  ||                                      |
|   AP:        1  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:       25  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                              |
|                                                                            |
|  êúô0(äñ)      êúô4(ëöù)     êúô6(ñâ)      êúô8(úñB)     Pyramid            |
|  êúô2(ñ)       êúô5(áñô)     êúô7(úñA)     êúô9(úñC)                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   êúô1()'s ATTACKS:                  o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <i3>                Target: One Opponent      Never Used        |
|  [103]       Physical         Element: Fire                               |
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                           Base Damage: 31 HP                               |
|                                                                            |
|  Attack 2: <i4>   [104]    Identical to <i3>              Never Used       |
```

```
|  Attack 3: <i5>   [105]    Identical to <i3>              Never Used       |
|  Attack 4: <i6>   [106]    Identical to <i3>              Never Used       |
|  Attack 5: <i7>   [107]    Identical to <i3>              Never Used       |
|  Attack 6: <i8>   [108]    Identical to <i3>              Never Used       |
|  Attack 7: <i9>   [109]    Identical to <i3>              Never Used       |
|  Attack 8: <i10>  [10A]    Identical to <i3>              Never Used       |
|  Attack 9: <i11>  [10B]    Identical to <i3>              Never Used       |
| Attack 10: <i12>  [10C]    Identical to <i3>              Never Used       |
| Attack 11: <i13>  [10D]    Identical to <i3>              Never Used       |
| Attack 12: <i14>  [10E]    Identical to <i3>              Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>              Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   êúô1()'s BATTLE PLAN:                                                   |
|                                                                           |
|  No AI Script exists for êúô1().                                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô1():                        |   POWER req for Overflow:       |
|                                           |                                 |
| In the JORG version the êúô1() takes the  |  Base Damage Overflow: 144      |
|  from of the Grunt; in all subsequent     |  Rnd Var OF        3x:  96      |
|  releases it takes the form of the Pyramid.  Rnd Var OF  31.875 x:  10      |
| There are 2 different Formations in which |  Rnd Var OF 47.8125 x:   7      |
|  the êúô1() appears in, one in Corral Valley  Rnd Var OF   63.75 x:   5      |
|  and one in the Train Graveyard.          |  Rnd Var OF  95.625 x:   4      |
| All thirteen attacks for êúô1() are       o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  identical barring the names themselves, and                              |
|  are never used.                                                          |
| The êúô1() has no death animation.                                        |
| The Back Damage modifier for êúô1() is 255, which means your back-attacks  |
|  will hit for 31.875x normal damage, which allows for ridiculously  low   |
|  Power values to overflow against it.                                     |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-----------'
 /  {êúô2(ñ)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/eamdaGAuBgbKJeq26  Deenglow      | ID:  2 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      4  ||   Strength:  32  ||    Drop: Turbo Ether  [63] 100%     |
|  HP:        10  ||    Defence:  28  ||   Steal: /                          |
|  MP:       200  ||      Magic: 100  ||   Morph: /                          |
|                 ||   MDefence:   2  ||                                     |
|  EXP:  100,000  ||  Dexterity:   2  ||                                     |
|   AP:     2000  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:  100,000  ||      Evade:  10  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]           |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]           |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]           |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]           |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]           |    Silence  [VUL]   |                       |
|      Gravity  [-]           |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]           |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]           |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]           |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]           |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                             |
```

êúô0(äñ)	êúô4(ëöù)	êúô6(ñâ)	êúô8(úñB)	Pyramid
êúô1()	êúô5(áñô)	êúô7(úñA)	êúô9(úñC)	

êúô2(ñ)'s ATTACKS:

Attack 1:	Bolt3	Target: All Opponents		Reflectable
[002]	Magical	Element: Lightning		Split Damage
		Att%: 100		
		Power: 64		
		MP Cost: 52 MP		
		Base Damage: 2496 HP		
Attack 2:	Cure3	Target: One Opponent		Reflectable
[023]	Magical	Element: Restorative		Never Used
	Spcl Formula	Att%: 255		
		Power: 130		
		MP Cost: 64 MP		
		Base Damage: 3484 HP		
Attack 3: <i3>		Target: One Opponent		Never Used
[103]	Physical	Element: Fire		
		Att%: 95		
		Power: 16		
		Base Damage: 36 HP		
Attack 4: <i4>	[104]	Identical to <i3>		Never Used
Attack 5: <i5>	[105]	Identical to <i3>		Never Used
Attack 6: <i6>	[106]	Identical to <i3>		Never Used
Attack 7: <i7>	[107]	Identical to <i3>		Never Used
Attack 8: <i8>	[108]	Identical to <i3>		Never Used
Attack 9: <i9>	[109]	Identical to <i3>		Never Used
Attack 10: <i10>	[10A]	Identical to <i3>		Never Used
Attack 11: <i11>	[10B]	Identical to <i3>		Never Used
Attack 12: <i12>	[10C]	Identical to <i3>		Never Used
Attack 13: <i13>	[10D]	Identical to <i3>		Never Used
Attack 14: <i14>	[10E]	Identical to <i3>		Never Used
Attack 15: <i15>	[10F]	Identical to <i3>		Never Used

No Manipulate Attacks!

êúô2(ñ)'s BATTLE PLAN: (Repeats)

DEATH:

êúô2(ñ) is 5th Enemy ("êúô2(ñ) E") AND all other enemies still alive:

Use Bolt3 on All Allies

Notes On êúô2(ñ):

In the JORG version the êúô2(ñ) takes the from of the Deenglow; in all subsequent releases it takes the form of the Pyramid. There are 7 different Formations in which the êúô1() appears in; 2 in the Debug Test Area, 1 in the Train Graveyard, 1 in the Sister Ray Base and 3 in "Blank". Only one Encounter contains enough enemies to trigger the Death script, and this is Test Encounter #2 on the Debug Test Area Background. This 5x êúô2(ñ) Formation is the infamous "999"

POWER req for Overflow:

Base Damage Overflow:	146
Rnd Var OF	3x: 98
Rnd Var OF 31.875	x: 10
Rnd Var OF 47.8125	x: 7
Rnd Var OF 63.75	x: 5
Rnd Var OF 95.625	x: 4

```
|  Battle (Formation ID), and can be accessed from the Debug Room. This      |
|  Formation was used to quickly boost the developer's EXP AP and gil        |
|  amounts tremendously. One will also gain 5x Turbo Ethers from this        |
|  battle.                                                                   |
| It was programmed so that one could quickly end the Battle by killing the  |
|  Back Row êúô2(ñ) E, this way it will cast Bolt3 on all of its Allies. The |
|  Bolt2 animation will not play out, however; instead the êúô2(ñ) will use  |
|  a disappearing animation.                                                 |
| The êúô2(ñ) has no normal death animation (unless you use kill the êúô2(ñ) |
|  "E" to rigger the custom Bolt3 death animation).                          |
| All of the "i" Attacks for êúô2(ñ) are identical barring the names         |
|  themselves, and are never used.                                           |
| The Back Damage modifier for êúô2(ñ) is 255, which means your back-attacks |
|  will hit for 31.875x normal damage, which allows for ridiculously  low    |
|  Power values to overflow against it.                                      |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {êúô4(ëöù)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/nXGY4sDUvpKjzZ1X7  Boundfat      | ID:  4 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      6  ||   Strength:  55  ||    Drop: Hi-Potion  [8] 14.06%      |
|  HP:      9999  ||    Defence:  40  ||   Steal: /                          |
|  MP:         0  ||      Magic:  10  ||   Morph: /                          |
|                 ||   MDefence:  50  ||                                     |
|  EXP:       32  ||  Dexterity:   7  ||                                     |
|   AP:        2  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:       80  ||      Evade:   1  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                              |
|                                                                            |
|  êúô0(äñ)      êúô2(ñ)       êúô6(ñâ)      êúô8(úñB)     Pyramid           |
|  êúô1()        êúô5(áñô)     êúô7(úñA)     êúô9(úñC)                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!             |
|   êúô4(ëöù)'s ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                            |
|  Attack 1: <i3>                Target: One Opponent      Never Used        |
|  [103]       Physical         Element: Fire                               |
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                            Base Damage: 65 HP                              |
|                                                                            |
|  Attack 2: <i4>   [104]    Identical to <i3>              Never Used       |
|  Attack 3: <i5>   [105]    Identical to <i3>              Never Used       |
|  Attack 4: <i6>   [106]    Identical to <i3>              Never Used       |
```

```
|  Attack 5: <i7>   [107]    Identical to <i3>              Never Used       |
|  Attack 6: <i8>   [108]    Identical to <i3>              Never Used       |
|  Attack 7: <i9>   [109]    Identical to <i3>              Never Used       |
|  Attack 8: <i10>  [10A]    Identical to <i3>              Never Used       |
|  Attack 9: <i11>  [10B]    Identical to <i3>              Never Used       |
| Attack 10: <i12>  [10C]    Identical to <i3>              Never Used       |
| Attack 11: <i13>  [10D]    Identical to <i3>              Never Used       |
| Attack 12: <i14>  [10E]    Identical to <i3>              Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>              Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   êúô4(ëöù)'s BATTLE PLAN: (Repeats)                                      |
|                                                                          |
|  No AI Script exists for êúô4(ëöù).                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô4(ëöù):                      |   POWER req for Overflow:    |
|                                           |                              |
| In the JORG version the êúô4(ëöù) takes the  |  Base Damage Overflow: 150   |
|  from of the Boundfat; in all subsequent  |  Rnd Var OF        3x: 100   |
|  releases it takes the form of the Pyramid.  |  Rnd Var OF  31.875 x:  10   |
| There are 5 different Formations in which  |  Rnd Var OF 47.8125 x:   7   |
|  the êúô4(ëöù) appears in; 2 in the Forest,  |  Rnd Var OF   63.75 x:   5   |
|  1 on the Dirt Wasteland, 1 on the Snow   |  Rnd Var OF  95.625 x:   4   |
|  Background, and 1 in the Sewers.         o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The êúô4(ëöù) has no death animation.                                    |
| All thirteen attacks for êúô4(ëöù) are identical barring the names       |
|  themselves, and are never used.                                         |
| The Back Damage modifier for êúô4(ëöù) is 255, which means your back-    |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously |
|  low Power values to overflow against it.                                |
\                                                                          /
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  '-------------'
 /  {êúô5(áñô)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/sRuXaEg9QzavCNdC7  Serpent       | ID:  5 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid      |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      7  ||   Strength:  38  ||    Drop: Ether  [8] 14.06%          |
|  HP:      9999  ||    Defence:  12  ||   Steal: /                          |
|  MP:         0  ||      Magic:  16  ||   Morph: /                          |
|                 ||   MDefence: 200  ||                                     |
|  EXP:       40  ||  Dexterity:   7  ||                                     |
|   AP:        2  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:       15  ||      Evade:   5  ||                                     |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                            |
|                                                                          |
|  êúô0(äñ)      êúô2(ñ)       êúô6(ñâ)      êúô8(úñB)     Pyramid          |
```

```
|  êúô1()        êúô4(ëöù)     êúô7(úñA)     êúô9(úñC)                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                     |  No Manipulate Attacks!             |
|   êúô5(áñô)'s ATTACKS:              o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <i3>                Target: One Opponent      Never Used       |
|  [103]       Physical         Element: Fire                               |
|                                  Att%: 95                                 |
|                                 Power: 16                                 |
|                              Base Damage: 46 HP                           |
|                                                                           |
|  Attack 2: <i4>   [104]    Identical to <i3>             Never Used       |
|  Attack 3: <i5>   [105]    Identical to <i3>             Never Used       |
|  Attack 4: <i6>   [106]    Identical to <i3>             Never Used       |
|  Attack 5: <i7>   [107]    Identical to <i3>             Never Used       |
|  Attack 6: <i8>   [108]    Identical to <i3>             Never Used       |
|  Attack 7: <i9>   [109]    Identical to <i3>             Never Used       |
|  Attack 8: <i10>  [10A]    Identical to <i3>             Never Used       |
|  Attack 9: <i11>  [10B]    Identical to <i3>             Never Used       |
| Attack 10: <i12>  [10C]    Identical to <i3>             Never Used       |
| Attack 11: <i13>  [10D]    Identical to <i3>             Never Used       |
| Attack 12: <i14>  [10E]    Identical to <i3>             Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>             Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   êúô5(áñô)'s BATTLE PLAN: (Repeats)                                       |
|                                                                           |
|  No AI Script exists for êúô5(áñô).                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô5(áñô):                        |   POWER req for Overflow:   |
|                                             |                             |
| In the JORG version the êúô5(áñô) takes the  |  Base Damage Overflow: 141  |
|  from of the Serpent; in all subsequent     |  Rnd Var OF        3x:  94  |
|  releases it takes the form of the Pyramid.  |  Rnd Var OF  31.875 x:   9  |
| The êúô5(áñô) only appears in one Formation  |  Rnd Var OF 47.8125 x:   6  |
|  in the Sewers.                             |  Rnd Var OF   63.75 x:   5  |
| The êúô5(áñô) has no death animation.        |  Rnd Var OF  95.625 x:   3  |
| All thirteen attacks for êúô5(áñô) are      o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|  identical barring the names themselves.                                  |
| The Back Damage modifier for êúô5(áñô) is 255, which means your back-      |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously |
|  low Power values to overflow against it.                                 |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '------------'
 /  {êúô6(ñâ)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/xP9dJscwacZKfJHS7  Adamantaimai  | ID:  6 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:      4  ||   Strength:  16  ||    Drop: Potion  [8] 14.06%         |
|  HP:      9999  ||    Defence:  58  ||   Steal: /                          |
|  MP:         0  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                     |
|  EXP:        8  ||  Dexterity:   8  ||                                     |
|   AP:        1  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:        5  ||      Evade:   1  || Susceptible to L4 Suicide          |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
```

Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

LOOKALIKES:

êúô0(äñ)	êúô2(ñ)	êúô5(áñô)	êúô8(úñB)	Pyramid
êúô1()	êúô4(ëöù)	êúô7(úñA)	êúô9(úñC)	

No Manipulate Attacks!

êúô6(ñâ)'s ATTACKS:

Attack 1: <i3>	Target: One Opponent		Never Used
[103] Physical	Element: Fire		
	Att%: 95		
	Power: 16		
	Base Damage: 16 HP		
Attack 2: <i4>	[104]	Identical to <i3>	Never Used
Attack 3: <i5>	[105]	Identical to <i3>	Never Used
Attack 4: <i6>	[106]	Identical to <i3>	Never Used
Attack 5: <i7>	[107]	Identical to <i3>	Never Used
Attack 6: <i8>	[108]	Identical to <i3>	Never Used
Attack 7: <i9>	[109]	Identical to <i3>	Never Used
Attack 8: <i10>	[10A]	Identical to <i3>	Never Used
Attack 9: <i11>	[10B]	Identical to <i3>	Never Used
Attack 10: <i12>	[10C]	Identical to <i3>	Never Used
Attack 11: <i13>	[10D]	Identical to <i3>	Never Used
Attack 12: <i14>	[10E]	Identical to <i3>	Never Used
Attack 13: <i15>	[10F]	Identical to <i3>	Never Used

êúô6(ñâ)'s BATTLE PLAN: (Repeats)

No AI Script exists for êúô6(ñâ).

Notes On êúô6(ñâ):

In the JORG version the êúô6(ñâ) takes the from of the Adamantaimai; in all subsequent releases it takes the form of the Pyramid.

The êúô6(ñâ) appears in three Formations; 1 in the Forest, 1 on the Dirt Wasteland and one on the Snow Background.

The êúô6(ñâ) has no death animation.

All thirteen attacks for êúô6(ñâ) are identical barring the names themselves.

The Back Damage modifier for êúô6(ñâ) is 255, which means your back-attacks will hit for 31.875x normal damage, which allows for ridiculously low Power values to overflow against it.

POWER req for Overflow:

Base Damage Overflow:	156
Rnd Var OF 3x:	104
Rnd Var OF 31.875 x:	10
Rnd Var OF 47.8125 x:	7
Rnd Var OF 63.75 x:	5
Rnd Var OF 95.625 x:	4

{êúô7(úñA)}

```
|  JORG: https://photos.app.goo.gl/9bjZci2gXmy8ZQk46  Grosspanzer-B | ID:  7 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      4  ||   Strength:  16  ||    Drop: Potion  [8] 14.06%         |
|  HP:      1000  ||    Defence:  58  ||   Steal: /                          |
|  MP:         0  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                      |
|  EXP:        8  ||  Dexterity: 100  ||                                      |
|   AP:        1  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:        5  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                             |
|                                                                           |
|  êúô0(äñ)      êúô2(ñ)       êúô5(áñô)     êúô8(úñB)     Pyramid           |
|  êúô1()        êúô4(ëöù)     êúô6(ñâ)      êúô9(úñC)                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   êúô7(úñA)'s ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <i3>                Target: One Opponent      Never Used       |
|  [103]       Physical         Element: Fire                               |
|                                   Att%: 95                                |
|                                  Power: 16                                |
|                            Base Damage: 16 HP                             |
|                                                                           |
|  Attack 2: <i4>   [104]    Identical to <i3>             Never Used       |
|  Attack 3: <i5>   [105]    Identical to <i3>             Never Used       |
|  Attack 4: <i6>   [106]    Identical to <i3>             Never Used       |
|  Attack 5: <i7>   [107]    Identical to <i3>             Never Used       |
|  Attack 6: <i8>   [108]    Identical to <i3>             Never Used       |
|  Attack 7: <i9>   [109]    Identical to <i3>             Never Used       |
|  Attack 8: <i10>  [10A]    Identical to <i3>             Never Used       |
|  Attack 9: <i11>  [10B]    Identical to <i3>             Never Used       |
| Attack 10: <i12>  [10C]    Identical to <i3>             Never Used       |
| Attack 11: <i13>  [10D]    Identical to <i3>             Never Used       |
| Attack 12: <i14>  [10E]    Identical to <i3>             Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>             Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -   |
|   êúô7(úñA)'s BATTLE PLAN: (Repeats)                                       |
|                                                                           |
|  No AI Script exists for êúô7(úñA).                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô7(úñA):                        |   POWER req for Overflow:   |
|                                              |                             |
| In the JORG version the êúô7(úñA) takes the  |  Base Damage Overflow: 156  |
|  from of the Grosspanzer-Big; in all         |  Rnd Var OF        3x: 104  |
|  subsequent releases it takes the form of    |  Rnd Var OF  31.875 x:  10  |
|  the Pyramid.                                |  Rnd Var OF 47.8125 x:   7  |
| The êúô7(úñA) appears in three Formation,    |  Rnd Var OF   63.75 x:   5  |
```

```
|  all of which appear on the Debug Test Area  |  Rnd Var OF  95.625 x:   4  |
|  Background.                                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The êúô7(úñA) has no death animation.                                        |
| All thirteen attacks for êúô7(úñA) are identical barring the names           |
|  themselves.                                                                |
| The Back Damage modifier for êúô7(úñA) is 255, which means your back-        |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously  |
|  low Power values to overflow against it.                                   |
\                                                                             /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {êúô8(úñB)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/xrrwxXQm3p3CqKrh6  Grosspanzer-M | ID:  8 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      4  ||   Strength:  16  ||    Drop: Potion  [8] 14.06%         |
|  HP:      1000  ||    Defence:  58  ||   Steal: /                          |
|  MP:         0  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                      |
|  EXP:        8  ||  Dexterity:  80  ||                                      |
|   AP:        1  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:        5  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                               |
|                                                                             |
|  êúô0(äñ)      êúô2(ñ)       êúô5(áñô)     êúô7(úñA)     Pyramid            |
|  êúô1()        êúô4(ëöù)     êúô6(ñâ)      êúô9(úñC)                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!              |
|   êúô8(úñB)'s ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                             |
|  Attack 1: <i3>                Target: One Opponent      Never Used         |
|  [103]       Physical         Element: Fire                                 |
|                                   Att%: 95                                  |
|                                  Power: 16                                  |
|                             Base Damage: 16 HP                              |
|                                                                             |
|  Attack 2: <i4>   [104]    Identical to <i3>              Never Used         |
|  Attack 3: <i5>   [105]    Identical to <i3>              Never Used         |
|  Attack 4: <i6>   [106]    Identical to <i3>              Never Used         |
|  Attack 5: <i7>   [107]    Identical to <i3>              Never Used         |
|  Attack 6: <i8>   [108]    Identical to <i3>              Never Used         |
|  Attack 7: <i9>   [109]    Identical to <i3>              Never Used         |
|  Attack 8: <i10>  [10A]    Identical to <i3>              Never Used         |
|  Attack 9: <i11>  [10B]    Identical to <i3>              Never Used         |
| Attack 10: <i12>  [10C]    Identical to <i3>              Never Used         |
| Attack 11: <i13>  [10D]    Identical to <i3>              Never Used         |
```

```
| Attack 12: <i14>  [10E]    Identical to <i3>              Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>              Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   êúô8(úñB)'s BATTLE PLAN: (Repeats)                                       |
|                                                                           |
|  No AI Script exists for êúô8(úñB).                                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô8(úñB):                        |   POWER req for Overflow:   |
|                                             |                             |
| In the JORG version the êúô8(úñB) takes the  |  Base Damage Overflow: 156  |
|  from of the Grosspanzer-Mobile; in all     |  Rnd Var OF        3x: 104  |
|  subsequent releases it takes the form of   |  Rnd Var OF  31.875 x:  10  |
|  the Pyramid.                               |  Rnd Var OF 47.8125 x:   7  |
| The êúô8(úñB) appears in three Formation,    |  Rnd Var OF   63.75 x:   5  |
|  all of which appear on the Debug Test Area |  Rnd Var OF  95.625 x:   4  |
|  Background.                                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The êúô8(úñB) has no death animation.                                      |
| All thirteen attacks for êúô8(úñB) are identical barring the names         |
|  themselves.                                                              |
| The Back Damage modifier for êúô8(úñB) is 255, which means your back-      |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously |
|  low Power values to overflow against it.                                 |
\                                                                           /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {êúô9(úñC)}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~\
|  JORG: https://photos.app.goo.gl/11ziyGG3UxGdkpBn6  Grosspanzer-S | ID:  9 |
|   INT: https://photos.app.goo.gl/86HcjWgDtMyWCDZM7  Pyramid       |        |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~<|
|  Level:      4  ||   Strength:  16  ||    Drop: Potion  [8] 14.06%         |
|  HP:      1000  ||    Defence:  58  ||   Steal: /                          |
|  MP:         0  ||      Magic:   5  ||   Morph: /                          |
|                 ||   MDefence:  10  ||                                     |
|  EXP:        8  ||  Dexterity:  60  ||                                     |
|   AP:        1  ||       Luck:   0  || Back Damage: 255 (31.875x Damage)   |
|  GIL:        5  ||      Evade:   1  || Susceptible to L4 Suicide           |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~<|
|   LOOKALIKES:                                                             |
|                                                                           |
|  êúô0(äñ)      êúô2(ñ)       êúô5(áñô)     êúô7(úñA)     Pyramid           |
|  êúô1()        êúô4(ëöù)     êúô6(ñâ)      êúô8(úñB)                       |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                      |  No Manipulate Attacks!            |
|   êúô9(úñC)'s ATTACKS:                o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|                                                                           |
|  Attack 1: <i3>                Target: One Opponent      Never Used       |
|  [103]       Physical          Element: Fire                              |
```

```
|                                  Att%: 95                                  |
|                                 Power: 16                                  |
|                             Base Damage: 16 HP                             |
|                                                                            |
|  Attack 2: <i4>   [104]    Identical to <i3>              Never Used       |
|  Attack 3: <i5>   [105]    Identical to <i3>              Never Used       |
|  Attack 4: <i6>   [106]    Identical to <i3>              Never Used       |
|  Attack 5: <i7>   [107]    Identical to <i3>              Never Used       |
|  Attack 6: <i8>   [108]    Identical to <i3>              Never Used       |
|  Attack 7: <i9>   [109]    Identical to <i3>              Never Used       |
|  Attack 8: <i10>  [10A]    Identical to <i3>              Never Used       |
|  Attack 9: <i11>  [10B]    Identical to <i3>              Never Used       |
| Attack 10: <i12>  [10C]    Identical to <i3>              Never Used       |
| Attack 11: <i13>  [10D]    Identical to <i3>              Never Used       |
| Attack 12: <i14>  [10E]    Identical to <i3>              Never Used       |
| Attack 13: <i15>  [10F]    Identical to <i3>              Never Used       |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   êúô9(úñC)'s BATTLE PLAN: (Repeats)                                        |
|                                                                            |
|  No AI Script exists for êúô9(úñC).                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On êúô9(úñC):                        |   POWER req for Overflow:     |
|                                              |                               |
| In the JORG version the êúô9(úñC) takes the  |  Base Damage Overflow: 156    |
|  from of the Grosspanzer-Small; in all       |  Rnd Var OF        3x: 104    |
|  subsequent releases it takes the form of    |  Rnd Var OF  31.875 x:  10    |
|  the Pyramid.                                |  Rnd Var OF 47.8125 x:   7    |
| The êúô9(úñC) appears in two Formation, both |  Rnd Var OF   63.75 x:   5    |
|  of which appear on the Debug Test Area      |  Rnd Var OF  95.625 x:   4    |
|  Background.                                 o~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
| The êúô9(úñC) has no death animation.                                       |
| All thirteen attacks for êúô9(úñC) are identical barring the names         |
|  themselves.                                                               |
| The Back Damage modifier for êúô9(úñC) is 255, which means your back-      |
|  attacks will hit for 31.875x normal damage, which allows for ridiculously |
|  low Power values to overflow against it.                                  |
\                                                                            /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'
```

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {ENEMY COUNTERPARTS}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~</\\
```

There are fifteen enemies in the game that exist purely for aesthetic purposes. These enemies can never be killed or targeted; they never leave any rewards and are used when an enemy has more than one part that can separate from the main body.

Eight of these fifteen enemies have not been given a designated name, and as such, they have been listed as [No Name]. The entries in the game's core file are blank for these names.

- [No Name] 1 - Hammer Blaster Base
- [No Name] 2 - Helicopter in Rufus Battle
- [No Name] 3 - Mu Base
- [No Name] 4 - Helicopter in Palmer Battle
- [No Name] 5 - Truck in Palmer Battle

- [No Name] 6 - Trickplay Base
- [No Name] 7 - Magnade Left Shield
- [No Name] 8 - Magnade Right Shield

The final seven 'Counterpart' enemies have been given names, and exist in the same fashion that the 'No Named' enemies; for aesthetic purposes only:

- Chain   - Ghirofelgo's Chain
- Ying/Yang   - Base for Ying and Yang
- Pedestal   - Roulette Cannon Base
- Guardian(Right) - Guardian's right 'mace'
- Guardian(Left) - Guardian's left 'mace'
- Manhole(Lid)   - Lid for the Manhole
- Leg   - Emerald Weapon's Leg

NO NAMED COUNTERPART ENEMIES:

None of these enemies has any Attacks on them, nor do they have any AI Script to play out. [No Name] 3 is the only No Name Enemy that has EXP AP and gil; these will not be earned.

[No Name] 7 and [No Name] 8 are both immune to Seizure, along with 84 other enemies. They are also both immune to Peerless, along with 103 other enemies.

'-------------'
/ {[No Name]} \ NOTE - This is [No Name] 1 - Base for Hammer Blaster

| https://photos.app.goo.gl/oZQPR6uG17J4er2b8 | ID: 36 |

Level: 12	Strength: 0	Drop: /
HP: 10	Defence: 0	Steal: /
MP: 0	Magic: 0	Morph: /
	MDefence: 0	
EXP: 0	Dexterity: 1	
AP: 0	Luck: 0	
GIL: 0	Evade: 0	

Fire [-]	Death [VUL]	Petrify [VUL]
Ice [-]	Sleep [VUL]	D. Sentence [VUL]
Lightning [-]	Poison [VUL]	Paralyzed [VUL]
Earth [-]	Confusion [VUL]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [VUL]	Sadness [VUL]
Water [-]	Stop [VUL]	Fury [VUL]
Wind [-]	Frog [VUL]	Haste [VUL]
Holy [-]	Small [VUL]	Manipulate [VUL]
Restorative [-]	Slow-numb [VUL]	Berserk [VUL]

| MAPS: | APPEARANCE RATE: | LOOKALIKES: |

Shinra HQ Small Interior Elevators	N/A
Shinra HQ 65th Floor (Midgar Parts W Chests)	51%
Shinra HQ 63rd Floor (Coupon Exchange) Disc 2	52%

'-------------'
/ {[No Name]} \ NOTE - This is [No Name] 2 - Helicopter in Rufus Battle

```
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ggkkjBSNTzpkARMw7                        | ID:  46 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   1  ||    Drop: /                            |
|  HP:         1  ||    Defence:   2  ||   Steal: /                            |
|  MP:         1  ||      Magic:   1  ||   Morph: /                            |
|                 ||   MDefence:   2  ||                                       |
|  EXP:        0  ||  Dexterity:   1  ||                                       |
|   AP:        0  ||       Luck:   1  ||                                       |
|  GIL:        0  ||      Evade:   1  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:        |
|                                                    |                      |
| Shinra HQ Roof                                     |                      |
\                                                    |                      /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {[No Name]}  \  NOTE - This is [No Name] 3 - Base for Mu
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/i3V9UxbY6uwUX8mX8                        | ID:  4E |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   1  ||    Drop: /                            |
|  HP:         1  ||    Defence:   2  ||   Steal: /                            |
|  MP:         1  ||      Magic:   1  ||   Morph: /                            |
|                 ||   MDefence:   2  ||                                       |
|  EXP:        1  ||  Dexterity:   1  ||                                       |
|   AP:        1  ||       Luck:   1  ||                                       |
|  GIL:        1  ||      Evade:   1  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]    |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]    |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]    |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]    |
|       Poison  [-]            |    Silence  [VUL]   |                        |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]    |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]    |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]    |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]    |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                            APPEARANCE RATE: |   LOOKALIKES:        |
|                                                    |                      |
| Grasslands Area Grass                         18% |  [No Name] 6         |
\                                                    |                      /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {[No Name]}  \  NOTE - This is [No Name] 4 - Helicopter in Palmer Battle
```

```
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/y4YxghmaE4Ma4ng69                        | ID:  A5 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   1  ||    Drop: /                           |
|  HP:         1  ||    Defence:   2  ||   Steal: /                           |
|  MP:         0  ||      Magic:   1  ||   Morph: /                           |
|                 ||   MDefence:   2  ||                                       |
|  EXP:        0  ||  Dexterity:   1  ||                                       |
|   AP:        0  ||       Luck:   0  ||                                       |
|  GIL:        0  ||      Evade:   0  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Rocket Town Cid's Backyard                         |                       |
\                                                    |                       /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {[No Name]}  \  NOTE - This is [No Name] 5 - Truck in Palmer Battle
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/WtJM3PHmXLjFGsG58                        | ID:  A6 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   0  ||    Drop: /                           |
|  HP:         1  ||    Defence:   0  ||   Steal: /                           |
|  MP:         0  ||      Magic:   0  ||   Morph: /                           |
|                 ||   MDefence:   0  ||                                       |
|  EXP:        0  ||  Dexterity:   1  ||                                       |
|   AP:        0  ||       Luck:   0  ||                                       |
|  GIL:        0  ||      Evade:   0  ||                                       |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Rocket Town Cid's Backyard                         |                       |
\                                                    |                       /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '-------------'
 /  {[No Name]}  \  NOTE - This is [No Name] 6 - Base for Trickplay
```

https://photos.app.goo.gl/WyRXjTXajZVPCSK76	ID: C7

Level:	4	Strength:	16	Drop:	/		
HP:	1000	Defence:	58	Steal:	/		
MP:	100	Magic:	5	Morph:	/		
		MDefence:	10				
EXP:	0	Dexterity:	48				
AP:	0	Luck:	0				
GIL:	0	Evade:	1				

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[VUL]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[VUL]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Icicle Area Grass	64%	[No Name] 3
Corral Valley Giant Shell From Forgotten Cap.	55%	

'-------------'
/ {[No Name]} \ NOTE - This is [No Name] 7 - Left Shield for Magnade

https://photos.app.goo.gl/3xfH4rbst9gfGyi69	ID: D5

Level:	1	Strength:	1	Drop:	/		
HP:	1	Defence:	2	Steal:	/		
MP:	1	Magic:	1	Morph:	/		
		MDefence:	2				
EXP:	0	Dexterity:	1				
AP:	0	Luck:	1				
GIL:	0	Evade:	1				

Fire	[-]	Death	[VUL]	Petrify	[-]
Ice	[-]	Sleep	[-]	D. Sentence	[VUL]
Lightning	[-]	Poison	[-]	Paralyzed	[-]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[-]	Sadness	[VUL]
Water	[-]	Stop	[-]	Fury	[VUL]
Wind	[-]	Frog	[-]	Haste	[-]
Holy	[-]	Small	[-]	Manipulate	[-]
Restorative	[-]	Slow-numb	[-]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Great Glacier Log Bridge (West of Lone Tree)	36%	[No Name] 8
Great Glacier Western Area (South of Moai Face)	36%	
Great Glacier Western Area Cavern Interior	36%	
Great Glacier NW "Moai Face" Screen	36%	
Great Glacier North East Mountains	36%	

| Great Glacier North East Cavern Interior 36% |

'-------------'
/ {[No Name]} \ NOTE - This is [No Name] 8 - Right Shield for Magnade

| https://photos.app.goo.gl/qCNTaR8thMFRtXbCA | ID: D6 |

Level: 1		Strength: 1		Drop: /
HP: 1		Defence: 2		Steal: /
MP: 1		Magic: 1		Morph: /
		MDefence: 2		
EXP: 0		Dexterity: 1		
AP: 0		Luck: 1		
GIL: 0		Evade: 1		

Fire [-]	Death [VUL]	Petrify [-]
Ice [-]	Sleep [-]	D. Sentence [VUL]
Lightning [-]	Poison [-]	Paralyzed [-]
Earth [-]	Confusion [-]	Darkness [VUL]
Poison [-]	Silence [VUL]	
Gravity [-]	Slow [-]	Sadness [VUL]
Water [-]	Stop [-]	Fury [VUL]
Wind [-]	Frog [-]	Haste [-]
Holy [-]	Small [-]	Manipulate [-]
Restorative [-]	Slow-numb [-]	Berserk [-]

| MAPS: | APPEARANCE RATE: | LOOKALIKES: |
| Great Glacier Log Bridge (West of Lone Tree) 36% | [No Name] 7 |
| Great Glacier Western Area (South of Moai Face) 36% |
| Great Glacier Western Area Cavern Interior 36% |
| Great Glacier NW "Moai Face" Screen 36% |
| Great Glacier North East Mountains 36% |
| Great Glacier North East Cavern Interior 36% |

NAMED COUNTERPART ENEMIES:

None of these enemies has any Attacks on them, nor do they have any AI Script to play out. They purely exist aesthetically, and can never be targeted or killed. None of the EXP/AP/Gil can be earned for these enemies.

The Leg, Guardian(Right) and Guardian(Left) are three of 86 enemies immune to Seizure, three of 105 enemies immune to Peerless, and the Leg is one of 15 enemies immune to Regen.

'---------'
/ {Chain} \ NOTE - This is the Chain for Ghirofelgo

| https://photos.app.goo.gl/ZvEfpn6Vh5718q4p9 | ID: 96 |

Level: 1		Strength: 0		Drop: /
HP: 1		Defence: 0		Steal: /
MP: 0		Magic: 0		Morph: /
		MDefence: 0		
EXP: 0		Dexterity: 0		

AP: 0	Luck: 0	
GIL: 0	Evade: 0	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[-]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra Mansion Ground Floor Entrance	29%	
Shinra Mansion Ground Floor Side Rooms	29%	
Shinra Mansion 2nd Floor Western Wing	31%	
Shinra Mansion 2nd Floor Eastern Wing	31%	
Shinra Mansion Spiral Staircase	33%	

'-------------'

/ {Ying/Yang} \ NOTE - This is the base for both Ying and Yang

https://photos.app.goo.gl/vCdLUcVKDL26BGMk9 | ID: 99

Level: 24	Strength: 0	Drop: /
HP: 1200	Defence: 0	Steal: /
MP: 0	Magic: 0	Morph: /
	MDefence: 0	
EXP: 700	Dexterity: 0	
AP: 80	Luck: 0	
GIL: 800	Evade: 0	

Fire	[-]	Death	[VUL]	Petrify	[VUL]
Ice	[-]	Sleep	[VUL]	D. Sentence	[VUL]
Lightning	[-]	Poison	[VUL]	Paralyzed	[VUL]
Earth	[-]	Confusion	[-]	Darkness	[VUL]
Poison	[-]	Silence	[VUL]		
Gravity	[-]	Slow	[VUL]	Sadness	[VUL]
Water	[-]	Stop	[VUL]	Fury	[VUL]
Wind	[-]	Frog	[VUL]	Haste	[VUL]
Holy	[-]	Small	[VUL]	Manipulate	[-]
Restorative	[-]	Slow-numb	[VUL]	Berserk	[VUL]

MAPS:	APPEARANCE RATE:	LOOKALIKES:
Shinra Mansion Basement 1st Screen From Stairs	33%	
Shinra Mansion Basement Vincent's Chamber	33%	

'------------'

/ {Pedestal} \ NOTE - This is the base for Roulette Cannon

https://photos.app.goo.gl/ujwYsqS2hChWBTPQ7 | ID: EC

```
|  Level:      1  ||   Strength:   1  ||    Drop: /                          |
|  HP:         1  ||    Defence:   2  ||   Steal: /                          |
|  MP:         1  ||      Magic:   1  ||   Morph: /                          |
|                 ||   MDefence:   2  ||                                      |
|  EXP:        0  ||  Dexterity:   1  ||                                      |
|   AP:        0  ||       Luck:   0  ||                                      |
|  GIL:        0  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [VUL]   |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [VUL]   |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [VUL]   |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [VUL]   |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [VUL]   |   Manipulate  [VUL]   |
|  Restorative  [-]            |  Slow-numb  [VUL]   |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Junon Outside View Of Mako Cannon                24% |                       |
| Junon Airport 1st Visit                          24% |                       |
| Junon Airport 2nd Visit                          57% |                       |
\                                                      |                       /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '------------------'
 /  {Guardian(Right)}  \  NOTE - This is the Guardian's right 'mace'
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/gf6t2mLaEEt6p4mw7                    | ID:  FF |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~<|
|  Level:     40  ||   Strength:  80  ||    Drop: /                         |
|  HP:      4000  ||    Defence:  76  ||   Steal: /                         |
|  MP:       340  ||      Magic:  66  ||   Morph: /                         |
|                 ||   MDefence:  80  ||                                     |
|  EXP:      940  ||  Dexterity:  67  ||                                     |
|   AP:       60  ||       Luck:  10  ||                                     |
|  GIL:      500  ||      Evade:   8  ||                                     |
|>~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Junon Reactor Long Right-Left Catwalk            19% |  Guardian(Left)       |
| Junon Reactor Tight Hallway After Catwalk        19% |                       |
| Junon Reactor Zig-Zag Catwalk (W Huge Materia)   54% |                       |
\                                                      |                       /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'

  '------------------'
```

```
 /  {Guardian(Left)}  \  NOTE - This is the Guardian's left 'mace'
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/ruAMG1FdqBqVvKNA8                                | ID:  FF |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:     40  ||   Strength:  80  ||    Drop: /                           |
|  HP:      4000  ||    Defence:  76  ||   Steal: /                           |
|  MP:       340  ||      Magic:  66  ||   Morph: /                           |
|                 ||   MDefence:  80  ||                                      |
|  EXP:      940  ||  Dexterity:  67  ||                                      |
|   AP:       60  ||       Luck:  10  ||                                      |
|  GIL:      500  ||      Evade:   8  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [-]     |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [-]     |      Sadness  [-]     |
|        Water  [-]            |       Stop  [-]     |         Fury  [-]     |
|         Wind  [-]            |       Frog  [-]     |        Haste  [-]     |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Junon Reactor Long Right-Left Catwalk           19% |  Guardian(Right)      |
| Junon Reactor Tight Hallway After Catwalk       19% |                       |
| Junon Reactor Zig-Zag Catwalk (W Huge Materia)  54% |                       |
\                                                      |                      /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~'

  '----------------'
 /  {Manhole(Lid)}  \  NOTE - This is the lid for Manhole
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Vjs9ZzhFE9PWzpvu6                               | ID: 120 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   1  ||    Drop: /                          |
|  HP:         1  ||    Defence:   2  ||   Steal: /                          |
|  MP:         1  ||      Magic:   1  ||   Morph: /                          |
|                 ||   MDefence:   2  ||                                      |
|  EXP:        0  ||  Dexterity:   1  ||                                      |
|   AP:        0  ||       Luck:   0  ||                                      |
|  GIL:        0  ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [VUL]   |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [VUL]   |  D. Sentence  [VUL]   |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [VUL]   |
|        Earth  [-]            |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [VUL]   |                       |
|      Gravity  [-]            |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [-]            |       Stop  [VUL]   |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [VUL]   |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                              APPEARANCE RATE: |   LOOKALIKES:         |
|                                                      |                       |
| Sector 8 Raid Large Upper Catwalk Area          32% |                       |
| Sector 8 Raid Large Lower Catwalk Area          32% |                       |
\                                                      |                      /
```

```
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~'

  '-------'
 /  {Leg}  \  NOTE - This is the base for Emerald Weapon
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/htA6m7Kr9cVrZuUw6                      | ID:  E  |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:   1  ||    Drop: /                          |
|  HP:         1  ||    Defence:   2  ||   Steal: /                          |
|  MP:         1  ||      Magic:   1  ||   Morph: /                          |
|                 ||   MDefence:   2  ||                                      |
| EXP: 4294967295 ||  Dexterity:   1  ||                                      |
|  AP:      65535 ||       Luck:   1  ||                                      |
| GIL: 4294967295 ||      Evade:   1  ||                                      |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~o~~~~~~oo~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~~~<|
|         Fire  [-]            |      Death  [-]     |      Petrify  [-]     |
|          Ice  [-]            |      Sleep  [-]     |  D. Sentence  [-]     |
|    Lightning  [-]            |     Poison  [-]     |    Paralyzed  [-]     |
|        Earth  [Nullify]      |  Confusion  [-]     |     Darkness  [VUL]   |
|       Poison  [-]            |    Silence  [-]     |                       |
|      Gravity  [Nullify]      |       Slow  [VUL]   |      Sadness  [VUL]   |
|        Water  [Absorb]       |       Stop  [-]     |         Fury  [VUL]   |
|         Wind  [-]            |       Frog  [-]     |        Haste  [VUL]   |
|         Holy  [-]            |      Small  [-]     |   Manipulate  [-]     |
|  Restorative  [-]            |  Slow-numb  [-]     |      Berserk  [-]     |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~o~o~~~~~~~~~~~~~~~~~~~~~<|
|  MAPS:                                             |   LOOKALIKES:         |
|                                                    |                       |
| Ocean Floor                                        |                       |
\                                                    |                      /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~~~~~~~~~~~~'



 //>~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {PARTY DATA}    <||
 \\>~~~~~~~~~~~~~~~~~~~~</\\
```

While I was digging around the various data files needed to compile this FAQ, I accidentally stumbled across the AI Script for the playable characters, which made me decide to include this section.

As I'm sure all of you are aware, some of the decisions you make while playing on Disc 1 will affect the outcome of the date sequence just after obtaining the Tiny Bronco. What isn't commonly known is the fact there is also a separate, isolated 'Battle Love Point' count that records specific actions mid-battle.

These functions have been dummied out, and do not contribute to the overall score for the standard dating mechanics. The script, however, was not removed from the characters, and the Battle Love Point count will continue to increment, even following the date sequence!

The following actions will affect the dummied out Battle Love Points:

- Cloud has revived Aeris, Tifa, Yuffie or Barret:
  +4 Battle Love Points capped at 200 maximum

- Cloud covers Aeris, Tifa, Yuffie, or Barret (using the Cover Materia):

+3 Battle Love Points capped at 200 maximum

- Cloud has cured Aeris, Tifa, Yuffie or Barret:
  +2 Battle Love Points capped at 200 maximum

- Cloud has damaged (but not killed) Aeris, Tifa, Yuffie or Barret:
  -2 Battle Love Points capped at 50 minimum

- Cloud has killed Aeris, Tifa, Yuffie or Barret:
  -4 Battle Love Points capped at 50 minimum

- Aeris, Tifa, Yuffie, or/and Barret are dead at the end of the battle:
  -5 Battle Love Points capped at 50 minimum

The AI Script for Tifa, Yuffie and Barret all share the same unique function, which is to link their AI Script to Character #13; Aeris. Of the four dateable characters, only Aeris contains the script the adjust the Battle Love Points; the other three will imitate the script found on Aeris.

All of the characters you recruit will start in the Front Row, excluding Aeris who begins in the Back Row.

The starting Lv of most characters will be based on the average Level of all characters that you have recruited thus far. If you recruit Vincent after Aeris has left the party, her Lv *not* will contribute to the overall average Lv.

```
     Cloud - Starts at Lv 6
    Barret - Starts at [Average Overall Lv] - 1
      Tifa - Starts at [Average Overall Lv] - 2
     Aeris - Starts at [Average Overall Lv] - 3
  Red XIII - Starts at [Average Overall Lv] + 2
    Yuffie - Starts at GlobalVar [Yuffie's Starting Level]
 Cait Sith - Starts at [Average Overall Lv]
   Vincent - Starts at [Average Overall Lv] + 3
       Cid - Starts at [Average Overall Lv] + 3
```

Yuffie's starting Lv is based on Cloud's Lv; see the 'Mystery Ninja' section above for details on Yuffie's starting Lv.

2,420,933 EXP is needed for Cloud, Barret, Yuffie and Cid to reach Lv 99
2,452,783 EXP is needed for Tifa, Red, Cait Sith and Vincent to reach Lv 99
2,484,643 EXP is needed for Aeris to reach Lv 99

Each character will start with the following equipment:

	Weapon	Armour	Materia
Cloud	Buster Sword	Bronze Bangle	Lightning, Ice
Barret	Gatling Gun	Bronze Bangle	/
Tifa	Leather Glove	Bronze Bangle	/
Aeris	Guard Stick	Bronze Bangle	/
Red XIII	Mythril Clip	Mythril Armlet	Fire, All, Sense
Yuffie	4-point Shuriken	Carbon Bangle	Throw
Cait Sith	Yellow M-phone	Silver Armlet	Manipulate, Transform
Vincent	Quicksilver	Silver Armlet	/
Cid	Spear	Gold Armlet	/

```
 Young Cl  - Buster Sword       Iron Bangle      Pre-Emptive
 Sephiroth - Masamune           Gold Armlet      Revive, Restore, Earth+All,
                                                 Fire, Ice+All, Lightning+All
```

None of the characters will have any Accessories on them when you recruit them. Only Young Cloud and Sephiroth have Accessories; Young Cloud will have the Power Wrist, and Sephiroth will have the Touph Ring equipped.

Young Cloud also has the Pre-Emptive Materia equipped. I do not wish to spoil anything, but the Power Wrist combined with the Pre-Emptive Materia is how Young Cloud is able to [do the things that he did] during the Disc 2 flashbacks.

It's worth noting that Cait Sith shares the same character slot as Young Cloud. If you were to enable the use of equipment during the flashback via hacks, then you would find that Young Cloud will accept Cait Sith's Weapons. The same applies to Vincent and Sephiroth (Vincent can equip the Masamune, although he cannot use it).

It is also worth noting that the character's stats as described below will be slightly different if playing on the earlier PSX versions of the game; namely, MDefence. As mentioned before in this FAQ, the MDefence is locked to the value of the Spirit stat in the earlier versions, and the Armor's MDefence value is ignored.

Party Picture Album: https://photos.app.goo.gl/KDH4oc7TKcCic9bN7

```
  .------------------------.
 /  {Ex-SOLDIER} / {Cloud}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~\
|  https://photos.app.goo.gl/1LYowdZPwafg24xo7  (Normal)           | ID:  10 |
|  https://photos.app.goo.gl/kHneAmu3yXsY4a6Z6  (Hi-Res)           |         |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:      6  ||   Strength:  20  ||      Attack:  38  ||  Materia:      |
|  HP:       314  ||   Vitality:  16  ||     Attack%:  96  ||                |
|  MP:        54  ||      Magic:  19  ||     Defense:  24  || Lightning 0 AP |
|                 ||     Spirit:  17  ||    Defense%:   1  || Ice       0 AP |
|   Buster Sword  ||  Dexterity:   6  ||   Magic atk:  21  ||                |
|  Bronze Bangle  ||       Luck:  14  ||   Magic def:  17  ||                |
|   No Accessory  ||                  ||  Magic def%:   0  ||                |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~<|
|                                                                            |
|   Cloud's Starting ATTACKS:                                                |
|                                                                            |
|  Attack 1:  Attack             Target: One Opponent                        |
|              Physical         Element: Cut                                 |
|              Command             Att%: 96                                  |
|                                 Power: 16                                  |
|                           Base Damage: 45 HP                               |
|                                                                            |
|  Attack 2:  Bolt               Target: One Opponent      Reflectable       |
|  [021]       Magical          Element: Lightning                           |
|                                  Att%: 100                                 |
|                                 Power: 8                                   |
|                                MP Cost: 4 MP                               |
|                           Base Damage: 81 HP                               |
|                                                                            |
```

```
|  Attack 3:  Ice                Target: One Opponent      Reflectable      |
|  [01E]       Magical          Element: Ice                                |
|                                  Att%: 100                                |
|                                 Power: 8                                  |
|                                MP Cost: 4 MP                              |
|                             Base Damage: 81 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Cloud's Background AI Script:                                           |
|                                                                           |
|  COUNTER: [Physical Attacks Only]                                         |
|                                                                           |
|   Cloud was NOT covering an ally: Do nothing                              |
|                                                                           |
|   Cloud was covering an ally:                                             |
|                                                                           |
|    Ally covered was Aeris: GlobalVar [Aeris Battle Love Points] + 3       |
|                            Capped at 200                                  |
|                                                                           |
|    Ally covered was Tifa: GlobalVar [Tifa Battle Love Points] + 3         |
|                           Capped at 200                                   |
|                                                                           |
|    Ally covered was Yuffie: GlobalVar [Yuffie Battle Love Points] + 3     |
|                             Capped at 200                                 |
|                                                                           |
|    Ally covered was Barret: GlobalVar [Barret Battle Love Points] + 3     |
|                             Capped at 200                                 |
|                                                                           |
|                                                                           |
|  POST-BATTLE                                                              |
|                                                                           |
|   All Allies alive at the end of the Battle: Do nothing                   |
|                                                                           |
|   At least one Ally dead at the end of the Battle:                        |
|                                                                           |
|    Aeris is dead post-battle: GlobalVar [Aeris Battle Love Points] - 5    |
|                               Capped at 50                                |
|                                                                           |
|    Tifa is dead post-battle: GlobalVar [Tifa Battle Love Points] - 5      |
|                              Capped at 50                                 |
|                                                                           |
|    Yuffie is dead post-battle: GlobalVar [Yuffie Battle Love Points] - 5  |
|                                Capped at 50                               |
|                                                                           |
|    Barret is dead post-battle: GlobalVar [Barret Battle Love Points] - 5  |
|                                Capped at 50                               |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cloud:                                                         |
|                                                                           |
| When the game opens Cloud will automatically be in the Front Row.         |
| There are two Battle Models for Cloud; the standard model you will see    |
|  throughout the game, and another, high-resolution model used for the     |
|  final battle with Sephiroth only.                                        |
| Cloud's initial base stats as described above are instantly modified due  |
|  to the two pieces of Magical Materia equipped. The Buster Sword will also |
|  increase Cloud's Magic by 2. Here are Cloud's 'actual' starting stats:   |
|                                                                           |
|    Strength: 18             Attack: 36          Max HP: 302               |
|    Vitality: 12            Attack%: 96          Max MP:  56               |
|       Magic: 23            Defense: 20                                    |
|      Spirit: 17           Defense%:  1          Attack Base Damage:       |
```

```
|   Dexterity:  6          Magic atk: 23           42 HP                  |
|        Luck: 14          Magic def: 17          Fire/Ice Base Damage:   |
|                         Magic def%:  0           87 HP                  |
|                                                                         |
| Cloud will begin the game with 610 EXP, and will need 6 EXP to level up.|
|  This will be gained during the first automated battle on the opening   |
|  screen. A bug means that the EXP needed will incorrectly state that 35 |
|  EXP is needed in the 'Status' menu; this will auto-correct itself after|
|  the first battle.                                                      |
| Cloud needs 2,420,933 EXP to reach Lv 99, along with Barret, Yuffie and |
|  Cid.                                                                   |
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  .----------.
 /  {Barret}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/b7GMEcmsYqHfRqvf7                  | ID:  11 |
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|  Level:      1  ||   Strength:  15  ||      Attack:  29  ||  Materia:     |
|  HP:       222  ||   Vitality:  13  ||     Attack%:  97  ||               |
|  MP:        15  ||      Magic:  11  ||     Defense:  21  || None          |
|                 ||     Spirit:   9  ||    Defense%:   1  ||               |
|    Gatling Gun  ||  Dexterity:   5  ||   Magic atk:  11  ||               |
|  Bronze Bangle  ||       Luck:  13  ||   Magic def:   9  ||               |
|   No Accessory  ||                  ||  Magic def%:   0  ||               |
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|                                                                         |
|   Barret's Starting ATTACKS:                                            |
|                                                                         |
|  Attack 1:  Attack             Target: One Opponent                     |
|              Physical         Element: Shoot                           |
|              Command             Att%: 97                              |
|                                  Power: 16                              |
|                           Base Damage: 29 HP                            |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Barret's Background AI Script:                                        |
|                                                                         |
|  COUNTER: [All Physical and Magical Attacks]                            |
|                                                                         |
|   Last Attacker was NOT Cloud: Do nothing                               |
|                                                                         |
|   Last Attacker was Cloud:                                              |
|                                                                         |
|    Barret was revived from KO: GlobalVar [Barret Battle Love Points] + 4|
|                                Capped at 200                            |
|                                                                         |
|    Barret's HP has increased: GlobalVar [Barret Battle Love Points] + 2 |
|                               Capped at 200                             |
|                                                                         |
|    Barret's HP has decreased: GlobalVar [Barret Battle Love Points] - 2 |
|                               Capped at 50                              |
|                                                                         |
|                                                                         |
|  DEATH:                                                                 |
|                                                                         |
|   Last Attacker was NOT Cloud: Do nothing                               |
|                                                                         |
|   Last Attacker was Cloud: GlobalVar [Barret Battle Love Points] - 4    |
|                            Capped at 50                                 |
```

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|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Barret:                                                           |
|                                                                              |
| When Barret is recruited he will automatically be in the Front Row.          |
| Barret will be assigned the above stats at the start of the game; however,   |
|  once Barret has been recruited his stats will be adjusted to the range      |
|  of stats for his level, which will be one lower than the average level of   |
|  all recruited characters.                                                   |
| It is probable that Cloud will be Lv 7 when Barret is recruited, which       |
|  means that Barret will likely be Lv 6. Here is the range of starting        |
|  stats for a Lv 6 Barret with the Gatling Gun and Bronze Bangle equipped:    |
|                                                                              |
|    Strength: 16 - 21         Attack: 30 - 35      Max HP: 313 - 334          |
|    Vitality: 15 - 22        Attack%: 97           Max MP:  41 - 44           |
|       Magic: 13 - 19        Defense: 23 - 30                                 |
|      Spirit: 11 - 17       Defense%:  1 - 2       Attack Base Damage:        |
|   Dexterity:  6 - 11      Magic atk: 13 - 19       35 - 41 HP                |
|        Luck: 13 - 19      Magic def: 11 - 17                                 |
|                          Magic def%:  0                                      |
|                                                                              |
| Barret needs 2,420,933 EXP to reach Lv 99, along with Cloud, Yuffie and      |
|  Cid.                                                                        |
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  .--------.
 /  {Tifa}  \
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|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~~<|
|  Level:      1  ||   Strength:  11  ||      Attack:  24  ||  Materia:      |
|  HP:       219  ||   Vitality:  11  ||     Attack%:  99  ||                 |
|  MP:        16  ||      Magic:  11  ||     Defense:  19  || None            |
|                 ||     Spirit:  10  ||    Defense%:   1  ||                 |
|  Leather Glove  ||  Dexterity:   7  ||   Magic atk:  11  ||                 |
|  Bronze Bangle  ||       Luck:  14  ||   Magic def:   0  ||                 |
|   No Accessory  ||                  ||  Magic def%:   0  ||                 |
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|                                                                              |
|   Tifa's Starting ATTACKS:                                                   |
|                                                                              |
|  Attack 1:  Attack              Target: One Opponent                         |
|              Physical          Element: Hit                                  |
|              Command              Att%: 97                                   |
|                                  Power: 16                                   |
|                            Base Damage: 24 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Tifa's Background AI Script:                                               |
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Last Attacker was NOT Cloud: Do nothing                                    |
|                                                                              |
|   Last Attacker was Cloud:                                                   |
|                                                                              |
|    Tifa was revived from KO: GlobalVar [Tifa Battle Love Points] + 4         |
|                              Capped at 200                                   |
|                                                                              |
|    Tifa's HP has increased: GlobalVar [Tifa Battle Love Points] + 2          |
|                             Capped at 200                                    |
```

```
|                                                                              |
|    Tifa's HP has decreased: GlobalVar [Tifa Battle Love Points] - 2          |
|                             Capped at 50                                     |
|                                                                              |
|                                                                              |
|  DEATH:                                                                      |
|                                                                              |
|   Last Attacker was NOT Cloud: Do nothing                                    |
|                                                                              |
|   Last Attacker was Cloud: GlobalVar [Tifa Battle Love Points] - 4           |
|                            Capped at 50                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Tifa:                                                             |
|                                                                              |
| When Tifa is recruited she will automatically be in the Front Row.           |
| Tifa will be assigned the above stats at the start of the game; however,     |
|  once Tifa has been recruited her stats will be adjusted to the range of     |
|  stats for her level, which will be two lower than the average level of      |
|  all recruited characters.                                                   |
| It is probable that Cloud will be Lv 8 and Barret will be Lv 7 when Tifa     |
|  is recruited, which means that Tifa will likely be Lv 5. Here is the        |
|  range of starting stats for a Lv 5 Tifa with the Leather Glove and Bronze   |
|  Bangle equipped:                                                            |
|                                                                              |
|    Strength: 12 - 18         Attack: 25 - 31      Max HP: 279 - 296          |
|    Vitality: 12 - 18        Attack%: 99           Max MP:  38 - 40           |
|       Magic: 12 - 18        Defense: 20 - 26                                 |
|      Spirit: 11 - 17       Defense%:  2 - 3       Attack Base Damage:        |
|   Dexterity:  8 - 13      Magic atk: 12 - 18       25 - 35 HP               |
|        Luck: 14 - 19      Magic def: 11 - 17                                |
|                          Magic def%:  0           Crit%: 2                   |
|                                                                              |
| Tifa needs 2,452,783 EXP to reach Lv 99, along with Red XIII, Cait Sith      |
|  and Vincent.                                                                |
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 /  {Aeris}  \
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|  https://photos.app.goo.gl/zWgjdtzRtE4ie58h8                    | ID:  13 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:      1  ||   Strength:  10  ||      Attack:  22  ||  Materia:      |
|  HP:       177  ||   Vitality:  11  ||     Attack%:  99  ||                |
|  MP:        23  ||      Magic:  13  ||     Defense:  20  || None           |
|                 ||     Spirit:  14  ||    Defense%:   1  ||                |
|    Guard Stick  ||  Dexterity:   5  ||   Magic atk:  15  ||                |
|  Bronze Bangle  ||       Luck:  14  ||   Magic def:  18  ||                |
|   No Accessory  ||                  ||  Magic def%:   0  ||                |
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|                                                                              |
|   Aeris' Starting ATTACKS:                                                   |
|                                                                              |
|  Attack 1:  Attack             Target: One Opponent                          |
|              Physical         Element: Hit                                   |
|              Command             Att%: 99                                    |
|                                  Power: 16                                   |
|                            Base Damage: 22 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Aeris' Background AI Script:                                               |
```

```
|                                                                              |
|  COUNTER: [All Physical and Magical Attacks]                                 |
|                                                                              |
|   Last Attacker was NOT Cloud: Do nothing                                    |
|                                                                              |
|   Last Attacker was Cloud:                                                   |
|                                                                              |
|    Aeris was revived from KO: GlobalVar [Aeris Battle Love Points] + 4       |
|                               Capped at 200                                  |
|                                                                              |
|    Aeris's HP has increased: GlobalVar [Aeris Battle Love Points] + 2        |
|                              Capped at 200                                   |
|                                                                              |
|    Aeris's HP has decreased: GlobalVar [Aeris Battle Love Points] - 2        |
|                              Capped at 50                                    |
|                                                                              |
|                                                                              |
|  DEATH:                                                                      |
|                                                                              |
|   Last Attacker was NOT Cloud: Do nothing                                    |
|                                                                              |
|   Last Attacker was Cloud: GlobalVar [Aeris Battle Love Points] - 4          |
|                            Capped at 50                                      |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Aeris:                                                            |
|                                                                              |
| When Aeris is recruited she will automatically be in the Back Row.           |
| Aeris will be assigned the above stats at the start of the game; however,    |
|  once Aeris has been recruited her stats will be adjusted to the range of    |
|  stats for her level, which will be three lower than the average level of    |
|  all recruited characters.                                                   |
| It is probable that Cloud will be Lv 10, Barret will be Lv 10 and Tifa       |
|  will be Lv 9 when Aeris is recruited, which means that Aeris will likely    |
|  be Lv 6. Here is the range of starting stats for a Lv 6 Aeris with the      |
|  Guard Stick and Bronze Bangle equipped (note that the Guard Stick will      |
|  boost Aeris' Magic by 2, Vitality by 1, and Spirit by 4, which the below    |
|  figures reflect):                                                           |
|                                                                              |
|    Strength: 12 - 18         Attack: 24 - 30      Max HP: 247 - 263          |
|    Vitality: 14 - 20        Attack%: 99           Max MP:  53 - 58           |
|       Magic: 17 - 24        Defense: 22 - 28                                 |
|      Spirit: 20 - 26       Defense%:  1 - 2       Attack Base Damage:        |
|   Dexterity:  6 - 11      Magic atk: 17 - 24       24 - 35 HP               |
|        Luck: 14 - 19      Magic def: 20 - 26                                |
|                          Magic def%:  0                                      |
|                                                                              |
| Aeris needs 2,484,643 EXP to reach Lv 99.                                    |
\                                                                              /
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  .------------.
 /  {Red XIII}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/7rNjELrHc2vgADf19                    | ID:  14 |
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|  Level:      1  ||   Strength:  10  ||      Attack:  34  ||  Materia:      |
|  HP:       221  ||   Vitality:  12  ||     Attack%: 100  ||                |
|  MP:        17  ||      Magic:  11  ||     Defense:  30  || Fire   1000 AP |
|                 ||     Spirit:  10  ||    Defense%:   6  || All    1000 AP |
|   Mythril Clip  ||  Dexterity:  10  ||   Magic atk:  17  || Sense     0 AP |
```

```
| Mythril Armlet  ||       Luck:  14  ||   Magic def:  18  ||                |
|   No Accessory  ||                  ||  Magic def%:   0  ||                |
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|                                                                            |
|   Red XIII's Starting ATTACKS:                                             |
|                                                                            |
|  Attack 1:  Attack              Target: One Opponent                       |
|              Physical          Element: Hit                               |
|              Command              Att%: 100                               |
|                                  Power: 16                                 |
|                            Base Damage: 35 HP                              |
|                                                                            |
|  Attack 2:  Fire                Target: All Opponents     Reflectable      |
|  [01B]       Magical           Element: Fire              Split Damage     |
|                                   Att%: 100                                |
|                                  Power: 8                                  |
|                                 MP Cost: 4 MP                              |
|                            Base Damage: 36 HP                              |
|                                                                            |
|  Attack 3:  Sense               Target: One Opponent      Sense Target     |
|              Command 0 Dam        Att%: Auto Hit                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Red XIII's Background AI Script:                                         |
|                                                                            |
|  No AI Script exists for Red XIII                                          |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Red XIII:                                                       |
|                                                                            |
| When Red XIII is recruited he will automatically be in the Front Row.      |
| Red XIII will be assigned the above stats at the start of the game;        |
|  however, once Red has been recruited his stats will be adjusted to the    |
|  range of stats for his level, which will be two greater than the average  |
|  level of all recruited characters.                                        |
| It is probable that your average Lv will be 11 when Red XIII is recruited, |
|  which means that Red will likely be Lv 13. Here is the range of starting  |
|  stats for a Lv 13 Red with the Mythril Clip and Mythril Armlet equipped   |
|  (note that the Mythril Clip will boost Red XIII's Magic by 6, and the     |
|  Fire Materia will further modify Red's stats which the below figures      |
|  reflect):                                                                 |
|                                                                            |
|    Strength: 19 - 26         Attack: 43 - 50      Max HP: 502 - 538        |
|    Vitality: 20 - 28        Attack%: 100          Max MP:  87 - 93         |
|       Magic: 26 - 32        Defense: 38 - 46                               |
|      Spirit: 19 - 26       Defense%:  7 - 9       Attack Base Damage:      |
|   Dexterity: 17 - 24      Magic atk: 26 - 32       60 - 70 HP              |
|        Luck: 14 - 20      Magic def: 27 - 34      Fire Base Damage:        |
|                          Magic def%:  0            117 - 135 HP            |
|                                                                            |
| Red XIII needs 2,452,783 EXP to reach Lv 99, along with Tifa, Cait Sith    |
|  and Vincent.                                                              |
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  .----------.
 /  {Yuffie}  \
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|  https://photos.app.goo.gl/v76WeNYXwd5CX6rQA                    | ID:  15 |
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|  Level:      1  ||   Strength:   1  ||      Attack:  24  ||  Materia:      |
|  HP:       100  ||   Vitality:   2  ||     Attack%: 100  ||                |
```

```
|  MP:         5  ||      Magic:   1  ||     Defense:  29  || Throw   300 AP |
|                 ||     Spirit:   2  ||    Defense%:   3  ||                 |
|4-point Shuriken ||  Dexterity:   1  ||   Magic atk:   7  ||                 |
|  Carbon Bangle  ||       Luck:   1  ||   Magic def:  16  ||                 |
|   No Accessory  ||                  ||  Magic def%:   0  ||                 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~<|
|                                                                            |
|   Yuffie's Starting ATTACKS:                                               |
|                                                                            |
|  Attack 1:  Attack              Target: One Opponent                       |
|              Physical          Element: Shoot                              |
|              Command              Att%: 100                                |
|                                  Power: 16                                 |
|                            Base Damage: 24 HP                              |
|                                                                            |
|  Attack 2:  Throw               Target: One Opponent      Throws Weapon    |
|              Command           Element: None                               |
|              Spcl Formula         Att%: Auto Hit                           |
|                                  Power: 16                                 |
|                            Base Damage: Att = (Strength + Weapon Att) * 2  |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Yuffie's Background AI Script:                                           |
|                                                                            |
|  COUNTER: [All Physical and Magical Attacks]                               |
|                                                                            |
|   Last Attacker was NOT Cloud: Do nothing                                  |
|                                                                            |
|   Last Attacker was Cloud:                                                 |
|                                                                            |
|    Yuffie was revived from KO: GlobalVar [Yuffie Battle Love Points] + 4   |
|                                Capped at 200                               |
|                                                                            |
|    Yuffie's HP has increased: GlobalVar [Yuffie Battle Love Points] + 2    |
|                               Capped at 200                                |
|                                                                            |
|    Yuffie's HP has decreased: GlobalVar [Yuffie Battle Love Points] - 2    |
|                               Capped at 50                                 |
|                                                                            |
|                                                                            |
|  DEATH:                                                                    |
|                                                                            |
|   Last Attacker was NOT Cloud: Do nothing                                  |
|                                                                            |
|   Last Attacker was Cloud: GlobalVar [Yuffie Battle Love Points] - 4       |
|                            Capped at 50                                    |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Yuffie:                                                         |
|                                                                            |
| When Yuffie is recruited she will automatically be in the Front Row.       |
| Yuffie will be assigned the above stats at the start of the game; however, |
|  once Yuffie has been recruited her stats will be adjusted to the range of |
|  stats for her level, which will be set according to Cloud's Lv at the     |
|  time of recruiting her:                                                   |
|                                                                            |
|   Cloud's Lv  1-20 - Yuffie Lv 17                                          |
|   Cloud's Lv 21-25 - Yuffie Lv 22                                          |
|   Cloud's Lv 26-30 - Yuffie Lv 27                                          |
|   Cloud's Lv 31-35 - Yuffie Lv 32                                          |
|   Cloud's Lv 36-40 - Yuffie Lv 37                                          |
|   Cloud's Lv 40-99 - Yuffie Lv 42                                          |
```

It is probable that Yuffie will be Lv 17 if you recruit her as early as possible. Here is the range of starting stats for a Lv 17 Yuffie with the 4-point Shuriken and the Carbon Bangle equipped (note that the 4-point Shuriken will boost Yuffie's Magic by 6, and the throw Materia will boost her Vitality by 1, which the below figures reflect):

Strength: 24 - 31	Attack: 47 - 54	Max HP: 594 - 631
Vitality: 22 - 29	Attack%: 100	Max MP: 113 - 120
Magic: 31 - 39	Defense: 49 - 56	
Spirit: 23 - 31	Defense%: 7 - 9	Attack Base Damage:
Dexterity: 19 - 27	Magic atk: 31 - 39	95 - 110 HP
Luck: 16 - 22	Magic def: 37 - 45	
	Magic def%: 0	

Yuffie needs 2,420,933 EXP to reach Lv 99, along with Barret, Cloud and Cid.
Yuffie can be recruited in one of several locations:

Junon Forest	12.5% Chance	
Gongaga Jungle	25% Chance	
Nibel Forest	25% Chance	(Large Forest)
Rocket Town Forest	99.6% Chance	(Small Forest)
Woodlands Jungle	50% Chance	(Near Temple of The Ancients)
Mideel Jungle	50% Chance	
Goblin Island Forest	50% Chance	
Round Island Forest	50% Chance	

To recruit Yuffie you must choose the following dialogue options:

Option 2: Not Interested
Option 1: ......petrified
Option 2: Wait a second!
Option 1: ......That's right
Option 2: ......Let's hurry on

{Cait Sith}

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Level:	1	Strength:	10	Attack:	46	Materia:	
HP:	224	Vitality:	11	Attack%:	100		
MP:	18	Magic:	13	Defense:	55	Manipulate	0 AP
		Spirit:	11	Defense%:	5	Transform	
Yellow M-phone		Dexterity:	5	Magic atk:	21		7000 AP
Silver Armlet		Luck:	15	Magic def:	33		
No Accessory				Magic def%:	0		

Cait Sith's Starting ATTACKS:

Attack 1:	Attack	Target:	One Opponent
	Physical	Element:	Hit
	Command	Att%:	100
		Power:	16
		Base Damage:	47 HP

```
|  Attack 2:  Mini               Target: One Opponent      Reflectable      |
|  [009]       Magical 0 Dam       Att%: 100               Status Toggle:   |
|                                MP Cost: 10 MP              Small (71%)     |
|                                                                            |
|  Attack 3:  Manipulate         Target: One Opponent      Status Inflict:  |
|              Command 0 Dam       Att%: Spcl Formula       Manipulate      |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Cait Sith's Background AI Script:                                        |
|                                                                            |
|  No AI Script exists for Cait Sith                                         |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cait Sith:                                                      |
|                                                                            |
| When Cait Sith is recruited he will automatically be in the Front Row.     |
| The character slot for Cait Sith is also used by Young Cloud during the    |
|  Kalm Flashback. At the beginning of the game Cait Sith's slot will be     |
|  assigned to all of Young Cloud's starting data until after the Flashback, |
|  at which point his stats will revert to the above stats for Cait Sith.    |
| When you recruit Cait Sith his stats will be adjusted to the range of      |
|  stats for his level, which equal to the average level of all recruited    |
|  characters.                                                               |
| It is probable that your average Lv will be 18 when Cait Sith is           |
|  recruited, which means that Cait will likely be Lv 19. Here is the range  |
|  of starting stats for a Lv 19 Cait Sith with the Yellow M-phone and       |
|  Silver Armlet equipped (note that the Yellow M-phone will boost Cait      |
|  Sith's Magic by 6, and the Transform Materia will further modify Cait's   |
|  stats which the below figures reflect):                                   |
|                                                                            |
|    Strength: 23 - 30         Attack: 59 - 66      Max HP: 819 - 875        |
|    Vitality: 23 - 31        Attack%: 100          Max MP: 134 - 143        |
|       Magic: 34 - 41        Defense: 57 - 65                               |
|      Spirit: 28 - 35       Defense%:  7 - 9       Attack Base Damage:      |
|   Dexterity: 15 - 22      Magic atk: 34 - 41       129 - 144 HP            |
|        Luck: 15 - 21      Magic def: 50 - 57                               |
|                          Magic def%:  0                                    |
|                                                                            |
| Cait Sith needs 2,452,783 EXP to reach Lv 99, along with Tifa, Red XIII    |
|  and Vincent.                                                              |
\                                                                            /
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  .-----------.
 /  {Vincent}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/4kb1DTp6JkZYsZnk8  (Vincent)          | ID:  17 |
|  https://photos.app.goo.gl/gwFqjpvPrf59mGv29  (Galian Beast)     |         |
|  https://photos.app.goo.gl/4ye1DK6ZY9kTVmow5  (Death Gigas)      |         |
|  https://photos.app.goo.gl/KC8qzcNKLCGp9wBt8  (Hellmasker)       |         |
|  https://photos.app.goo.gl/DxtCsQbgAgj4yNsK7  (Chaos)            |         |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:      1  ||   Strength:   9  ||      Attack:  47  ||  Materia:      |
|  HP:       178  ||   Vitality:  10  ||     Attack%: 110  ||                |
|  MP:        18  ||      Magic:  11  ||     Defense:  44  || None           |
|                 ||     Spirit:  11  ||    Defense%:   5  ||                |
|    Quicksilver  ||  Dexterity:   5  ||   Magic atk:  21  ||                |
|  Silver Armlet  ||       Luck:  14  ||   Magic def:  33  ||                |
|   No Accessory  ||                  ||  Magic def%:   0  ||                |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~<|
|                                                                            |
|   Vincent's Starting ATTACKS:                                              |
```

```
|                                                                              |
|  Attack 1:  Attack              Target: One Opponent                         |
|              Physical          Element: Shoot                               |
|              Command              Att%: 110                                 |
|                                  Power: 16                                  |
|                            Base Damage: 48 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Vincent's Background AI Script:                                            |
|                                                                              |
|  LIMIT BREAK TRANSFORMATION:                                                 |
|                                                                              |
|   Limit Break Lv 1: (Galian Beast)                                           |
|                                                                              |
|    7/10 Chance: Use Berserk Dance on Rnd Target                              |
|    3/10 Chance: Use Beast Flare on All Targets                               |
|                                                                              |
|   Limit Break Lv 2: (Death Gigas)                                            |
|                                                                              |
|    7/10 Chance: Use Gigadunk on Rnd Target                                   |
|    3/10 Chance: Use Livewire on All Targets                                  |
|                                                                              |
|   Limit Break Lv 3: (Hellmasker)                                             |
|                                                                              |
|    7/10 Chance: Use Splattercombo on 5 Rnd Targets                           |
|    3/10 Chance: Use Nightmare on Rnd Target                                  |
|                                                                              |
|   Limit Break Lv 4: (Chaos)                                                  |
|                                                                              |
|    7/10 Chance: Use Chaos Saber on All Targets                               |
|    3/10 Chance: Use Satan Slam on All Target                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Vincent:                                                          |
|                                                                              |
| When Vincent is recruited he will automatically be in the Front Row.         |
| The character slot for Vincent is also used by Sephiroth during the Kalm     |
|  Flashback. At the beginning of the game Vincent's slot will be assigned     |
|  to all of Sephiroth's starting data until after the Flashback, at which     |
|  point his stats will revert to the above stats for Vincent.                 |
| When you recruit Vincent his stats will be adjusted to the range of stats    |
|  for his level, which three greater than the average level of all            |
|  recruited characters. If you recruit Vincent *after* Aeris leaves your      |
|  Party, her Lv will not contribute towards the average level.                |
| It is probable that your average Lv will be 24 when Vincent is recruited,    |
|  which means that Vincent will likely be Lv 27. Here is the range of         |
|  starting stats for a Lv 27 Vincent with the Quicksilver and Silver Armlet   |
|  equipped (note that the Quicksilver will boost Vincent's Magic by 10,       |
|  which the below figures reflect):                                           |
|                                                                              |
|    Strength: 33 - 41         Attack: 71 - 79      Max HP: 1140 - 1212        |
|    Vitality: 33 - 40        Attack%: 110          Max MP: 205 - 216          |
|       Magic: 49 - 56        Defense: 67 - 74                                 |
|      Spirit: 38 - 45       Defense%:  9 - 11      Attack Base Damage:        |
|   Dexterity: 21 - 28      Magic atk: 49 - 56       248 - 277 HP             |
|        Luck: 14 - 21      Magic def: 60 - 67                                 |
|                          Magic def%:  0                                      |
|                                                                              |
| Vincent needs 2,452,783 EXP to reach Lv 99, along with Tifa, Red XIII and    |
|  and Cait Sith.                                                              |
| To recruit Vincent you must reach the Shinra Mansion following the Cosmo     |
|  Canyon events, then input the following combination into the safe on the    |
```

```
|  2nd Floor Wester Wing:                                                      |
|                                                                              |
|    Right 36     Left 10     Right 59     Right 97                           |
\                                                                              /
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 /  {Cid}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/Cmi1eWw4E9JywFMT7                    | ID:  18 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:      1  ||   Strength:  12  ||      Attack:  56  ||  Materia:      |
|  HP:       223  ||   Vitality:  12  ||     Attack%:  97  ||                |
|  MP:        15  ||      Magic:  11  ||     Defense:  58  || None           |
|                 ||     Spirit:  10  ||    Defense%:   5  ||                |
|          Spear  ||  Dexterity:   6  ||   Magic atk:  19  ||                |
|    Gold Armlet  ||       Luck:  14  ||   Magic def:  38  ||                |
|   No Accessory  ||                  ||  Magic def%:   0  ||                |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~<|
|                                                                              |
|   Cid's Starting ATTACKS:                                                    |
|                                                                              |
|  Attack 1:  Attack             Target: One Opponent                          |
|              Physical         Element: Punch                                |
|              Command             Att%: 97                                   |
|                                 Power: 16                                   |
|                           Base Damage: 57 HP                                |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  |
|   Cid's Background AI Script:                                                |
|                                                                              |
|  No AI Script exists for Cid                                                 |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Cid:                                                              |
|                                                                              |
| When Cid is recruited he will automatically be in the Front Row.             |
| Cid will be assigned the above stats at the start of the game; however,      |
|  once Cid has been recruited his stats will be adjusted to the range of      |
|  stats for his level, which will be three greater than the average level     |
|  of all recruited characters.                                                |
| It is probable that your average Lv will be 28 when Cid is recruited,        |
|  which means that Cid will likely be Lv 31. Here is the range of starting    |
|  stats for a Lv 31 Cid with the Spear and Gold Armlet equipped (note that    |
|  the Spear will boost Cid's Magic by 8, which the below figures reflect):    |
|                                                                              |
|    Strength: 43 - 49         Attack: 87 - 93      Max HP: 1529 - 1630        |
|    Vitality: 47 - 54        Attack%: 97           Max MP:  218 - 232         |
|       Magic: 47 - 54        Defense: 93 - 100                                |
|      Spirit: 43 - 50       Defense%: 10 - 11      Attack Base Damage:        |
|   Dexterity: 24 - 31      Magic atk: 47 - 54       339 - 363 HP             |
|        Luck: 14 - 21      Magic def: 71 - 78                                |
|                          Magic def%:  0                                      |
|                                                                              |
| Cid needs 2,420,933 EXP to reach Lv 99, along with Cloud, Yuffie and         |
|  Barret.                                                                     |
\                                                                              /
 '~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~'

  .---------------.
 /  {Young Cloud}  \
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
```

```
|  https://photos.app.goo.gl/1LYowdZPwafg24xo7                    | ID:  19 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:      1  ||   Strength:  12  ||      Attack:  30  ||  Materia:      |
|  HP:       140  ||   Vitality:  12  ||     Attack%:  96  ||                 |
|  MP:         4  ||      Magic:  11  ||     Defense:  22  || Pre-Emptive    |
|                 ||     Spirit:  10  ||    Defense%:   1  ||                 |
|   Buster Sword  ||  Dexterity:   6  ||   Magic atk:  11  ||                 |
|    Iron Bangle  ||       Luck:   5  ||   Magic def:  12  ||                 |
|    Power Wrist  ||                  ||  Magic def%:   0  ||                 |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~<|
|                                                                             |
|   Young Cloud's Starting ATTACKS:                                           |
|                                                                             |
|  Attack 1:  Attack              Target: One Opponent                        |
|              Physical          Element: Cut                                 |
|              Command              Att%: 96                                  |
|                                  Power: 16                                  |
|                            Base Damage: 30 HP                               |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Young Cloud's Background AI Script:                                       |
|                                                                             |
|  No AI Script exists for Young Cloud                                        |
|>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<|
|   Notes On Young Cloud:                                                     |
|                                                                             |
| The Pre-Emptive Materia that Cloud has can not be removed, nor can his      |
|  other equipment. The Pre-Emptive starts with 0 AP and will not gain any    |
|  AP during the flashback; once the Flashback has finished, you will lose    |
|  all of Young Cloud's equipment.                                            |
| Young Cloud uses the same character slot as Cait Sith; at the start of the |
|  game Cait Sith's clot will be filled using the stats for Young Cloud as    |
|  above, then revert to Cait Sith's starting stats after the flashback       |
|  sequence.                                                                  |
| The Power Wrist will increase Young Cloud's Strength by 10, the Buster      |
|  Sword will increase his Magic by 2, and the Pre-Emptive Materia will       |
|  increase his Dexterity by 2, which means Young Cloud's actual stats will   |
|  be as follows:                                                             |
|                                                                             |
|    Strength: 22              Attack: 40           Max HP: 140               |
|    Vitality: 12             Attack%: 96           Max MP:   4               |
|       Magic: 13             Defense: 22                                     |
|      Spirit: 10            Defense%:  2           Attack Base Damage:       |
|   Dexterity: 8            Magic atk: 13            41 HP                    |
|        Luck: 5            Magic def: 12                                     |
|                          Magic def%:  0                                     |
|                                                                             |
| The minimum a character's Max MP can be is 10, so even though Young         |
|  Cloud's starting MP is 4, it will automatically be adjusted to 10.         |
| Young Cloud cannot gain any EXP, but if he were able to then he would       |
|  require 860,038 EXP to reach Lv 99.                                        |
\                                                                             /
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  .-------------.
 /  {Sephiroth}  \  NOTE - This is the Kalm Flashback version of Sephiroth
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~o~~~~~~~~~\
|  https://photos.app.goo.gl/N9zyL86pGNQkrFuTA                    | ID:  1A |
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~~~oo~~~~~~o~~~~~~~~<|
|  Level:     50  ||   Strength:  85  ||      Attack: 184  ||  Materia:      |
|  HP:      3840  ||   Vitality:  72  ||     Attack%: 255  ||                 |
```

```
|  MP:       460  ||      Magic:  68  ||     Defense: 118  || Revive         |
|                 ||     Spirit:  70  ||    Defense%:  20  || Restore        |
|       Masamune  ||  Dexterity:  65  ||   Magic atk:  68  || Earth + All    |
|    Gold Armlet  ||       Luck:  46  ||   Magic def:  98  || Fire           |
|     Touph Ring  ||                  ||  Magic def%:   0  || Ice + All      |
|                 ||                  ||       Crit%: 255  || Lightning + All|
|>~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~~~~oo~~~~~~~~~~~~~~~<|
|                                                                           |
|   Sephiroth's Starting ATTACKS:                                           |
|                                                                           |
|  Attack 1:  Attack              Target: One Opponent                      |
|              Physical          Element: Hit                               |
|              Command              Att%: 255                               |
|                                  Power: 16                                |
|                            Base Damage: 2193 HP                           |
|                                                                           |
|  Attack 2:  Life2               Target: One Ally          Reflectable     |
|  [008]       Magical           Element: Restorative       Miss If Alive   |
|              % Based              Att%: 255               Status Remove:  |
|                                  Power: 32                 Death (100%)   |
|                                 MP Cost: 100 MP                           |
|                            Base Damage: 100% Max HP                       |
|                                                                           |
|  Attack 3:  Cure3               Target: One Ally          Never Used      |
|  [002]       Magical           Element: Restorative       Reflectable     |
|              Spcl Formula         Att%: 255                               |
|                                  Power: 130                               |
|                                 MP Cost: 64 MP                            |
|                            Base Damage: 3568 HP                           |
|                                                                           |
|  Attack 4:  Quake3              Target: All Opponents     Reflectable     |
|  [026]       Magical           Element: Earth             Split Damage    |
|                                   Att%: 100                               |
|                                  Power: 70                                |
|                                 MP Cost: 68 MP                            |
|                            Base Damage: 3097 HP                           |
|                                                                           |
|  Attack 5:  Fire3               Target: One Opponent      Never Used      |
|  [01D]       Magical           Element: Fire              Reflectable     |
|                                   Att%: 100                               |
|                                  Power: 64                                |
|                                 MP Cost: 52 MP                            |
|                            Base Damage: 2832 HP                           |
|                                                                           |
|  Attack 6:  Ice3                Target: All Opponents     Reflectable     |
|  [020]       Magical           Element: Ice               Split Damage    |
|                                   Att%: 100                               |
|                                  Power: 64                                |
|                                 MP Cost: 52 MP                            |
|                            Base Damage: 2832 HP                           |
|                                                                           |
|  Attack 7:  Bolt3               Target: All Opponents     Reflectable     |
|  [023]       Magical           Element: Lightning         Split Damage    |
|                                   Att%: 100                               |
|                                  Power: 64                                |
|                                 MP Cost: 52 MP                            |
|                            Base Damage: 2832 HP                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|   Sephiroth's Background AI Script:                                       |
|                                                                           |
```

NOTE - Sephiroth's AI Script will check to see if there is only one enemy alive. This is a check to see if the encounter is with either the Dragon or the Zuu; however, there are no encounters in the Kalm Flashback that contain the Zuu. Because of this, Fire3 will never be used.

SETUP: Enable AI Script
Enable Physical immunity
Enable Magical immunity
Enable 'No MP Cost' Flag

Young Cloud has Death:

1/3 Chance: Use Life2 on Young Cloud
2/3 Chance: Use subsequent attack sequence:

Young Cloud does not have Death OR 1/3 Chance failed:

Only one Enemy Alive: (Zuu or Dragon Encounter)

Enemy is Flying: Use Fire3 on Target
Enemy is NOT Flying: Use Attack Command on Target

More than one Enemy Alive:

At least one Enemy has resistance to Earth Element: (Sonic Speed)

1/2 Chance: Use Ice3 on All Targets
1/2 Chance: Use Bolt3 on All Targets

No Enemies have resistance to Earth Element:

1/3 Chance: Use Quake3 on All Targets
1/3 Chance: Use Ice3 on All Targets
1/3 Chance: Use Bolt3 on All Targets

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Notes On Sephiroth:

None of Sephiroth's Materia can be removed, neither can his equipment. All of Sephiroth's Materia are mastered, and are not necessary to be equipped as all of Sephiroth's attacks are scripted. If you were to hack the game to remove his Materia then his attack sequence will still play out the in the exact same way.

Sephiroth uses the same character slot as Vincent; at the start of the game Vincent's slot will be filled using the stats for Sephiroth as above, then revert to Vincent's starting stats after the flashback sequence.

The Touph Ring will increase Sephiroth's Vitality and Spirit by 50, and the Materia he has equipped will modify Sephiroth's stats so that his *actual* stats are as follows:

Strength: 78	Attack: 177	Max HP: 3264
Vitality: 121	Attack%: 255	Max MP: 529
Magic: 75	Defense: 167	
Spirit: 121	Defense%: 20	Attack Base Damage:
Dexterity: 65	Magic atk: 75	2109 HP

```
|        Luck: 46           Magic def: 121          Quake3 Base Damage:      |
|                          Magic def%:   0           3281 HP                 |
|                               Crit%: 255          Fire3/Ice3/Bolt3 Damage: |
|                                                    3000 HP                 |
|                                                                            |
| Sephiroth cannot gain any EXP, but if he were able to then he would        |
|  require the same as Cloud, Barret, Yuffie and Cid which is 2,420,933 EXP. |
| Sephiroth's Masamune is the only Weapon in the game to have 255 Crit%,     |
|  which means his Attacks will always be an Auto-Critical. The only enemy   |
|  Sephiroth uses the Attack Command on is the Dragon, and will kill it in   |
|  two hits, dealing 3027 - 3228 HP per hit.                                 |
| Sephiroth's Physical and Magical immunity also grants him resilience to    |
|  any Status changes. He also makes use of a flag that is not used by any   |
|  other Actor in the game, which is to disable the cost of MP for all       |
|  attacks, so Sephiroth will never run out of MP.                           |
\                                                                            /
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{Helpful Lists}

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--G.09 D - Helpful Lists

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-- Battle Square Listing
-- Battle Background Listing
-- Shinra HQ Elevator
-- Top Training Areas For Each Disc
-- Top Farming Locations
-- Enemy Lookalikes
-- Elevated Enemies
-- Enemy Skill Listing
-- Abilities That Use Multi-Elements
-- Enemies Susceptible To L4 Suicide
-- Enemies That Change Stats Mid-Battle
-- Enemies That Cannot Be Pre-Empted
-- Enemies By Index ID


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//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {BATTLE SQUARE LISTING}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

The Battle Square has three different "Sets" which it will use at various points in the game:

- Set 1 Before Tiny Bronco
- Set 2 After Tiny Bronco, before Highwind
- Set 3 After Highwind

There is also a fourth "Special Battle" set which you can opt to fight once you have obtained Omnislash, W-Summon and Cloud's Ultima Weapon.

Once the game has decided on the "Set" of enemies you'll face, it will then give you a 50/50 chance of placing you into "Enemy Pool A", or "Enemy Pool B", and the encounters you face will vary depending on the Pool you are thrown into.

Once you have been allocated your "Pool", you will then have an equal 25% chance of encountering one of four different formations. After the first Battle, you will then have an equal 25% chance of encountering one of the four formations in the next Battle *from the same Pool*.

When you finish your 7th Battle, the 8th Battle will only have one pool of four encounters for you to fight, which you will encounter regardless of the initial Pool you were placed into.

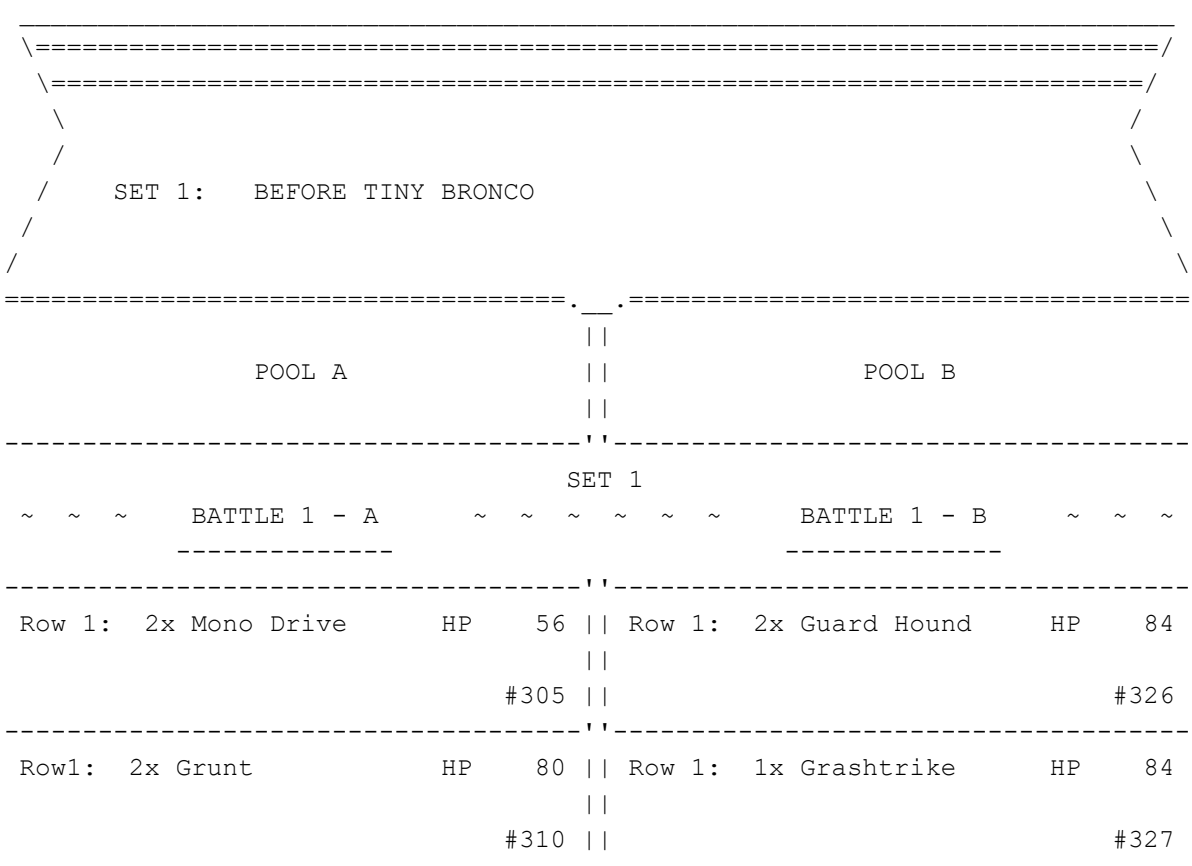
The fourth "Special Battle" set does not have an Enemy "Pool" group to put you into, nor does it have a choice of four different encounters to pick from per Battle. All eight battles are fixed encounters.

All enemies will have had their HP values doubled while in the Battle Square, along with their Strength and Magic values being multiplied by 1.25.

Note that I will *not* be giving detailed advice on how to deal with the Battle Square here, search section E.08 D - Battle Square for the full breakdown. For now, bear in mind the following few tips:

- Use Smoke Bombs to flee the Battle while retaining you earned BP.
- Stock up on Right Arms from the Bomb for Set 1.
- Enemy Skills learned in the Battle Square are not kept.
- Always try to get Magic Materia or All Materia Broken for your last two handicaps for the most amount of BP.
- Use L4 Suicide on the Grangalan, Bagnadrana, Dragon, Ying/Yang, Stilva, Malboro, Tonberry, Ghost Ship, Serpent and Unknown 3.

Note that the values you see in the bottom-right corner of each encounter (#305, for example) are the Formation IDs for the Battles. You can disregard these unless you plan to work with FFVII on a coding level; these IDs exist purely to enable me to error-check my work in the future.



Row 1:	1x Grunt	HP	80	Row 1:	2x Chuse Tank	HP	72
Row 2:	2x Grunt	HP	80				
			#313				#331
Row 1:	1x Guard Hound	HP	84	Row 1:	2x Grashtrike	HP	84
				Row 2:	1x Grashtrike	HP	84
			#325				#333

SET 1

~ ~ ~	BATTLE 2 - A			~ ~ ~ ~ ~ ~	BATTLE 2 - B			~ ~ ~
Row 1:	1x Blugu	HP	240	Row 1:	1x Hedgehog Pie	HP	80	
Row 2:	2x Blugu	HP	240	Row 2:	2x Hedgehog Pie	HP	80	
			#360				#368	
Row 1:	2x Hedgehog Pie	HP	80	Row 1:	1x Whole Eater	HP	144	
					1x Hedgehog Pie	HP	80	
				Row 1:	1x Hedgehog Pie	HP	80	
			#369				#377	
Row 1:	1x Whole Eater	HP	144	Row 1:	1x Ceasar	HP	240	
Row 2:	1x Whole Eater	HP	144	Row 2:	2x Ceasar	HP	240	
			#376				#388	
Row 1:	2x Sahagin	HP	300	Row 1:	1x Sweeper	HP	280	
Row 2:	1x Ceasar	HP	240					
			#389				#395	

SET 1

~ ~ ~	BATTLE 3 - A			~ ~ ~ ~ ~ ~	BATTLE 3 - B			~ ~ ~
Row 1:	2x Cripshay	HP	200	Row 1:	2x Deenglow	HP	240	
Row 2:	1x Deenglow	HP	240					
			#396				#397	
Row 1:	1x Ghost	HP	260	Row 1:	2x Deenglow	HP	240	
Row 2:	2x Ghost	HP	260	Row 2:	1x Deenglow	HP	240	
			#398				#401	
Row 1:	1x Ghost	HP	260	Row 1:	1x Aero Combatant	HP	380	
	1x Deenglow	HP	240	Row 2:	1x Aero Combatant	HP	380	
Row 2:	1x Ghost	HP	260					
			#399				#404	
Row 1:	1x Eligor	HP	600	Row 1:	1x Eligor	HP	600	
			#400				#411	

SET 1

~ ~ ~	BATTLE 4 - A			~ ~ ~ ~ ~ ~	BATTLE 4 - B			~ ~ ~
Row 1:	2x Sword Dance	HP	320	Row 1:	1x Sword Dance	HP	320	
			#427				#425	
Row 1:	1x Moth Slasher	HP	250	Row 1:	3x Sword Dance	HP	320	

			#436		#428
Row 1:	1x Brain Pod	HP 480		1x Moth Slasher	HP 520
Row 2:	1x Brain Pod	HP 480		1x Moth Slasher	HP 520
			#444		#438
Row 1:	1x Vargid Police	HP 280		1x Brain Pod	HP 480
Row 2:	1x Zenene	HP 500			
			#449		#445

SET 1

~ ~ ~	BATTLE 5 - A		~ ~ ~ ~ ~ ~	BATTLE 5 - B	~ ~ ~
Row 1:	1x Devil Ride	HP 480		1x Custom Sweeper	HP 600
				1x Custom Sweeper	HP 600
		#32			#33
Row 1:	2x Kalm Fang	HP 320		1x Levrikon	HP 400
Row 2:	1x Kalm Fang	HP 320		2x Mu	HP 420
		#44			#48
Row 1:	1x Levrikon	HP 400		1x Levrikon	HP 400
Row 2:	1x Levrikon	HP 400		2x Elfadunk	HP 440
Row 3:	1x Levrikon	HP 400			
		#49			#54
Row 1:	1x Elfadunk	HP 440		1x Levrikon	HP 400
Row 2:	1x Elfadunk	HP 440		1x Levrikon	HP 400
		#53			#59

SET 1

~ ~ ~	BATTLE 6 - A		~ ~ ~ ~ ~ ~	BATTLE 6 - B	~ ~ ~
Row 1:	2x Madouge	HP 440		1x Madouge	HP 440
				2x Crawler	HP 280
			Row 2:	1x Madouge	HP 440
				1x Crawler	HP 280
		#472			#473
Row 1:	2x Castanets	HP 380		2x Castanets	HP 380
Row 2:	1x Castanets	HP 380		2x Castanets	HP 380
		#474			#477
Row 1:	3x Crawler	HP 280		2x Castanets	HP 380
Row 2:	1x Ark Dragon	HP 560		1x Ark Dragon	HP 450
			Row 3:	1x Crawler	HP 270
		#476			#478
Row 1:	5x Crawler	HP 280		2x Scrutin Eye	HP 480
				2x Scrutin Eye	HP 480
		#479			#484

SET 1

~ ~ ~	BATTLE 7 - A		~ ~ ~ ~ ~ ~	BATTLE 7 - B	~ ~ ~
Row 1:	2x Nerosuferoth	HP 300		2x Nerosuferoth	HP 300

			#64		#65
Row 1:	1x Zemzelett	HP 570			
			#66		#71
Row 1:	2x Capparwire	HP 420			
Row 2:	3x Capparwire	HP 420			
			#75		#72
Row 1:	3x Beachplug	HP 400			
Row 2:	1x Beachplug	HP 400			
			#93		#83

SET 1

~ ~ ~	BATTLE 8	~ ~ ~	~ ~ ~	BATTLE 8	~ ~ ~
Row 1:	1x Hell Rider VR2	HP 700			
			#70		#497
Row 1:	3x Grangalan J J	HP 220			
Row 2:	1x Grangalan J	HP 660			
Row 3:	1x Grangalan	HP 1100			
			#85		#102

SET 2: AFTER TINY BRONCO

	POOL A			POOL B	
~ ~ ~	BATTLE 1 - A	~ ~ ~	~ ~ ~	BATTLE 1 - B	~ ~ ~
Row 1:	2x Spencer2	HP 500			
			#95		#100
Row 1:	2x Flapbeat	HP 660			
Row 2:	2x Flapbeat	HP 660			
			#107		#117
Row 1:	1x Bullmotor	HP 840			
			#525		#118
Row 1:	2x Bullmotor	HP 840			

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|                                #526 ||                                #119 |
'-------------------------------------''-------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 2 - A      ~  ~  ~  ~  ~  ~     BATTLE 2 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Grand Horn      HP   920 || Row 1:  2x Gagighandi      HP   960 |
|                                     || Row 2:  1x Gagighandi      HP   960 |
|                                #108 ||                                #113 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Gagighandi      HP   960 || Row 1:  2x Gagighandi      HP   960 |
|                                     ||                                     |
|                                #109 ||                                #114 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Grand Horn      HP   920 || Row 1:  2x Needle Kiss     HP   360 |
|                                     || Row 2:  1x Needle Kiss     HP   360 |
|                                #110 ||                                #492 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Crown Lance     HP   880 || Row 1:  1x Needle Kiss     HP   360 |
|                                     ||         1x Search Crown    HP   300 |
|                                     || Row 2:  1x Bagnadrana      HP   900 |
|                                #136 ||                                #494 |
'-------------------------------------''-------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 3 - A      ~  ~  ~  ~  ~  ~     BATTLE 3 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Kimara Bug      HP  1400 || Row 1:  1x Touch Me        HP   600 |
|                                     ||                                     |
|                                #528 ||                                #529 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Flower Prong    HP  1100 || Row 1:  2x Kimara Bug      HP  1400 |
|                                     ||                                     |
|                                #534 ||                                #530 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Heavy Tank      HP  3200 || Row 1:  1x Flower Prong    HP  1100 |
|                                     ||                                     |
|                                #538 ||                                #532 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Gagighandi      HP   960 || Row 1:  1x Heavy Tank      HP  3200 |
| Row 2:  2x Touch Me        HP   600 ||                                     |
|                                #115 ||                                #536 |
'-------------------------------------''-------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 4 - A      ~  ~  ~  ~  ~  ~     BATTLE 4 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Bagrisk         HP   800 || Row 1:  1x Griffin         HP  1520 |
| Row 2:  1x Bagrisk         HP   800 ||                                     |
|                                #120 ||                                #121 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Griffin         HP  1520 || Row 1:  1x Desert Sahagin  HP  1160 |
|                                     || Row 2:  1x Desert Sahagin  HP  1160 |
|                                #125 ||                                #122 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Golem           HP  2000 || Row 1:  2x Skeeskee        HP  1080 |
|                                     || Row 2:  1x Griffin         HP  1520 |
|                                #126 ||                                #127 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Desert Sahagin  HP  1160 || Row 1:  1x Crown Lance     HP   880 |
```

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|                                     || Row 2:  1x Crown Lance     HP   880 |
|                                #129 ||                                #134 |
'-------------------------------------''-------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 5 - A      ~  ~  ~  ~  ~  ~     BATTLE 5 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Skeeskee        HP  1080 || Row 1:  2x Heg             HP   800 |
| Row 2:  1x Skeeskee        HP  1080 || Row 2:  1x Sneaky Step     HP  1200 |
|                                #124 ||                                #542 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Heg             HP   800 || Row 1:  2x Heg             HP   800 |
| Row 2:  2x Heg             HP   800 || Row 2:  3x Heg             HP   800 |
|                                #540 ||                                #545 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Sneaky Step     HP  1200 || Row 1:  1x Sneaky Step     HP  1200 |
| Row 2:  2x Sneaky Step     HP  1200 || Row 2:  3x Heg             HP   800 |
|                                #543 ||                                #548 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Gi Spector      HP   900 || Row 1:  1x Gi Spector      HP   900 |
|                                     || Row 2:  2x Gi Spector      HP   900 |
|                                #553 ||                                #554 |
'-------------------------------------''-------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 6 - A      ~  ~  ~  ~  ~  ~     BATTLE 6 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Bahba Velamyu   HP  1280 || Row 1:  4x Battery Cap     HP  1280 |
| Row 2:  1x Bahba Velamyu   HP  1280 || Row 2:  1x Valron          HP  1900 |
|                                #144 ||                                #145 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Battery Cap     HP  1280 || Row 1:  1x Velcher Task    HP  1800 |
| Row 2:  2x Battery Cap     HP  1280 || Row 2:  1x Velcher Task    HP  1800 |
| Row 3:  3x Battery Cap     HP  1280 ||                                     |
|                                #146 ||                                #149 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Nibel Wolf      HP  1400 || Row 1:  1x Valron          HP  1900 |
| Row 2:  2x Nibel Wolf      HP  1400 || Row 2:  2x Valron          HP  1900 |
|                                #148 ||                                #155 |
'-------------------------------------''-------------------------------------'
| Row 1:  2x Nibel Wolf      HP  1400 || Row 1:  1x Bahba Velamyu   HP  1280 |
| Row 2:  1x Velcher Task    HP  1800 || Row 2:  1x Bahba Velamyu   HP  1280 |
|                                #150 ||                                #144 |
'-------------------------------------''-------------------------------------'
| NOTE - If you land on the Bahba Velamyu Battle in Group B, then you will   |
|         be incorrectly transferred over to Group A for Battle 7.           |
'----------------------------------------------------------------------------'
|                                    SET 2                                   |
| ~  ~  ~    BATTLE 7 - A      ~  ~  ~  ~  ~  ~     BATTLE 7 - B     ~  ~  ~ |
|           --------------                         --------------            |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Black Bat       HP  1100 || Row 1:  2x Black Bat       HP  1100 |
| Row 2:  2x Black Bat       HP  1100 || Row 2:  1x Black Bat       HP  1100 |
| Row 3:  1x Black Bat       HP  1100 ||                                     |
|                                #569 ||                                #568 |
'-------------------------------------''-------------------------------------'
| Row 1:  1x Sonic Speed     HP  1500 || Row 1:  2x Kyuvilduns      HP  1600 |
| Row 2:  2x Kyuvilduns      HP  1600 || Row 2:  1x Kyuvilduns      HP  1600 |
|                                #582 ||                                #581 |
'-------------------------------------''-------------------------------------'
```

Row 1: 1x Twin Brain HP 800		Row 1: 1x Sonic Speed HP 1500
Row 2: 2x Twin Brain HP 800		Row 2: 1x Sonic Speed HP 1500
		Row 3: 1x Sonic Speed HP 1500
#589		#584

Row 1: 1x Screamer HP 1600		Row 1: 3x Kyuvilduns HP 1600
Row 2: 1x Twin Brain HP 800		Row 2: 2x Kyuvilduns HP 1600
Row 3: 1x Screamer HP 1600		
#592		#596

SET 2

~ ~ ~ BATTLE 8 ~ ~ ~ ~ ~ ~		BATTLE 8 ~ ~ ~
Row 1: 1x Ghirofelgo HP 3202		Row 1: 1x Zuu HP 2400
#558		#591
Row 1: 1x Ying HP 2400		Row 1: 1x Dragon HP 7000
1x Yang HP 2400		
#573		#599

SET 3: AFTER HIGHWIND

POOL A		POOL B

SET 3

~ ~ ~ BATTLE 1 - A ~ ~ ~ ~ ~ ~		BATTLE 1 - B ~ ~ ~
Row 1: 3x Razor Weed HP 2000		Row 1: 1x Garuda HP 2800
		Row 2: 1x Garuda HP 2800
#604		#613
Row 1: 2x Jayjujayme HP 1280		Row 1: 2x Jayjujayme HP 1280
Row 2: 1x Bizarre Bug HP 1950		Row 2: 1x Garuda HP 2800
#606		#614
Row 1: 2x Foulander HP 1600		Row 1: 1x Garuda HP 2800
		Row 2: 2x Garuda HP 2800
#609		#617
Row 1: 3x Foulander HP 1600		Row 1: 2x Dual Horn HP 5000
#610		#182

SET 3

~ ~ ~ BATTLE 2 - A ~ ~ ~ ~ ~ ~		BATTLE 2 - B ~ ~ ~

Row 1: 1x Adamantaimai HP 3200	Row 1: 2x Bizarre Bug HP 1950
	Row 2: 1x Tail Vault HP 1920
#179	#177
Row 1: 2x Under Lizard HP 2800	Row 1: 1x Under Lizard HP 2800
#185	#180
Row 1: 1x Tonadu HP 3200	Row 1: 1x Tonadu HP 3200
#186	#187
Row 1: 2x Kelzmelzer HP 1600	Row 1: 2x Slaps HP 1800
	Row 2: 2x Slaps HP 1800
	Row 3: 1x Slaps HP 1800
#190	#189

SET 3

~ ~ ~ BATTLE 3 - A ~ ~ ~ ~ ~ ~	BATTLE 3 - B ~ ~ ~
Row 1: 1x Doorbull HP 5600	Row 1: 1x Doorbull HP 5600
#641	#636
Row 1: 1x Ancient Dragon HP 4800	Row 1: 1x Ancient Dragon HP 4800
Row 2: 2x Ancient Dragon HP 4800	Row 2: 1x Ancient Dragon HP 4800
#642	#640
Row 1: 3x Toxic Frog HP 1000	Row 1: 2x Toxic Frog HP 1000
Row 2: 1x Jemnezmy HP 1600	Row 2: 1x Jemnezmy HP 1600
#647	#645
Row 1: 1x 8 eye HP 1000	Row 1: 1x 8 eye HP 1000
Row 2: 1x 8 eye HP 1000	Row 2: 1x 8 eye HP 1000
#650	#651

SET 3

~ ~ ~ BATTLE 4 - A ~ ~ ~ ~ ~ ~	BATTLE 4 - B ~ ~ ~
Row 1: 1x Vlakorados HP 66666	Row 1: 1x Trickplay HP 3000
	Row 2: 2x Boundfat HP 1000
#192	#661
Row 1: 2x Trickplay HP 3000	Row 1: 2x Jumping HP 1998
#194	#201
Row 1: 1x Boundfat HP 1000	Row 1: 2x Ice Golem HP 8000
Row 2: 3x Malldancer HP 1200	
#656	#209
Row 1: 1x Acrophies HP 4800	Row 1: 1x Hippogriff HP 6000
#668	#212

SET 3

~ ~ ~ BATTLE 5 - A ~ ~ ~ ~ ~ ~	BATTLE 5 - B ~ ~ ~

Row 1:	2x Shred	HP 1800	Row 1:	1x Frozen Nail	HP 2600
Row 2:	1x Shred	HP 1800	Row 2:	1x Frozen Nail	HP 2600
		#672			#673
Row 1:	1x Lessaloploth	HP 4000	Row 1:	2x Shred	HP 1800
Row 2:	1x Lessaloploth	HP 4000	Row 2:	1x Frozen Nail	HP 2600
		#692			#674
Row 1:	1x Magnade	HP 2000	Row 1:	1x Lessaloploth	HP 4000
		#696			#680
Row 1:	1x Jumping	HP 1998	Row 1:	1x Snow	HP 8000
Row 2:	2x Jumping	HP 1998	Row 2:	1x Lessaloploth	HP 4000
		#210			#694

SET 3

~ ~ ~ BATTLE 6 - A ~ ~ ~ ~ ~ ~			BATTLE 6 - B ~ ~ ~		
Row 1:	1x Stilva	HP 4000	Row 1:	2x Headbomber	HP 3200
			Row 2:	1x Headbomber	HP 3200
		#705			#700
Row 1:	1x Cuahl	HP 2600	Row 1:	2x Headbomber	HP 3200
Row 2:	2x Headbomber	HP 3200		1x Zolokalter	HP 1900
		#713			#706
Row 1:	2x Gremlin	HP 3000	Row 1:	3x Evilhead	HP 1480
Row 2:	1x Sculpture	HP 3400			
		#727			#711
Row 1:	1x Ironite	HP 4800	Row 1:	2x Cuahl	HP 2600
Row 2:	2x Wind Wing	HP 3800			
		#732			#712

SET 3

~ ~ ~ BATTLE 7 - A ~ ~ ~ ~ ~ ~			BATTLE 7 - B ~ ~ ~		
Row 1:	1x Malboro	HP 8800	Row 1:	3x Gremlin	HP 3000
		#701			#724
Row 1:	1x Blue Dragon	HP 17600	Row 1:	1x Wind Wing	HP 3800
			Row 2:	1x Wind Wing	HP 3800
		#714			#730
Row 1:	1x Gigas	HP 7000	Row 1:	2x Ironite	HP 4800
		#721			#733
Row 1:	1x Dragon Rider	HP 7000	Row 1:	1x Tonberry	HP 30000
		#731			#956

SET 3

~ ~ ~ BATTLE 8 ~ ~ ~ ~ ~ ~		BATTLE 8 ~ ~ ~

Row 1: 1x Serpent HP 28000		Row 1: 1x Ho-chu HP 8600
#804		#795
Row 1: 1x Sea Worm HP 18000		Row 1: 1x Ghost Ship HP 13200
#227		#765

SET 4: SPECIAL BATTLE

Row 1: 1x Sea Worm HP 18000		Row 1: 1x Wolfmeister HP 20000
Battle 1 #960		Battle 5 #965
Row 1: 1x Ho-chu HP 8600		Row 1: 1x Behemoth HP 14000
Battle 2 #961		Battle 6 #968
Row 1: 1x Unknown 3 HP 30000		Row 1: 1x Maximum Kimaira HP 8000
Battle 3 #962		Battle 7 #972
Row 1: 1x Serpent HP 28000		Row 1: 1x Proud Clod HP 120000 1x Jamar Armor HP 40000
Battle 4 #964		Battle 8 #973

{BATTLE BACKGROUND LISTING}

In total, there are 90 Battle Backgrounds (or 'Battlegrounds') used, although not all of them are called upon. You can view a Picture Album of the Battlegrounds here:

https://photos.app.goo.gl/xbzTRuKb8FWJ41Gi8

ID	NAME	DESCRIPTION
00	OGDA	Debug Test Area
01	OHDA	Bizarro Battle - Centre
02	OIDA	Grassland
03	OJDA	Mt. Nibel
04	OKDA	Forest
05	OLDA	Beach

06	OMDA	Desert
07	ONDA	Snow
08	OODA	Marsh
09	OPDA	Sector 1 Train Station
0A	OQDA	Reactor 1
0B	ORDA	Reactor 1 Core
0C	OSDA	Reactor 1 Entrance
0D	OTDA	Sector 4 Subway
0E	OUDA	Nibel Caves / Ancient Forest Caves
0F	OVDA	Shinra HQ
10	OWDA	Midgar Raid Subway
11	OXDA	Hojo's Lab
12	OYDA	Shinra Glass Elevators
13	OZDA	Shinra Roof
14	PADA	Midgar Highway
15	PBDA	Wutai Pagoda
16	PCDA	Church
17	PDDA	Corral Valley
18	PEDA	Midgar Slums
19	PFDA	Sector 4 Corridors / Junon Paths
1A	PGDA	Sector 4 Gantries / Midgar Underground Sector 8
1B	PHDA	Sector 7 Support Pillar Stairway
1C	PIDA	Sector 7 Support Pillar Roof
1D	PJDA	Sector 8 Bridge (Disc 1)
1E	PKDA	Sewers
1F	PLDA	Mythril Mines
20	PMDA	Northern Crater - Left Lower Path
21	PNDA	Corel Mountain Path
22	PODA	Junon Beach
23	PPDA	Junon Cargo Ship
24	PQDA	Corel Prison
25	PRDA	Battle Square
26	PSDA	Da-chao Statue - Rapps Battle
27	PTDA	Cid's Backyard
28	PUDA	Final Descent to Sephiroth
29	PVDA	Reactor 5 Entrance
2A	PWDA	Temple of The Ancients Maze
2B	PXDA	Shinra Mansion
2C	PYDA	Junon Airship Dock
2D	PZDA	Whirlwind Maze
2E	QADA	Junon Underwater Reactor
2F	QBDA	Gongaga Reactor
30	QCDA	Gelnika
31	QDDA	Train Graveyard
32	QEDA	Great Glacier Ice Caves / Gaea's Cliff's Inside
33	QFDA	Sister Ray
34	QGDA	Sister Ray Base
35	QHDA	Forgotten City Alter
36	QIDA	Northern Crater - Initial Descent
37	QJDA	Northern Crater - Hatchery
38	QKDA	Northern Crater - Swamp Area
39	QLDA	Northern Crater - Safer Battle
3A	QMDA	Kalm Flashback - Dragon Battle
3B	QNDA	Junon Underwater Pipe
3C	QODA	Blank
3D	QPDA	Corel Railway - Canyon
3E	QQDA	Whirlwind Maze - Crater
3F	QRDA	Corel Railway - Rollercoaster
40	QSDA	Wooden Bridge
41	QTDA	Da-chao Statue

42	QUDA	Fort Condor
43	QVDA	Dirt Wasteland
44	QWDA	Bizarro Battle - Right Side
45	QXDA	Bizarro Battle - Left Side
46	QYDA	Jenova-SYNTHESIS Battle
47	QZDA	Corel Train Battle
48	RADA	Cosmo Canyon
49	RBDA	Caverns of the Gi
4A	RCDA	Nibelheim Mansion Basement
4B	RDDA	Temple of The Ancients - Demons Gate
4C	REDA	Temple of The Ancients - Mural Room
4D	RFDA	Temple of The Ancients - Clock Passage
4E	RGDA	Final Battle - Sephiroth
4F	RHDA	Jungle
50	RIDA	Ultimate Weapon - Battle on Highwind
51	RJDA	Corel Reactor
52	RKDA	Unused
53	RLDA	Don Corneo's Mansion
54	RMDA	Emerald Weapon Battle
55	RNDA	Reactor 5
56	RODA	Shinra HG - Escape
57	RPDA	Ultimate Weapon - Gongaga Reactor
58	RQDA	Corel Prison - Dyne Battle
59	RRDA	Ultimate Weapon - Forest

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//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {SHINRA HQ ELEVATOR}    <||
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If you choose to storm the front of the Shinra HQ on Disc 1, then you will find yourself facing one of several different encounters while taking the small interior elevator to the 59th Floor.

The Floor you start on is always the 6th Floor, and you each time you interact with the console, you will ascend a set amount of floors based on the following chances:

2/16 Chance	7 Floors Higher
2/16 Chance	8 Floors Higher
2/16 Chance	9 Floors Higher
2/16 Chance	10 Floors Higher
2/16 Chance	11 Floors Higher
2/16 Chance	12 Floors Higher
2/16 Chance	13 Floors Higher
1/16 Chance	14 Floors Higher
1/16 Chance	15 Floors Higher

This means that you will have a minimum of three stops till you get to the 59th Floor, and a maximum of seven stops. you will not be able to flee any of the Battles in the Shinra HQ elevators.

There are eight different encounters that you can face, as well as a Shinra employee that has been given the Field Script title of 'Hito'. You will only encounter battles #1 - #4 up until floor 28, after which you will always get battles #5 - #8. Hito appears on four floors.

Battle #1 = 2x Grenade Combatant Front Row
Battle #2 = 2x Grenade Combatant Front Row, 1x Grenade Combatant Back Row
Battle #3 = 1x Mighty Grunt
Battle #4 = 2x Mighty Grunt Front Row

Battle #5 = 1X Hammer Blaster
Battle #6 = 1x Sword Dance
Battle #7 = 2x Sword Dance Front Row
Battle #8 = 1x Moth Slasher

Opening battle:

4/16 Chance Battle #1
5/16 Chance Battle #2
4/16 Chance Battle #3
3/16 Chance Battle #4

Floor 13:	Battle #1	2x Grenade Combatant	Formation ID #416
Floor 14:	Battle #2	3x Grenade Combatant	Formation ID #417
Floor 15:	Battle #3	1x Mighty Grunt	Formation ID #419
Floor 16:	Battle #4	2x Mighty Grunt	Formation ID #420
Floor 17:	Battle #1	2x Grenade Combatant	Formation ID #416
Floor 18:	Battle #2	3x Grenade Combatant	Formation ID #417
Floor 19:	Battle #3	1x Mighty Grunt	Formation ID #419
Floor 20:	Battle #4	2x Mighty Grunt	Formation ID #420
Floor 21:	Battle #2	3x Grenade Combatant	Formation ID #417
Floor 22:	Battle #4	2x Mighty Grunt	Formation ID #420
Floor 23:	Battle #1	2x Grenade Combatant	Formation ID #416
Floor 24:	Battle #4	2x Mighty Grunt	Formation ID #420
Floor 25:	Battle #3	1x Mighty Grunt	Formation ID #419
Floor 26:	Battle #1	2x Grenade Combatant	Formation ID #416
Floor 27:	Battle #2	3x Grenade Combatant	Formation ID #417
Floor 28:	Battle #3	1x Mighty Grunt	Formation ID #419
Floor 29:		Meeting with Hito	
Floor 30:	Battle #5	1x Hammer Blaster	Formation ID #424
Floor 31:	Battle #6	1x Sword Dance	Formation ID #425
Floor 32:	Battle #7	2x Sword Dance	Formation ID #427
Floor 33:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 34:	Battle #5	1x Hammer Blaster	Formation ID #424
Floor 35:	Battle #6	1x Sword Dance	Formation ID #425
Floor 36:	Battle #7	2x Sword Dance	Formation ID #427
Floor 37:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 38:		Meeting with Hito	
Floor 39:	Battle #5	1x Hammer Blaster	Formation ID #424
Floor 40:	Battle #7	2x Sword Dance	Formation ID #427
Floor 41:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 42:	Battle #6	1x Sword Dance	Formation ID #425
Floor 43:	Battle #6	1x Sword Dance	Formation ID #425
Floor 44:	Battle #5	1x Hammer Blaster	Formation ID #424
Floor 45:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 46:	Battle #7	2x Sword Dance	Formation ID #427
Floor 47:		Meeting with Hito	
Floor 48:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 49:	Battle #6	1x Sword Dance	Formation ID #425
Floor 50:	Battle #5	1x Hammer Blaster	Formation ID #424
Floor 51:	Battle #6	1x Sword Dance	Formation ID #425
Floor 52:	Battle #8	1x Moth Slasher	Formation ID #436
Floor 53:	Battle #5	1x Hammer Blaster	Formation ID #424

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   Floor 54:   Battle #7   2x Sword Dance           Formation ID #427
   Floor 55:   Battle #7   2x Sword Dance           Formation ID #427
   Floor 56:                  Meeting with Hito
   Floor 57:   Battle #5   1x Hammer Blaster        Formation ID #424
   Floor 58:   Battle #8   1x Moth Slasher          Formation ID #436
   Floor 59:                  Final Stop
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//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {TOP TRAINING AREAS FOR EACH DISC}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

Using the Training Rating that I've generated for each area, I've been able to compile a list of the top training areas for each section of the game. This factors in the "Average EXP/AP/Gil" for each screen. As mentioned in the introductions section, the averages can be considered a mathematically "true" average, seeing as I've factored in the encounter rates for each formation.

First of all, though, I would like to highlight the definitive "Best" training areas for each disc:

```
   .--------.
   | Disk 1 |
   '--------'
```

Disk 1 Best EXP:

1.) 2043.1 EXP - Corral Valley 1st Screen With Log Bridge (Water Ring)
2.) 1687.5 EXP - Mideel Area Grass
3.) 1534.2 EXP - Temple of The Ancients Mural Room
4.) 1472.0 EXP - Wutai Area Dirt
5.) 1412.5 EXP - Junon "T" Intersection (Sound The Alarm)

Disk 1 Best AP:

1.) 220.3 AP - Corral Valley 1st Screen With Log Bridge (Water Ring)
2.) 200.0 AP - Mideel Area Beach / Grass
3.) 147.6 AP - Mideel Area Dirt
4.) 139.1 AP - Temple of The Ancients Mural Room
5.) 136.3 AP - Mt. Nibel "5 Pipe" Screen (Materia Keeper)

Disk 1 Best Gil:

1.) 5000.0 Gil - Mideel Area Beach
2.) 2782.0 Gil - Junon "T" Intersection (Sound The Alarm)
3.) 2775.0 Gil - Mideel Area Grass
4.) 2570.3 Gil - Corral Valley 1st Screen With Log Bridge (Water Ring)
5.) 2441.5 Gil - Mideel Area Dirt

Note that the Trickplay on the Grass of Bone Village also offers massive amounts of gil, as their "Gold Mountain" attack will increase your end-of-battle gil reward by 800 with every use. There is no cap to the amount of gil you can earn!

```
  .--------.
  | Disk 2 |
  '--------'
```

Disk 2 Best EXP:

1.) 3000.0 EXP - Red Submarine Dock (Past Barking Dog)
2.) 2993.4 EXP - Sunken Gelnika Turks Hallway
3.) 2643.9 EXP - Junon's Path Towards Reactor 2nd & 3rd Screen
4.) 2400.8 EXP - Ancient Forest 1st & 3rd Screen
5.) 2400.0 EXP - Sector 8 Raid Mako Cannon Base (W Save Point)

Disk 2 Best AP:

1.) 320.0 AP - Mako Cannon Base
2.) 266.3 AP - Mideel Area Jungle
3.) 255.0 AP - Red Submarine Dock (Past Barking Dog)
4.) 234.2 AP - Junon's Path Towards Reactor 2nd & 3rd Screen
5.) 220.3 AP - Corral Valley 1st Screen With Log Bridge (Water Ring)

Disk 2 Best Gil:

1.) 7294.9 Gil - Sunken Gelnika Turks Hallway
2.) 6982.4 Gil - Sunken Gelnika Small Flooded Room
3.) 5976.6 Gil - Sunken Gelnika Large Cargo Room
4.) 5000.0 Gil - Mideel Area Beach
5.) 4900.0 Gil - Sector 8 Raid Mako Cannon Base (W Save Point)

```
  .--------.
  | Disk 3 |
  '--------'
```

Disk 3 Best EXP:

1.) 6945.7 EXP - North Crater Swamp Area (Both Screens)
2.) 3747.9 EXP - North Crater Descent Rear Cavern From 2D Platform Jumps
3.) 3325.4 EXP - North Crater Descent 3rd Screen 2D Platform Jumps
4.) 2993.4 EXP - Sunken Gelnika Turks Hallway
5.) 2797.7 EXP - North Crater Descent 2nd Screen Narrow Cascading Paths

Disk 3 Best AP:

1.) 879.7 AP - North Crater Swamp Area (Both Screens)
2.) 266.3 AP - Mideel Area Jungle
3.) 263.6 AP - North Crater Descent Rear Cavern From 2D Platform Jumps
4.) 261.6 AP - North Crater Descent 3rd Screen 2D Platform Jumps
5.) 253.5 AP - North Crater Right Path (All 4 Screens)

Disk 3 Best Gil:

1.) 11,507.9 Gil - North Crater Swamp Area (Both Screens)
2.) 7294.9 Gil - Sunken Gelnika Turks Hallway
3.) 6982.4 Gil - Sunken Gelnika Small Flooded Room
4.) 5976.6 Gil - Sunken Gelnika Large Cargo Room
5.) 5000.0 Gil - Mideel Area Beach

So finally for the best screens for average qty of enemies per Battle. Seeing that the Qty of enemies is constant throughout the game, I have not listed the top 5 training spots for each disc for Enemy Qty as I have EXP, AP and gil. Instead, I have just listed the top 10 areas in the game for kill-griding for your Limits:

TOP 10 TRAINING SPOTS FOR AVERAGE QTY OF ENEMIES:

1.) 5.0 Average - Corel Area Grass (Grangalan)
2.) 4.4 Average - Mt.Corel Waterside Tracks (W Flippable Switch)
3.) 4.28 Average - Corral Valley 1st Screen With Log Bridge (Water Ring)
4.) 4.22 Average - Mythril Mines North Western Cavern
5.) 4.03 Average - Nibel Area Forests
6.) 4.0 Average - Sector 8 Raid Mako Cannon Base (Grosspanzer)
7.) 4.0 Average - Corel Prison Well (2-Faced)
8.) 3.95 Average - Sector 4 1st Grate (Ether) and 2nd Grate (Jessie)
9.) 3.93 Average - Reactor 1 Upper Catwalk (Ladder Tutorial)
10.) 3.88 Average - Mt. Corel Long Roller-Coaster Screen

Note that the Grangalan requires you to spawn in its 'children' to gain the five kills per Battle, which makes it rather time-consuming. Also, you need to take out the 2-Faced rather quickly before they kill themselves, voiding you of the kill (and Battle spoils).

Now, to list the individual *best* screens to train on for each area should you feel the need at any point for some grind time:

Reactor 1: Inner Reactor Upper Catwalk (Ladder Tutorial)

Average EXP = 79.7 Average Enemy QTY = 3.93
Average AP = 9.5 Area Enc Rate = 72 Medium
Average Gil = 47.2 My Rating: * * *

Sector 4: Winding Tunnel Guard Post (Obviously)

Average EXP = 84 Average Enemy QTY = 3
Average AP = 9 Area Enc Rate = N/A
Average Gil = 120 My Rating: * * * *

This unique area allows you to continuously battle without having to run around, which makes for amazing spoils per hour.

Reactor 5: Inner Reactor Upper Catwalk

Average EXP = 87.4 Average Enemy QTY = 3.02
Average AP = 8.8 Area Enc Rate = 72 Medium
Average Gil = 144.6 My Rating: * * *

Sector 5/6: Sector 6 Destroyed Road

```
|   Average EXP = 60.9      Average Enemy QTY = 2.02                      |
|    Average AP = 6.5           Area Enc Rate = 72  Medium                |
|   Average Gil = 252.7                                My Rating: * *     |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Return to Sector 7: Pillar Stairwell 1st Screen                         |
|                                                                         |
|   Average EXP = 82.2      Average Enemy QTY = 2.05                      |
|    Average AP = 8.2           Area Enc Rate = 72  Medium                |
|   Average Gil = 226.0                                My Rating: * *     |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Shinra HQ: Hojo's Lab 68th Floor (after escaping from cells)            |
|                                                                         |
|   Average EXP = 124.1     Average Enemy QTY = 2.28                      |
|    Average AP = 14.0          Area Enc Rate = 128 Low                   |
|   Average Gil = 149.7                                My Rating: * * * *  |
|                                                                         |
| Hojo's Lab 68th Floor before escaping (following the Sample:H0512 fight) |
|  is almost as good, with the added bonus of being able to select your   |
|  party. You also get a slightly higher average Enemy count prior to     |
|  escaping.                                                              |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Midgar Area: Grass                                                      |
|                                                                         |
|   Average EXP = 151.1     Average Enemy QTY = 2.78                      |
|    Average AP = 14.3          Area Enc Rate = 32  Medium                |
|   Average Gil = 285.9                                My Rating: * * *   |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Grasslands Area: Grass                                                  |
|                                                                         |
|   Average EXP = 183.9     Average Enemy QTY = 3.01                      |
|    Average AP = 19.9          Area Enc Rate = 32  Medium                |
|   Average Gil = 393.7                                My Rating: * * *   |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Mythril Mines: North Western Cavern                                     |
|                                                                         |
|   Average EXP = 264.5     Average Enemy QTY = 4.22                      |
|    Average AP = 28.9          Area Enc Rate = 40  Very High             |
|   Average Gil = 407.0                                My Rating: * * * * * |
|                                                                         |
| The average here is only marginally better than the NE cavern, however the |
|  presence of 5x Crawler makes this area much better for Limit levelling! |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Junon Area: Forests                                                     |
|                                                                         |
|   Average EXP = 232.6     Average Enemy QTY = 3.77                      |
|    Average AP = 23.9          Area Enc Rate = 12  Very High             |
|   Average Gil = 410.4                                My Rating: * * * *  |
|                                                                         |
| The Mythril Mines are better.                                           |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
```

Cargo Ship: Both rooms are the same

Average EXP = 245.5 Average Enemy QTY = 3.15
Average AP = 25.2 Area Enc Rate = 40 Very High
Average Gil = 418.5 My Rating: * * *

- -

Corel Area: Grass

Average EXP = 363 Average Enemy QTY = 5
Average AP = 36 Area Enc Rate = 32 Medium
Average Gil = 495 My Rating: * * *

This assumes you to be killing all "Grangalan" enemies, which can be annoying, and as such this area loses one star.

- -

Mt. Corel: Waterside Tracks (W Flippable Switch)

Average EXP = 355.4 Average Enemy QTY = 4.40
Average AP = 36.1 Area Enc Rate = 72 Medium
Average Gil = 511.7 My Rating: * * * *

- -

Corel Prison: Well

Average EXP = 400 Average Enemy QTY = 4
Average AP = 40 Area Enc Rate = 72 Medium
Average Gil = 624 My Rating: * * *

Make sure to actually kill all 2-Faced; if they use Cure3 (1/8) or Self-destruct (1/8), then you get no rewards from that 2-Faced.

- -

Gold Saucer Area: Grass

Average EXP = 401.6 Average Enemy QTY = 3.01
Average AP = 52.0 Area Enc Rate = 32 Medium
Average Gil = 602.1 My Rating: * * * *

- -

Junon's Under-Path: "T" Intersection (Sound The Alarm)

Average EXP = 1412.5 Average Enemy QTY = 1.92
Average AP = 137.9 Area Enc Rate = 48 High
Average Gil = 2782.0 My Rating: * * * * *

- -

Gongaga Area: Jungle

Average EXP = 525.9 Average Enemy QTY = 3.06
Average AP = 61.5 Area Enc Rate = 20 High
Average Gil = 622.3 My Rating: * * * *

- -

Gongaga: Reactor (both screens)

Average EXP = 340 Average Enemy QTY = 1
Average AP = 45 Area Enc Rate = 48 High
Average Gil = 1300 My Rating: * * *

- -

Cosmo Area: Grass

Average EXP = 533.3 Average Enemy QTY = 2.29
Average AP = 50.3 Area Enc Rate = 32 Medium
Average Gil = 634.8 My Rating: * * *

- -

Cave of The Gi: 2nd Screen (Oil Slick)

Average EXP = 803.3 Average Enemy QTY = 3.07
Average AP = 68.7 Area Enc Rate = 48 High
Average Gil = 901.2 My Rating: * * * *

- -

Shinra Mansion: Ground Floor (both screens)

Average EXP = 856.9 Average Enemy QTY = 2.78
Average AP = 99.9 Area Enc Rate = 48 High
Average Gil = 589.4 My Rating: * * * *

- -

Mt. Nibel: "5 Pipe" Cavern (Materia Keeper)

Average EXP = 1344.4 Average Enemy QTY = 3.59
Average AP = 136.3 Area Enc Rate = 72 Medium
Average Gil = 1487.5 My Rating: * * * * *

- -

Nibel Area: Forests

Average EXP = 1108.8 Average Enemy QTY = 4.03
Average AP = 118.2 Area Enc Rate = 12 Very High
Average Gil = 1440.6 My Rating: * * * * *

This area gains an extra star due to the presence of the 6x Battery Cap.

- -

Rocket Pad Area: Forest

Average EXP = 933.8 Average Enemy QTY = 2.90
Average AP = 92.6 Area Enc Rate = 12 Very High
Average Gil = 992.2 My Rating: * *

- -

Mideel Area: Beach

```
|   Average EXP = 1300      Average Enemy QTY = 1                         |
|    Average AP = 200           Area Enc Rate = 96  Very Low              |
|   Average Gil = 5000                                My Rating: * * * * * |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Wutai Area: Dirt                                                        |
|                                                                         |
|   Average EXP = 1472.0    Average Enemy QTY = 3.59                      |
|    Average AP = 134.1         Area Enc Rate = 64  Low                   |
|   Average Gil = 1370.3                              My Rating: * * * *   |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Da-chao Statue: Eastern Hand (From 2nd Screen "Left U-Turn")            |
|                                                                         |
|   Average EXP = 1346.8    Average Enemy QTY = 2.90                      |
|    Average AP = 94.5          Area Enc Rate = 48  High                  |
|   Average Gil = 1258.2                              My Rating: * * *     |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Woodlands Area: Jungle                                                  |
|                                                                         |
|   Average EXP = 1283.7    Average Enemy QTY = 3.41                      |
|    Average AP = 105.1         Area Enc Rate = 12  Very High             |
|   Average Gil = 1504.1                              My Rating: * * *     |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Temple of The Ancients: Mural Room                                      |
|                                                                         |
|   Average EXP = 1534.2    Average Enemy QTY = 1.95                      |
|    Average AP = 139.1         Area Enc Rate = 40  Very High             |
|   Average Gil = 1490.2                              My Rating: * * *     |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Icicle Area: Grass                                                      |
|                                                                         |
|   Average EXP = 658.0     Average Enemy QTY = 1.35                      |
|    Average AP = 49.0          Area Enc Rate = 32  Medium                |
|   Average Gil = 955.5                               My Rating: * *       |
|                                                                         |
| The Snow area is marginally better, however, the Trickplay can increase |
|  their end-of-battle gil reward by 800 with every use of Gold Mountain. |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Corral Valley: 1st Screen With Log Bridge (Water Ring)                  |
|                                                                         |
|   Average EXP = 2043.1    Average Enemy QTY = 4.28                      |
|    Average AP = 220.3         Area Enc Rate = 72  Medium                |
|   Average Gil = 2570.3                              My Rating: * * * * * |
|                                                                         |
| - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - |
|                                                                         |
| Great Glacier: Frostbite Cavern (South East Area)                       |
|                                                                         |
|   Average EXP = 1698.0    Average Enemy QTY = 2.59                      |
|    Average AP = 137.3         Area Enc Rate = 128  Low                  |
```

```
|   Average Gil = 1685.2                                  My Rating: * * *     |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Gaia's Cliff's: Healing Fountain W Save Point                                |
|                                                                              |
|   Average EXP = 1634.4    Average Enemy QTY = 2.26                           |
|    Average AP = 165.8         Area Enc Rate = 48  High                       |
|   Average Gil = 1411.3                                  My Rating: * * * *   |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Whirlwind Maze: North from Zig-Zag Paths (Jenova-DEATH)                      |
|                                                                              |
|   Average EXP = 1700.6    Average Enemy QTY = 2.05                           |
|    Average AP = 145.3         Area Enc Rate = 48  High                       |
|   Average Gil = 1288.9                                  My Rating: * * *     |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Mideel Area: Jungle                                                          |
|                                                                              |
|   Average EXP = 2318.0    Average Enemy QTY = 3.33                           |
|    Average AP = 266.3          Area Enc Rate = 12  Very High                 |
|   Average Gil = 2915.6                                  My Rating: * * * * * |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Junon's Paths: 2nd and 3rd Screen Towards Reactor                            |
|                                                                              |
|   Average EXP = 2274.8    Average Enemy QTY = 2.65                           |
|    Average AP = 197.3         Area Enc Rate = 48  High                       |
|   Average Gil = 2563.8                                  My Rating: * * * *   |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Junon's Reactor: Red Submarine Dock Past Barking Dog (Failed Mission)        |
|                                                                              |
|   Average EXP = 3000      Average Enemy QTY = 3                              |
|    Average AP = 255           Area Enc Rate = 48  High                       |
|   Average Gil = 2250                                    My Rating: * * * * * |
|                                                                              |
| Most of the screens within the reactor get a low rating, however, if you     |
|  fail the Junon mission then you can get to this screen, but only once. A    |
|  glitch involving encounter rates means the average is higher here than it   |
|  should be.                                                                  |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Ancient Forest: 1st and 3rd Screen                                           |
|                                                                              |
|   Average EXP = 2400.8    Average Enemy QTY = 2.39                           |
|    Average AP = 167.1         Area Enc Rate = 128  Low                       |
|   Average Gil = 2455.1                                  My Rating: * * * *   |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  - |
|                                                                              |
| Sunken Gelnika: Turks Hallway                                                |
|                                                                              |
|   Average EXP = 2993.4    Average Enemy QTY = 2.92                           |
|    Average AP = 204.3         Area Enc Rate = 48  High                       |
```

```
|   Average Gil = 7294.9                                  My Rating: * * * * * |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  |
|                                                                              |
| Raid on Midgar: Sector 8 Mako Cannon Base (W Save Point)                     |
|                                                                              |
|   Average EXP = 2400      Average Enemy QTY = 4                              |
|    Average AP = 320           Area Enc Rate = 48  High                       |
|   Average Gil = 4900                                    My Rating: * * * * * |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  |
|                                                                              |
| North Crater Descent: Rear Cavern From 2D Platform Jumps                     |
|                                                                              |
|   Average EXP = 3747.9    Average Enemy QTY = 2.81                           |
|    Average AP = 263.6         Area Enc Rate = 32  Extremely High             |
|   Average Gil = 3578.5                                  My Rating: * * * * * |
|                                                                              |
| -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  |
|                                                                              |
| North Crater: Swamp Area 1st Screen (Left-Upper Fork)   ...you guessed it    |
|                                                                              |
|   Average EXP = 6945.7    Average Enemy QTY = 1.66                           |
|    Average AP = 879.7         Area Enc Rate = 24  Insanely High              |
|   Average Gil = 11,507.9                                My Rating: ********* |
|                                                                              |
| The first screen has a higher encounter rate than the second screen.         |
'------------------------------------------------------------------------------'
```

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {TOP FARMING LOCATIONS}    <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<///
```

To begin with, let's look at everyone's favourite farming Item - Sources. As I'm sure you're already aware of, Yuffie's Conformer does not receive a penalty when using the Morph Command. Typically, the Power value of the attack is divided by 8 when using Morph (so the value is reduced from 16 to 2); however, the formula used by the Conformer overrides the Morph penalty.

Just for clarification, here is the effect of each Source:

```
   Power Source - Raises Strength  (Attack)
   Guard Source - Raises Vitality  (Defence)
   Magic Source - Raises Magic     (Mattack)
    Mind Source - Raises Spirit    (MDefence)
   Speed Source - Raises Dexterity (Defence% and Hit Chances)
    Luck Source - Raises Luck      (Hit, Critical and Evade Chances)
```

The best place in the game to stock up on Sources is the Sunken Gelnika, which becomes available to the Player once they have obtained the Submarine on Disc 2.

```
 Power Source - Unknown    (Small Flooded Room and Large Cargo Room)
 Guard Source - Unknown 2  (Small Flooded Room and Large Cargo Room)
 Magic Source - Unknown 3  (Small Flooded Room and Large Cargo Room)
  Mind Source - Serpent    (Large Cargo Room)
```

```
 Speed Source - Poodler    (Turks Hallway)
  Luck Source - Bad Rap    (Turks Hallway)
```

Here is a list of alternative locations in which Sources can be farmed (note that most of them can be encountered near reactors):

```
 Power Source - Heavy Tank       (Gongaga Reactor)
                Screamer         (Mt. Nibel Reactor Exterior)

 Guard Source - Bagnadrana       (Mt. Corel Reactor)
                Spiral           (Mideel Area Grass and Dirt)
                Armored Golem    (North Crater Left Path Lower Fork)
                Maximum Kimaira  (Battle Square)

 Magic Source - 8 eye            (Battle Square)

  Mind Source - Dragon Rider     (Battle Square)
 Speed Source - Poodler          (Turks Hallway)
  Luck Source - Bad Rap          (Turks Hallway)
```

As you probably know by now, the only way to boost your Attack for Damage Overflow purposes is via Power Sources, and the maximum your Attack can reach is 255. You have the choice to either farm your Sources one at a time, or, you could make use of the Extended W-Item Glitch which enables you to dupe items that you cannot usually select in Battle. The Extended W-Item glitch is best performed when there are two or more enemies present in the field.

If you are not interested in using the W-Item glitch, then the best place for Power Sources is the Heavy Tank, where you'll have a 100% encounter rate in Gongaga Reactor.

EXTENDED W-ITEM GLITCH:

To perform the Extended W-Item Glitch, you must sell all but one of your Potions, then arrange your Item list by Type so that the Potion is at the top of the list. Make sure the ATB is set to 'wait', and make sure that the character with the Morph Materia is *not* the player with the W-Item Materia.

Let's say you were trying to morph Power Sources from the Screamer in Mt. Nibel. Kill all but two of the enemies, then use the Morph Command. You then need to promptly open W-Item with your other character and use the Potion. Do not use the second Item.

If done correctly, the morphed Power Source will fill the empty slot where the Potion was, and you will then be able to perform the standard W-Item method to dupe yourself 99.

It *is* possible to perform the Extended W-Item glitch against a single enemy; however, it takes precision with your setup. Explore QSI Link [Extended W-Item Trick] for more details on how to make use of the exploit.

REPEAT BOSS GLITCH:

It is also possible to dupe yourself items obtained via Bosses by making use of the 'Repeat Boss Glitch'. You need to save the game firstly, then get into

a Battle just before the boss fight. Try to identify the exact frame in which the battle began.

Reset your game; then, your aim is to press triangle to open the menu on the exact frame in which the battle occurred. If done correctly, you will skip the Battle, and the next forced encounter will play out twice, meaning you can gain the Battle rewards twice. Explore QSI Link [Repeat Boss Glitch] in my walkthrough for more details on how to make use of the glitch.

Finally, to look at the best locations for regular Items. I shall first list the best place to farm useful generic items, such as X-Potions and Turbo Ethers; after which I shall compile a list of valuable and rare Items area-by-area.

NOTE - While this list denotes all permanently missable Battle Items, it will *not* include ALL missable items, such as Ifrit or Ramuh. This list focuses on primarily Battle-only collectables.

GENERIC ITEM FARMING LIST:

These items have been listed via their ID (when arranged by 'Type' in-game), and cite the *best* place to farm each item (D = Drop, S = Steal, M = Morph):

Hi-Potion	S Devil Ride	Midgar Area Dirt	Cures 500 HP
	M Kalm Fang	Midgar Area Dirt	Cures 500 HP
X-Potion	S Spiral	Mideel Area Dirt	Fully Cures HP
	M Custom Sweeper	Midgar Area Dirt	Fully Cures HP
Ether	S Ark Dragon	Mythril Mines	Cures 100 MP
	M Mandragora	Grasslands Grass	Cures 100 MP
Turbo Ether	S Search Crown	Mt. Corel Tracks	Fully Cures MP
	M Beach Plug	Gongaga Beach	Fully Cures MP
Elixir	S Master Tonberry	North Crater	Fully Cures HP/MP
	M Harpy	Gold Saucer Grass	Fully Cures HP/MP
Megalixir	D Master Tonberry	North Crater	Fully Cures Party
Remedy	S Velcher Task	Rocket Area Grass	Cures Statuses
Smoke Bomb	S Slalom	Junon Paths	Escape Battle
Right Arm	S Bomb	Mt. Corel Bridge	Damage all Targets
T/S Bomb	S Flapbeat	Gold Saucer Grass	Demi2 one Target
Dazers	S Battery Cap	Nibel Forests	Paralyze one Target

USEFUL/RARE ITEM FARMING LIST:

These items have been listed according to their in-game appearance, and also include valuable Weapons and Armour to obtain (* = Permanently Missable, D = Drop, S = Steal, M = Morph):

Start - Midgar Area

Spider Web	D Grashtrike	Sector 4	Slow on all Targets
Deadly Waste	D Smogger	Reactor 5	Bio2 on all Targets
*Ghost Hand	S Ghost	Train Graveyard	Drain MP one Target

*Graviball	D	Deenglow	Train Graveyard	Demi one Target
Ether	S	Deenglow	Train Graveyard	Cures 100 MP
Striking Staff	S	Eligor	Train Graveyard	Weapon for Aeris
Speed Drink	S	Vice	Sector 6	Haste one Ally
Loco Weed	D	Hammer Blaster	Shinra HQ Ascent	Confusion one Target
Loco Weed	D	Sword Dance	Shinra HQ Ascent	Confusion one Target
Carbon Bangle	S	Moth Slasher	Shinra HQ Ascent	Armour
Hardedge	S	SOLDIER:3rd	Shinra HQ Ascent	Weapon for Cloud

Midgar Area - Buggy

Hi-Potion	S	Devil Ride	Midgar Area	Cures 500 HP
Atomic Scissors	S	Custom Sweeper	Midgar Area	Weapon for Barret
Grand Glove	S	Madouge	Mythril Mines	Weapon for Tifa
Ether	S	Ark Dragon	Mythril Mines	Cures 100 MP
Boomerang	S	Formula	Junon Area Forest	Weapon for Yuffie
Hi-Potion	S	Hell Rider VR2	Junon Area Dirt	Cures 500 HP
*Vagyrisk Claw	D	CMD.Grand Horn 19	Fort Condor Shack	Petrify one Target
Ether	S	Scrutin Eye	Junon Cargo Ship	Cures 100 MP
*Shinra Beta	S	Marine	Junon Cargo Ship	Armour
Turbo Ether	S	Search Crown	Mt. Corel Tracks	Fully Cures MP
Diamond Pin	S	Bagnadrana	Mt. Corel Reactor	Weapon for Red XIII
Right Arm	S	Bomb	Mt. Corel Bridge	Damage all Targets
Phoenix Down	S	2-Faced	Corel Prison	Revive on Ally
Tent	D	Bandit	Corel Prison	Fully Cures Party
Platinum Bangle	S	Death Claw	Corel Prison	Double Growth Armour
X-Potion	S	Bullmotor	Corel Prison	Fully Cures HP
Turbo Ether	S	Land Worm	Corel Prison	Fully Cures MP

Buggy - Tiny Bronco

T/S Bomb	S	Flapbeat	Gold Saucer Grass	Demi2 one Target
War Gong	D	Grand Horn	Gongaga Area	Berserk all Targets
Earth Drum	D	Flower Prong	Gongaga Jungle	Quake 2 all Targets
Spider Web	S	Kimara Bug	Gongaga Jungle	Slow on all Targets
Turbo Ether	S	Golem	Cosmo Area Canyon	Fully Cures MP
M-Tentacles	D	Sneaky Step	Cave of the Gi	Bio3 all Targets
Smoke Bomb	D	Gi Spector	Cave of the Gi	Escape Battle
*Vagyrisk Claw	S	Bagrisk	Cosmo Area Dirt	Petrify one Target
Mirror	D	Mirage	Shinra Mansion	Reflect all Allies
Turbo Ether	S	Jersey	Shinra Mansion	Fully Cures MP
Vampire Fang	D	Black Bat	Shinra Mansion	Drains HP one Target
Bird Wing	S	Zuu	Mt. Nibel Bridge	Damage all Targets
Gold Armlet	S	Dragon	Mt. Nibel Caverns	Armour
Ether	S	Twin Brain	Mt. Nibel	Cures 100 MP
Earth Drum	D	Screamer	Mt. Nibel Reactor	Quake 2 all Targets
Remedy	S	Velcher Task	Rocket Area Grass	Cures Statuses
Dazers	S	Battery Cap	Nibel Forest	Paralyze one Target

Tiny Bronco - End of Disc 1

Adaman Bangle	S	Adamantaimai	Wutai Area Beach	Armour
Dragon Scales	D	Adamantaimai	Wutai Area Beach	Damage all Targets
X-Potion	D	Bizarre Bug	Wutai Area Dirt	Fully Cures HP
Smoke Bomb	D	Edgehead	Wutai Area Grass	Escape Battle
Hourglass	D	Edgehead	Wutai Area Grass	Stop all Targets
*8-inch Cannon	S	Attack Squad	Wutai Mat Quest	Damage all Targets

Remedy	D	Jayjujayme	Da-chao Statue	Cures Statuses
Ice Crystal	D	Garuda	Da-chao Statue	Ice3 all Targets
Light Curtain	D	Garuda	Da-chao Statue	Barrier all Allies
Lunar Curtain	D	Foulander	Da-chao Statue	MBarrier all Allies
Bird Wing	D	Tonadu	Woodlands Beach	Damage all Targets
Remedy	S	Under Lizard	Woodlands Dirt	Cures Statuses
Turbo Ether	D	Ancient Dragon	TOTA Mural Room	Fully Cures MP
Magic Source	M	8 eye	TOTA Room III	Increase MAttack
Carob Nut	S	Vlakorados	Icicle Area Grass	Breeding Chocobos
Elixir	M	Vlakorados	Icicle Area Grass	Fully Cures HP/MP
Dazers	S	Boundfat	Corral Valley	Paralyze one Target

NOTE - Once you have obtained the Morph Materia the following Items become available:

Guard Source	M	Bagnadrana	Mt. Corel	Increase Defence
Fire Fang	M	Land Worm	Corel Prison	Fire2 all Targets
Elixir	M	Harpy	Gold Saucer Area	Fully Cures HP/MP
Power Source	M	Heavy Tank	Gongaga Reactor	Increase Attack
Hourglass	M	Kimara Bug	Gongaga Jungle	Stop all Target
Fire Veil	M	Desert Sahagin	Cosmo Area Canyon	Fire3 all Targets
Dream Powder	M	Crown Lance	Cosmo Area Beach	Sleepel all Targets
Power Source	M	Screamer	Mt. Nibel Reactor	Increase Attacks
Turbo Ether	M	Twin Brain	Mt. Nibel Reactor	Fully Cures MP

Beginning of Disc 2 - Highwind

Water Ring	S	Acrophies	Corral Valley	Accessory
Antarctic Wind	M	Jumping	Icicle Area	Ice2 all Targets
Ice Crystal	M	Bandersnatch	Icicle Area	Ice3 all Targets
Circlet	S	Snow	Great Glacier	Accessory
M-Tentacles	D	Malboro	Gaea's Cliffs	Bio3 all Targets
Holy Torch	M	Stilva	Gaea's Cliffs	DeSpell on Target
Holy Torch	M	Evilhead	Gaea's Cliffs	DeSpell on Target
Dragon Armlet	D	Blue Dragon	Gaea's Cliffs	Armour
Protect Ring	S	Schizo(Right)	Gaea's Cliffs	Accessory
*Earth Mallet	D	Gigas	Whirlwind Maze	Quake3 all Targets
Gigas Armlet	S	Gigas	Whirlwind Maze	Armour
Right Arm	S	Grenade	Whirlwind Maze	Damage all Targets
Tent	S	Gremlin	Whirlwind Maze	Fully Cures Party
Mind Source	M	Dragon Rider	Whirlwind Maze	Increase MDefence
Mind Source	M	Killbin	Whirlwind Maze	Increase MDefence
Turbo Ether	S	Killbin	Whirlwind Maze	Fully Cures MP
*8-inch Cannon	S	Attack Squad	Junon Escape	Damage all Targets
Remedy	S	SOLDIER:2nd	Junon Escape	Cures Statuses

Highwind - Raid on Midgar

Dragon Scales	S	Sea Worm	Mideel Beaches	Damage all Targets
Dream Powder	M	Crysales	Mideel Jungle	Sleepel all Targets
Zeio Nut	S	Goblin	Goblin Island	Breeding Chocobos
Tetra Elemental	M	Cactuer	Cactus Island	Accessory
X-Potion	S	Spiral	Mideel Grass	Fully Cures HP
Guard Source	M	Spiral	Mideel Grass	Increase Defence
Imperial Guard	D	CMD.Grand Horn 37	Fort Condor Shack	Armour
*Curse Ring	S	Ultimate Weapon	Mideel	Accessory
Wizard Bracelet	S	Epiolnis	Ancient Forest	Armour
Smoke Bomb	S	Slalom	Junon Paths	Escape Battle

Guide Book	M	Ghost Ship	Junon Underwater	Trade for Materia
*Shinra Alpha	S	Captain	Junon Reactor	Armour
Speed Source	M	Poodler	Sunken Gelnika	Increases Dexterity
Luck Source	M	Poodler	Sunken Gelnika	Increases Luck
Light Curtain	D	Unknown	Sunken Gelnika	Barrier all Allies
Power Source	M	Unknown	Sunken Gelnika	Increase Attack
Lunar Curtain	D	Unknown 2	Sunken Gelnika	MBarrier all Allies
Guard Source	M	Unknown 2	Sunken Gelnika	Increase Defence
Holy Torch	D	Unknown 3	Sunken Gelnika	DeSpell on Target
Magic Source	M	Unknown 3	Sunken Gelnika	Increase MAttack
Dragon Scales	D	Serpent	Sunken Gelnika	Damage all Targets
Mind Source	M	Serpent	Sunken Gelnika	Increase MDefence
*Touph Ring	S	Turks:Reno III	Sunken Gelnika	Accessory
*Ziedrich	S	Turks:Rude II	Sunken Gelnika	Armour
*Ziedrich	S	Turks:Rude III	Rocket Town	Armour
*Rising Sun	S	Diamond Weapon	Midgar Area	Weapon for Yuffie
Circlet	S	Ultimate Weapon	Flying variant	Accessory
Reflect Ring	S	Ultimate Weapon	Ground Variant	Accessory

NOTE - You can also obtain the following from the Battle Square:

Circlet	S	Ho-chu	Battle Square	Accessory
Ribbon	M	Ho-chu	Battle Square	Accessory
Turbo Ether	S	Tonberry	Battle Square	Fully Cures MP
Elixir	M	Tonberry	Battle Square	Fully Cures HP/MP

Raid on Midgar - End Game

Stardust	D	Behemoth	Sector 8 Raid	Comet2 all Targets
War Gong	S	Behemoth	Sector 8 Raid	Berserk all Targets
*Graviball	S	Shadow Maker	Sector 8 Raid	Demi one Target
Minerva Band	S	Turks:Elena	Sector 8 Raid	Armour
*Touph Ring	S	Turks:Reno IV	Sector 8 Raid	Accessory
*Ziedrich	S	Turks:Rude IV	Sector 8 Raid	Armour
*8-inch Cannon	D	Grosspanzer-Big	Mako Cannon	Damage all Targets
*Shinra Alpha	S	SOLDIER:1st	Mako Cannon	Armour
Guard Source	M	Maximum Kimaira	Mako Cannon	Increase Defence
Elixir	D	Dark Dragon	North Crater	Fully Cures HP/MP
Dragon Armlet	S	Dark Dragon	North Crater	Armour
Vaccine	M	Dark Dragon	North Crater	Resist one Target
Megalixir	D	Master Tonberry	North Crater	Fully Cures Party
Elixir	S	Master Tonberry	North Crater	Fully Cures HP/MP
Ribbon	S	Master Tonberry	North Crater	Accessory
Guard Source	M	Armored Golem	North Crater	Increase Defence
Elixir	S	Gighee	North Crater	Fully Cures HP/MP
Protect Ring	M	Mover	North Crater	Accessory
Cauldron	S	Dragon Zombie	North Crater	Bad Breath one Tar
Vaccine	M	Dragon Zombie	North Crater	Resist one Target
Kiss of Death	D	Death Dealer	North Crater	Death all Targets

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//>~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {ENEMY LOOKALIKES}    <||
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Credit to JBedFord for the following list of enemies that share the same Battle Model, using a different colour pallet:

MP/Grenade Combatant/Marine/Attack Squad/Submarine Crew/Captain/Underwater MP
Guard Hound / Blood Taste / Dark Nation / êúô0(äñ) (JORG Test Enemy)
Mono Drive / Scrutin Eye
Grunt / Special Combatant / Senior Grunt / êúô1() (JORG Test Enemy)
1st Ray / Laser Cannon
Sweeper / Custom Sweeper / Death Machine
Rocket Launcher / Rocket Launcher
Grashtrike / Head Hunter
Blugu / Bloatfloat
Chuse Tank / Malldancer
Corneo's Lackey / Scotch
Hedgehog Pie / Boundfat / êúô4(ëöù) (JORG Test Enemy)
Smogger / Slalom / Gas Ducter
Vice / Prowler / Bandit
Whole Eater / Zolokalter
Sahagin / Desert Sahagin
Ceasar / Castanets
Deenglow / Flapbeat / Wind Wing / êúô2(ñ) (JORG Text Enemy)
Cripshay / Edgehead
Proto Machine Gun / Machine Gun / Quick Machine Gun
Sword Dance / Corvette
Warning Board / Guard System
SOLDIER:3rd / SOLDIER:2nd / SOLDIER 1ST
Moth Slasher / Crazy Saw
Vargid Police / Twin Brain / Chekhov
Zenene / Sneaky Step
Kalm Fang / Nibel Wolf / Bandersnatch
Mu / Trickplay
Levrikon / Epiolnis
Mandragora / Razor Weed
Madouge / Screamer / Staniv
Ark Dragon / Ancient Dragon
Crawler / Heg
Formula / Sonic Speed
Jenova-BIRTH / Jenova-LIFE / Jenova-DEATH
Beach Plug / Poodler / Poodler Sample
Search Crown / Battery Cap
Needle Kiss / Thunder Bird
Bomb / Grenade
Joker / Death Dealer
Bullmotor / Hard Attacker
Land Worm / Sea Worm
Harpy / Maximum Chimera
Grand Horn / CMD.Grand Horn Lv 19 / CMD.Grand Horn Lv 25 / CMD.Grand Horn Lv37
Gagighandi / Under Lizard
Touch Me / Toxic Frog
Griffin / Hippogriff
Skeeskee / Shake / Headbomber
Golem / Ice Golem / Armoured Golem
Valron / Gorkii
Black Bat / Evilhead
Dragon / Red Dragon / Blue Dragon / Dark Dragon
Materia Keeper / Stilva
Zuu / Tonadu
Velcher Task / Diablo
Adamantaimai / êúô6(ñâ) (JORG Test Enemy)
Jayjujayme / Crysales
Rapps / Lessaloploth

Jemnezmy / Snow / Pollensalta
Kelzmelzer / Frozen Nail
Serpent / êúô5(áñô) (JORG Test Enemy)
Gun Carrier / Cromwell
Wolfmeister / Iron Man
Guardian(Right) / Guardian(Left)
Bad Rap / Bad Rap Sample
Behemoth / King Behemoth
Grosspanzer-Big / êúô7(úñA) (JORG Test Enemy)
Grosspanzer-Mobile / êúô8(úñB) (JORG Test Enemy)
Grosspanzer-Small / êúô9(úñC) (JORG Test Enemy)
Mover / Waterpolo (?)
Cactuar / Cactuer
Tonberry / Master Tonberry (I guess)
Grangalan / Grangalan Jr. / Grangalan Jr.Jr.
Ying / Yang
Carry Armor's Arms
Turks:Reno (four variants)
Turks:Rude (four variants)
Ultimate Weapon (four variants)
Chocobo (nine variants)
Mystery Ninja (six variants)
[No Name] (two variants - Mu / Trickplay Base)
[No Name] (two variants - Magnade's Arms)
Bizarro-Sephiroth (six variants)
Pyramid / Test Enemies (nine variants of Test Enemies)

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 //>~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {ELEVATED ENEMIES}    <||
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An 'Elevated' Enemy is an enemy that is considered to be hovering above the ground slightly, and as such it will *usually* take Double Damage from the Wind Element, while also nullifying the Earth Element.

Note that an 'Elevated' enemy and a 'Flying' enemy are two different things; a Flying enemy is an enemy that has been given a Row value of 16, and will not be targeted by short-ranged attacks. All Flying enemies are elevated, but not all elevated enemies are Flying.

Also note that there are a number of elevated enemies that will nullify Earth, but will not take Double Damage from Wind. A smaller number of enemies will be physically hovering off the ground, but will not take Double Damage from Wind nor will they Nullify Earth.

NORMAL 'ELEVATED' ENEMIES:

Nullifies Earth, takes Double Damage from Wind

- Mono Drive — Sector 1
- Blugu — Sector 4
- Deenglow — Train Graveyard
- Aero Combatant 1st Form — Sector 7
- Heli Gunner — Shinra HQ
- Ark Dragon — Mythril Mines

- Zemzelett Junon Area
- Formula Junon Area
- Bottomswell Junon Harbour
- Scrutin Eye Junon Cargo Ship
- Needle Kiss Mt. Corel
- Bloatfloat Mt. Corel
- Joker Gold Saucer Area Grass
- Flapbeat Gold Saucer Area Grass
- Soul Fire Cave of The Gi
- Black Bat Shinra Mansion
- Sonic Speed Mt. Nibel
- Zuu Mt. Nibel
- Garuda Da-chao Statue
- Gorkii Wutai Pagoda
- Tonadu Woodlands/Icicle Beach
- Slaps Woodlands Area Jungle
- Ancient Dragon Temple of The Ancients
- Shred Great Glacier
- Lessaloploth Great Glacier
- Dragon Rider Gaea's Cliffs
- Serpent Sunken Gelnika
- Parasite North Crater
- Allemagne North Crater

SPECIAL 'ELEVATED' ENEMIES:

Nullifies Earth, does *not* take Double Damage from Wind

- Air Buster Sector 5
- Ghost Train Graveyard
- Sword Dance Shinra HQ Ascent
- Sample:H0512-opt Shinra HQ Ascent
- Brain Pod Shinra HQ Escape
- Grangalan Corel Area
- Grangalan Jr. Corel Area
- Grangalan Jr.Jr. Corel Area
- Bomb Mt. Corel Bridge
- 2-Faced Corel Prison
- Crown Lance Cosmo Area Beach
- Gi Nattak Cave of The Gi
- Ghirofelgo Shinra Mansion
- Malldancer Corral Valley
- Grenade Whirlwind Maze Crater
- Eagle Gun Mt. Corel Train
- Rilfsak Ancient Forest
- Ghost Ship Junon Underwater Pipe
- Corvette Junon Underwater Pipe
- Diver Nest Junon Underwater Pipe
- Ultimate Weapon (Aerial) Junon Crater, Mideel, Nibel and Corel Area
- Ultimate Weapon (Final) Cosmo Canyon Area
- Emerald Weapon Ocean Floor
- Eye Ocean Floor

NON-ELEVATED 'HOVERING' ENEMIES:

Hovering, does *not* Nullify Earth, does *not* take Double Damage from Wind

- Chuse Tank Sector 4
- Valron Nibel Area (Flying Form)
- Dorky Face Shinra Mansion
- Mirage Shinra Mansion
- Jersey Shinra Mansion
- Thunderbird Wutai Area Dirt
- Bizarre Bug Wutai Area Dirt (Flying Form)
- Rapps Da-chao Statue
- Evilhead Gaea's Cliffs
- Ironite Whirlwind Maze
- Wind Wing Whirlwind Maze
- Bad Rap Sunken Gelnika
- Unknown Sunken Gelnika
- Unknown 3 Sunken Gelnika
- Lifeform-Hojo N Mako Cannon
- Gargoyle (2nd Form) North Crater Descent
- Mover North Crater Swamp
- Death Dealer North Crater Right Path
- Jenova-SYNTHESIS Planet's Core
- Safer-Sephiroth Planet's Core

'FLYING' ENEMIES:

Row Value of 16 (cannot be targeted via short-ranged Attacks)

- Hundred Gunner Shinra HQ Escape
- Heli Gunner Shinra HQ Escape
- Zemzelett Junon Area (Flying Form)
- Bottomswell Junon Harbour
- Griffin Cosmo Area (Flying Form)
- Zuu Mt. Nibel (Bridge only)
- Hippogriff Mideel Area (Flying Form)
- Ultimate Weapon (Flying) Junon Crater, Mideel, Nibel & Corel Area
- Ultimate Weapon (Final) Cosmo Canyon Area
- Safer-Sephiroth Planet's Core (2nd Stage)

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||>    {ENEMY SKILL LISTING}    <||
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Here you will find a rundown of all 24 Enemy Skills, and how to obtain them. Firstly though, you need to know how to get the Enemy Skill Materia, of which there are four to obtain:

- Hojo's laboratory, following the Sample:H0512 Battle (missable)
- Junon 'Right Side' Intermediate Hall (1st house on the Left Basement)
- Forgotten Capitol Central Shell with beds (Eastern Area)
- Chocobo Sage's House (interact with the Green Chocobo)

One of the Enemy Skill Materias is permanently missable (the one from Hojo's Laboratory), and two of the Enemy Skills are missable; Pandora's Box, which is used as a Death Counter by the Dragon Zombie *ONCE ONLY* in the whole game! The other permanently missable Skill is Trine, which can only be

learned from Materia Keeper, Godo and the Stilva.

If you wish to learn Trine on all four Enemy Skills, then make sure not to kill Godo until *after* you obtain the fourth Enemy Skill Materia.

For an Enemy Skill to be learned, the Battle must end, and the character that has acquired the Skill must be present as the Battle concludes. If the ability used has killed the target learning the Skill, then the Skill will still be learned providing that the Battle has not come to an end following the ability used (referring specifically to the Midgar Zolom's ability to eject the Party members from Battle, preventing a Game Over).

Frog Song

Ability: Toggles Sleep/Frog Status on one opponent

Learn From:	Touch Me	Gongaga	Need Manip: No
	Toxic Frog	Temple of The Ancients	MP Cost: 5 MP
	Christopher	North Crater Swamp Area	

L4 Suicide

Ability: Inflicts Small and Critical on targets with a Lv divisible by 4
Base Damage: 31/32 Current HP

Learn From:	Mu	Grasslands Grass	Need Manip: No
	Trickplay	Icicle Area Grass	MP Cost: 10 MP

Magic Hammer

Ability: Drains 100 MP from Target
Base Damage: 100 MP

Learn From:	Razor Weed	Wutai Area Grass	Need Manip: Yes
			MP Cost: 3 MP

NOTE - The Grass Area of Wutai can be accessed as soon as you land on its shores; head immediately to your left to find a small patch of grass. This enables you to learn Magic Hammer without having to first complete Yuffie's Sidequest.

White Wind

Ability: Restores Party's HP and cures negative Statuses
Base Damage: Equal to Caster's Current HP

Learn From:	Zemzelett	Junon Area Grass	Need Manip: Yes
			MP Cost: 34 MP

.-----------.
| Big Guard |
'-----------'

Ability: Casts Haste, Barrier and MBarrier on all allies

Learn From: Beachplug Corel Area Beach Need Manip: Yes
MP Cost: 56 MP

.---------------.
| Angel Whisper |
'---------------'

Ability: Revives and heals all allies, and cures negative Statuses

Learn From: Pollensalta North Crater Right Path Need Manip: Yes
MP Cost: 50 MP

.--------------.
| Dragon Force |
'--------------'

Ability: Raises on allies Def and MDef by 50%, max per battle is +100%

Learn From: Dark Dragon North Crater Descent Need Manip: Yes
MP Cost: 19 MP

.-------------.
| Death Force |
'-------------'

Ability: Grants one ally Death immunity for the remainder of the Battle

Learn From: Adamantaimai Wutai Area Beach Need Manip: Yes
MP Cost: 3 MP

.---------------.
| Flame Thrower |
'---------------'

Ability: Fire Damage on one opponent
Base Damage: 14 Power, Magical Formula

Learn From: Ark Dragon Mythril Mines Need Manip: No
Dragon Mt. Nibel Caverns MP Cost: 10 MP

.-------.
| Laser |
'-------'

Ability: Gravity based Damage on one opponent
Base Damage: 50% Current HP

Learn From: Death Claw — Corel Prison — Need Manip: No
Dark Dragon — North Crater Descent — MP Cost: 16 MP

.-------------.
| Matra Magic |
'-------------'

Ability: Non-Elemental Damage on all opponents
Base Damage: 11 Power, Magical Formula (No Split Damage)

Learn From: Custom Sweeper — Midgar Area Dirt — Need Manip: No
Bullmotor — Corel Prison — MP Cost: 8 MP
Death Machine — Junon Paths

.------------.
| Bad Breath |
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Ability: Poison, Confu, Sleep, Silence, Small and Frog on all opponents

Learn From: Malboro — Gaea's Cliff Snow Paths — Need Manip: No
North Crater Right Path — MP Cost: 58 MP

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| Beta |
'------'

Ability: Fire Damage on all opponents
Base Damage: 54 Power, Magical Formula (No Split Damage)

Learn From: Midgar Zolom — Grasslands Marsh — Need Manip: No
MP Cost: 35 MP

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| Aqualung |
'----------'

Ability: Water Damage on all opponents
Base Damage: 52 Power, Magical Formula (No Split Damage)

Learn From: Harpy — Gold Saucer Grass — Need Manip: No
Jenova-LIFE — Forgotten Capitol — MP Cost: 34 MP
Serpent — Sunken Gelnika Cargo Room

NOTE - If you still have the Buggy, then you can easily encounter the Harpy
on the 'Desert' terrain on the World Map. Otherwise, you can only
encounter it alongside a Chocobo on the Gold Saucer tracks.

.-------.
| Trine |
'-------'

Ability: Lightning Damage on all opponents
Base Damage: 34 Power, Magical Formula (No Split Damage)

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 Learn From: Materia Keeper                Mt. Nibel      Need Manip: No
             Godo                        Wutai Pagoda         MP Cost: 20 MP
             Stilva                      Gaea's Cliff
```

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 .--------------.
 | Magic Breath |
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```
    Ability: Fire/Ice/Lightning Damage on all opponents
Base Damage: 77 Power, Magical Formula (No Split Damage)

 Learn From: Stilva                      Gaea's Cliff      Need Manip: No
             Parasite            North Crater Descent         MP Cost: 75 MP
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    Ability: Special Formula
Base Damage: Equal to Caster's Max HP - Current HP

 Learn From: Jersey                    Shinra Mansion      Need Manip: No
             Behemoth     Sector 8 Large Catwalk Area         MP Cost: 3 MP
```

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 | Goblin Punch |
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```
    Ability: Non-Elemental Damage on one opponent
Base Damage: 12 Power, Physical Formula (Damage = Damage * 8 if Target's Lv
                                                  is equal to Caster's Lv)

 Learn From: Goblin              Goblin Island Forest      Need Manip: No
                                  Round Island Forest         MP Cost: 0 MP
```

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 .-------------.
 | Chocobuckle |
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```
    Ability: Non-Elemental Damage on one opponent
Base Damage: Equal to quantity of escapes (1 escape = 1HP of damage)

 Learn From: Chocobo Lv 16           Grasslands Grass      Need Manip: No
             Chocobo Lv 36          Mideel Area Grass         MP Cost: 3 MP

NOTE - While all Chocobos have the ability to cast Chocobuckle, the
        condition for it to cast the Skill is that its HP must be 31/32 of
        its Max HP or below (you also needed to have fed it one Sylkis or
        Mimett Green). Because of this, the only way to realistically learn
        Chocobuckle is via the use of L4 Suicide, and as such you can only
        learn the Skill from the the Lv 16 and Lv 36 Chocobo.
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 .----------.
 | L5 Death |
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Ability: Inflicts Death on targets with a Lv divisible by 5

Learn From: Parasite — North Crater Descent — Need Manip: No
MP Cost: 22 MP

Death Sentence

Ability: Inflicts Death Sentence on one opponent

Learn From: Gi Spector — Cave of The Gi — Need Manip: No
Sneaky Step — Cave of The Gi — MP Cost: 10 MP
Boundfat — Corral Valley

Roulette

Ability: Inflicts Death on random ally/enemy

Learn From: Death Dealer — North Crater Right Path — Need Manip: No
MP Cost: 6 MP

Shadow Flare

Ability: Non-Elemental Damage on one opponent
Base Damage: 125 Power, Magical Formula

Learn From: Ultimate Weapon — Cosmo Area — Need Manip: No
Dragon Zombie — North Crater Right Path — MP Cost: 100 MP
Ruby Weapon — Gold Saucer Desert

NOTE - Ultimate Weapon will only use Shadow Flare while in his final form at Cosmo Canyon.

Pandora's Box

Ability: Non-Elemental Damage on all opponent
Base Damage: 60 Power, Magical Formula (No Split Damage) Ignores Target's Def

Learn From: Dragon Zombie — North Crater Right Path — Need Manip: No
MP Cost: 110 MP

NOTE - Once the Dragon Zombie has cast Pandora's Box once in a game, it will never use it again. You can use the Yuffie Warping glitch to reset the variable; use QSI Link [Yuffie Warping] to explore the way in which Yuffie Warping works.

```
//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {ABILITIES THAT USE MULTI-ELEMENTS}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

In total, nine attacks in the game make use of more than one Element, one of which is an Enemy Skill, and two of which are Summons. Note that the value along the left-side column is the Attack ID#.

SUMMONS:

```
[040] Tetra Disaster (Kjata)           Fire/Ice/Lightning
[045] Disintegration (Typhon)          Fire/Ice/Lightning/Earth
```

ENEMY SKILL:

```
[057] Magic Breath (Stilva, Parasite)  Fire/Ice/Lightning
```

ENEMY ATTACKS:

```
[398] Blue Light    (Jenova-LIFE)      Water/Shout
[2C5] Double Breath (Schizo(Right))    Fire/Ice
[2CC] Double Breath (Schizo(Left))     Fire/Ice
[300] Viper Breath  (Serpent)          Ice/Water
[39A] Red Light     (Jenova-DEATH)     Fire/Shout
[39B] Tropic Wind   (Jenova-DEATH)     Fire/Wind
```

Having more than one Elemental resistance in place to defend against multiple Elements will *not* allow the damage modification to stack.

```
//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {ENEMIES SUSCEPTIBLE TO L4 SUICIDE}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

Once you have learned the Enemy Skill L4 Suicide from either the Mu or the Trickplay, you will be able to knock an Enemy's HP to down 1/32 of its *current* HP, so long as the Enemy's Level is divisible by four.

This list is a compilation of all 83 enemies who's Level is divisible by 4 (some of which you cannot cast L4 Suicide on seeing as you cannot obtain the Enemy Skill until you have reached the Chocobo Ranch):

```
   .----------.                      .-----------.
   | LEVEL 4: |                      | LEVEL 28: |
   '----------'                      '-----------'

 - 1st Ray                         - Thunderbird
 - Blugu                           - Bizarre Bug
 - Proto Machine Gun               - Tail Vault
 - Waterpolo                       - Jayjujayme
                                   - Frozen Nail
   .----------.                    - Evilhead
   | LEVEL 8: |
   '----------'                      .-----------.
                                     | LEVEL 32: |
```

- Sweeper
- Grashtrike
- Smogger
- Blood Taste
- Corneo's Lackey
- Ceasar
- Cripshay
- Machine Gun
- Laser Cannon

.-----------.
| LEVEL 12: |
'-----------'

- Guard Scorpion
- Eligor
- Warning Board
- Hammer Blaster
- Mighty Grunt
- Prowler
- Mu

.-----------.
| LEVEL 16: |
'-----------'

- Madouge
- Nerosuferoth
- Formula
- Marine
- Grangalan
- Beachplug
- Search Crown
- Bagnadrana
- Chocobo Lv 16

.-----------.
| LEVEL 20: |
'-----------'

- Crown Lance
- Skeeskee
- Desert Sahagin
- Quick Machine Gun
- Rocket Launcher
- Cactuar

.-----------.
| LEVEL 24: |
'-----------'

- Golem
- Valron
- Battery Cap
- Mirage
- Ying
- Yang
- Kyuvilduns
- Jemnezmy
- Trickplay

'-----------'

- Dragon
- Shake
- Malldancer
- Shred
- Snow
- Grenade
- Sculpture
- Submarine Crew
- Hard Attacker
- Mystery Ninja Lv 32

.-----------.
| LEVEL 36: |
'-----------'

- Staniv
- Gremlin
- Wind Wing
- Corvette
- Epiolnis
- Chocobo Lv 36

.-----------.
| LEVEL 40: |
'-----------'

- Ice Golem
- Stilva
- Gigas
- Guardian
- Rilfsak
- Serpent
- Cactuer
- Goblin

.-----------.
| LEVEL 44: |
'-----------'

- Malboro
- Ghost Ship
- Crazy Saw
- SOLDIER:1st

.-----------.
| LEVEL 48: |
'-----------'

- Allemagne
- Death Dealer

.-----------.
| LEVEL 52: |
'-----------'

- Unknown 3

.-----------.

- Jumping | LEVEL 60: |
'-----------'

- King Behemoth

//>~~~~~~<\\
||> {ENEMIES THAT CHANGE STATS MID-BATTLE} <||
\\>~~~~~~<///

In total, 26 enemies can modify their base stats mid-battle; although, technically there are 33 if you also include enemies that change stats such as HP, and absorbed Elements, such as Ruby Weapon and the six variants of Bizarro-Sephiroth.

--

• GUARD SCORPION:

Base Def = 40 Base MDef = 300
Stage 1 Def = 40 Stage 1 MDef = 256
Stage 2 Def = 255 Stage 2 MDef = 384

As the battle opens, the Guard Scorpion’s stats will be immediately set to the 'Stage 1' stats. It enters into its 2nd Stage when its tail is up and will transform back to its original form on its 3rd turn after raising its tail.

--

• SAHAGIN:

Base Def = 32
Spcl Stage Def = 512

The Sahagin will have a 1/16 chance of setting its Def to 512 with every Action performed. Its Def value will remain at 512 until the next Action is completed, at which point its Def will be set back to 32, and a new 1/16 chance will occur to set its Def to 512.

--

• HELI GUNNER:

Base Def = 40 Base MDef = 220
Stage 2 Def = 90 Stage 2 MDef = 270

The battle will open with the Heli Gunner's stats set to its base stats and will transform to Stage 2 once its Current HP falls below (or is equal to) 25% of its Max HP, which is 250/1000.

--

• ZEMZELETT:

Base Def = 50 Base Evade = 1 Base Row = 1
Stage 2 Def = 20 Stage 2 Evade = 11 Stage 2 Row = 16 (Flying)

The battle will open with the Zemzelett's stats set to its base stats and will transform to Stage 2 once it is either attacked using Fire or Ice Elements, or, as a 1/4 chance every turn. It will then go on to have a 1/4 chance every turn to revert to its original form.

--

• CACTUAR:

```
      Base Evade = 20
Spcl Stage Evade = 255
```

The Cactuar will have a 7/8 chance of setting its Evade to 255 with every Action performed. Its Evade value will remain at 255 until the next Action is completed, at which point its Evade will be set back to 20, and a new 7/8 chance will occur to set its Evade to 255.

--

• GRIFFIN:

```
   Base Evade = 1        Base Row = 1 or 2
Stage 2 Evade = 21    Stage 2 Row = 16 (Flying)
```

The battle will open with the Griffin's stats set to its base stats and will transform to Stage 2 as a 1/4 chance every turn. It will then go on to have a 1/4 chance every turn to revert to its original form.

--

• GOLEM:

```
   Base Str = 60      Base Def = 56      Base Mag = 5        Base MDef = 100
Stage 1 Str = 48   Stage 1 Def = 80   Stage 1 Mag = 243   Stage 1 MDef = 130
Stage 2 Str = 52   Stage 2 Def = 72   Stage 2 Mag = 249   Stage 2 MDef = 120
Stage 3 Str = 45   Stage 3 Def = 64   Stage 3 Mag = 255   Stage 3 MDef = 110
```

The battle will open with the Golem's stats set to its base stats, and immediately be set to the 'Stage 1' stats after its 1st turn. It will advance one Stage with every turn and will revert to its previous Stage each time it is attacked. Its 'Row Value' never changes when it moves through its Stages.

--

• VALRON:

```
   Base Evade = 1        Base Row = 1 or 2
Stage 2 Evade = 21    Stage 2 Row = 16 (Flying)
```

The Valron will have a 1/2 Chance starting in either its standard form or its flying form. While on the ground, it will have a 1/4 chance to transform to Stage 2 with every turn. It will then go on to have a 1/8 chance every turn to revert to its original form while its MBarrier is active; if it does not have MBarrier in place, it will have an 11/64 chance every turn to revert to its original form.

--

• BLACK BAT:

```
      Base Evade = 1
 Spcl Stage Evade = 255
```

The Black Bat will have a 1/8 chance of setting its Evade to 255 with every Action performed. Its Evade value will remain at 255 until the next Action is completed, at which point its Evade will be set back to 1, and a new 1/8 chance will occur to set its Evade to 255.

--

- YANG:

```
   Base Str = 5       Base Mag = 32
```

The battle will open with Yang's stats set to its base stats. Each time it takes Physical damage, its Strength will increase by 10, capped at 255. Each time it takes Magical damage its Magic will increase by 10, capped at 255. Yang never uses Physical abilities, so its increased Strength will not matter.

--

- BIZARRE BUG:

```
   Base Def = 50       Base Evade = 1        Base Row = 1, 2 or 3
 Stage 2 Def = 0     Stage 2 Evade = 50    Stage 2 Row = 16 (Flying)
```

The battle will open with the Bizarre Bug's stats set to its base stats and will transform to Stage 2 on its 1st turn. It will then revert to its original form on its 6th turn after becoming airborne. It will then become flying four turns after that, and the sequence will then repeats itself. The Bizarre Bug has the lowest Defence in the game while in its flying form.

--

- GORKII:

```
   Base Evade = 5        Base Row = 1
 Stage 2 Evade = 25    Stage 2 Row = 16 (Flying)
```

Gorkii will begin in Stage 2, and its base stats will be immediately modified to its Stage 2 stats. Gorkii will never revert to its original form.

--

- GRIMGUARD:

```
   Base Def = 50        Base MDef = 180
 Stage 1 Def = 50     Stage 1 MDef = 510
 Stage 2 Def = 254    Stage 2 MDef = 180
```

The Grimguard's base stats will be immediately changed as the battle begins according to the Stage it begins in; it will have a 50% chance of starting in stage 1 (Magical form), and a 50% chance of starting in Stage 2 (Physical Form). It will switch forms every two turns after that. While in its Magical Form the Grimguard has the highest MDefence in the game (even higher than Ruby Weapon's MDefence).

--

- MAGNADE:

```
    Base Evade = 5
 Stage 2 Evade = 255
```

The Magnade will change its Evade to 255 after the first Action is performed. Once 20-24 Actions have been made its Shields will break, and its Evade will be set back to its default value.

--

• HEADBOMBER:

```
    Base Dexterity = 60
 Stage 2 Dexterity = 120
```

The Headbomber will only transform into Stage 2 if it the last enemy alive.

--

• EVILHEAD:

```
       Base Evade = 1
 Spcl Stage Evade = 255
```

The Evilhead will have a 1/4 chance of setting its Evade to 255 with every Action performed. Its Evade value will remain at 255 until the next Action is completed, at which point its Evade will be set back to 1, and a new 1/4 chance will occur to set its Evade to 255.

--

• BLUE DRAGON:

```
    Base Def = 86        Base MDef = 240
 Stage 1 Def = 129    Stage 1 MDef = 360
 Stage 2 Def = 172    Stage 2 MDef = 480
```

The Blue Dragon's Defence and MDefence will increase with every use of Dragon Force. Once Dragon Force has been used twice, its stats will not continue to increase.

--

• CACTUER:

```
       Base Evade = 1
 Spcl Stage Evade = 255
```

The Cactuer will have a 7/8 chance of setting its Evade to 255 with every Action performed. Its Evade value will remain at 255 until the next Action is Completed, at which point its Evade will be set back to 1, and a new 7/8 chance will occur to set its Evade to 255.

--

• HIPPOGRIFF:

```
    Base Evade = 1        Base Row = 1
 Stage 2 Evade = 31    Stage 2 Row = 16 (Flying)
```

The battle will open with the Hippogriff's stats set to its base stats and will transform to Stage 2 once it takes Physical damage when its Current HP falls below (or is equal to) 50%, which is 1500/3000. It will transform back to its original form when it takes Magical damage.

--

• SPIRAL:

```
   Base Def = 80        Base MDef = 80
Stage 2 Def = 320    Stage 2 MDef = 320
```

The Spiral will begin in its standard form, and will have a chance of transforming to its 2nd Stage when it takes damage after its first turn; with each turn, it will have a higher chance of changing. It will automatically transform to its 2nd Stage after taking damage once it reaches its fourth turn.

It will then have a chance of transforming back to its original form with each turn thereafter, excluding its 1st turn. With each turn, it will have a higher chance of changing; if it has not changed by the time it reaches its fourth attack, it will do so automatically.

--

• RILFSAK:

```
      Base Evade = 2
Spcl Stage Evade = 255
```

The Rilfsak will have a 7/8 chance of setting its Evade to 255 with every Action performed. Its Evade value will remain at 255 until the next Action is completed, at which point its Evade will be set back to 2, and a new 7/8 chance will occur to set its Evade to 255.

--

• DARK DRAGON:

```
   Base Def = 120       Base MDef = 240
Stage 2 Def = 180    Stage 2 MDef = 360
Stage 3 Def = 240    Stage 3 MDef = 480
```

The Dark Dragon's Defence and MDefence will increase with every use of Dragon Force. Once Dragon Force has been used twice, its stats will not continue to increase.

--

• ARMORED GOLEM:

```
   Base Str = 110      Base Def = 110      Base Mag = 98      Base MDef = 120
Stage 1 Str = 94    Stage 1 Def = 132   Stage 1 Mag = 74   Stage 1 MDef = 160
Stage 2 Str = 98    Stage 2 Def = 124   Stage 2 Mag = 80   Stage 2 MDef = 150
Stage 3 Str = 102   Stage 3 Def = 116   Stage 3 Mag = 86   Stage 3 MDef = 140
Stage 4 Str = 106   Stage 4 Def = 108   Stage 4 Mag = 92   Stage 4 MDef = 130
                 Spcl Stage Def = 400                   Spcl Stage MDef = 470
```

The battle will open with the Armored Golem's stats set to its base stats and immediately be set to the 'Stage 1' stats after its 1st turn. It will advance

one Stage with every turn, and will revert to its previous Stage each time it is attacked, provided the attack dealt more than 1000 HP. The Armored Golem will enter into its Spcl Stage if its Current HP reaches less than (or equal to) 50% of its Max HP while it is *not* in stage 4, which is 5000/10,000. Its 'Row Value' never changes when it moves through its Stages.

--

• JENOVA-SYNTHESIS:

```
   Base Def = 100       Base MDef = 180
Stage 1 Def = 80
                     Stage 2 MDef = 150
```

Jenova-SYNTHESIS will enter into Stage 1 if Jenova-SYNTHESIS [B] (left Tentacle) is dead, and Stage 2 if Jenova-SYNTHESIS [C] (right Tentacle) is dead. If both Tentacles are dead, then its Defence and MDefence will be dropped.

Jenova-SYNTHESIS will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

```
  Jenova-SYNTHESIS [A] Max HP = 60,000
  Jenova-SYNTHESIS [B] Max HP = 10,000
  Jenova-SYNTHESIS [C] Max HP = 10,000
```

--

• BIZARRO-SEPHIROTH: (1-Party Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

```
  Bizarro-Sephiroth [A] Max HP = 40,000 + 5,000 per Lv 99 Chr + 60,000 if KOTR
                                                              used against J-Synth
  Bizarro-Sephiroth [B] Max HP =  2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 10,000 + 1,250 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP =  4,000 +   500 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP =  4,000 +   500 per Lv 99 Chr
```

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

```
  Bizarro-Sephiroth [D] set to absorb Ice and Lightning
  Bizarro-Sephiroth [E] set to absorb Fire and Earth
```

--

• BIZARRO-SEPHIROTH: (2-Party Left "Main" Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

```
  Bizarro-Sephiroth [A] Max HP = 40,000 + 5,000 per Lv 99 Chr + 60,000 if KOTR
                                                              used against J-Synth
  Bizarro-Sephiroth [B] Max HP =  2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 14,000 + 1,750 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP =  6,000 +   750 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP =  4,000 +   500 per Lv 99 Chr
```

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

  Bizarro-Sephiroth [D] set to absorb Ice and Lightning
  Bizarro-Sephiroth [E] set to absorb Ice and Lightning

--

 • BIZARRO-SEPHIROTH: (2-Party Right "Sub" Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

  Bizarro-Sephiroth [A] Max HP = 35,000 + 5,000 per Lv 99 Chr (non-targetable)
  Bizarro-Sephiroth [B] Max HP = 2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 12,000 + 1,500 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP = 6,000 +   750 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP = 4,000 +   500 per Lv 99 Chr

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

  Bizarro-Sephiroth [D] set to absorb Fire and Gravity
  Bizarro-Sephiroth [E] set to absorb Fire and Gravity

--

 • BIZARRO-SEPHIROTH: (3-Party Centre "Main" Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

  Bizarro-Sephiroth [A] Max HP = 40,000 + 5,000 per Lv 99 Chr + 60,000 if KOTR
                                                              used against J-Synth
  Bizarro-Sephiroth [B] Max HP = 2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 16,000 + 2,000 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP = 8,000 + 1,000 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP = 8,000 + 1,000 per Lv 99 Chr

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

  Bizarro-Sephiroth [D] set to absorb Ice and Lightning
  Bizarro-Sephiroth [E] set to absorb Ice and Lightning

--

 • BIZARRO-SEPHIROTH: (3-Party Left "Sub 1" Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

  Bizarro-Sephiroth [A] Max HP = 35,000 + 5,000 per Lv 99 Chr (non-targetable)
  Bizarro-Sephiroth [B] Max HP = 2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 12,000 + 1,500 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP = 8,000 + 1,000 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP = 6,000 +   750 per Lv 99 Chr

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

```
  Bizarro-Sephiroth [D] set to absorb Ice and Lightning
  Bizarro-Sephiroth [E] set to absorb Ice and Lightning
```

--

• BIZARRO-SEPHIROTH: (3-Party Left "Sub 2" Version)

Bizarro-Sephiroth will also automatically adjust its HP according to the 'Group Formation ID' slot each enemy fills:

```
  Bizarro-Sephiroth [A] Max HP = 30,000 + 3,000 per Lv 99 Chr (non-targetable)
  Bizarro-Sephiroth [B] Max HP =  2,000 +   250 per Lv 99 Chr
  Bizarro-Sephiroth [C] Max HP = 12,000 + 1,500 per Lv 99 Chr
  Bizarro-Sephiroth [D] Max HP =  8,000 + 1,000 per Lv 99 Chr
  Bizarro-Sephiroth [E] Max HP =  6,000 +   750 per Lv 99 Chr
```

Bizarro-Sephiroth will also adjust the Elements absorbed by some of the enemies according to their 'Group Formation ID':

```
  Bizarro-Sephiroth [D] set to absorb Fire and Earth
  Bizarro-Sephiroth [E] set to absorb Fire and Earth
```

--

• SAFER-SEPHIROTH:

Bizarro-Sephiroth will also automatically adjust its HP according to various factors:

```
  Safer-Sephiroth's Max HP = 80,000 + 30,000 per Lv 99 Chr + 80,000 if KOTR
                                                          used against J-Synth
```

Safer-Sephiroth will also adjust its base stats:

```
  Safer-Sephiroth's Str  = 230 + 2  per Lv 99 Chr
  Safer-Sephiroth's Def  = 100 + 20 per Lv 99 Chr
  Safer-Sephiroth's Mag  = 100 + 5  per Lv 99 Chr
  Safer-Sephiroth's MDef = 180 + 16 per Lv 99 Chr
```

Safer-Sephiroth will also change its Row Value to 16 (Flying) on its fourth attack and will revert to its original form on its eighth turn.

--

• EYE:

```
               Base Dexterity = 254
   Blue (Outer) Eye Dexterity = 150
 Yellow (Inner) Eye Dexterity = 250
```

The Eye's for Emerald Weapon will begin with 254 Dexterity, and will be immediately overwritten according to its 'Group Formation ID'.

--

• RUBY WEAPON:

Ruby Weapon will automatically nullify Gravity and Water Elements, then will automatically set up the following resistances as soon as the battle begins:

Ruby Weapon set to absorb Fire, Ice, Lightning, Earth and Hidden

```
//>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
||>    {ENEMIES THAT CANNOT BE PRE-EMPTED}    <||
\\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<//
```

As explained in the Introduction section, various randomly-encountered enemies have been noted as being 'powerful' and as such, the Pre-Emptive Flag has been disabled, meaning they cannot be Back-Attacked.

Here is a list detailing each randomly encountered enemy in which Pre-Emptive Strikes have been disabled (or at least 'should' have been):

- Sweeper
- Vice
- Hell House (Can be Side-Attacked)
- Ghost
- Eligor
- Aero Combatant
- Mighty Grunt (Bug - 1x Might Grunt can be Pre-Empted)
- Hammer Blaster
- Sword Dance
- Warning Board + Machine Gun + Laser Cannon
- Devil Ride
- Custom Sweeper (Can be Side-Attacked)
- Mu
- Chocobo Lv 16
- Madouge
- Ark Dragon
- Formula
- Hell Rider VR2
- Grangalan (+ Jr. + Jr.Jr.)
- Bagnadrana
- 2-Faced
- Bandit
- Land Worm
- Harpy
- Flower Prong (Can be Side-Attacked)
- Kimara Bug
- Heavy Tank
- Griffin (Bug - 2x Skeeskee, 1x Griffin can be Pre-Empted)
- Golem
- Gi Spector (Bug - Gi Spector on 1st Screen of caverns can be Pre-Empted)
- Stinger
- Ghirofelgo
- Mirage
- Jersey
- Ying + Yang
- Sonic Speed
- Zuu
- Dragon
- Screamer
- Velcher Task (Bug - 2x Velcher Task in Larger Forests can be Pre-Empted)
- Adamantaimai
- Chocobo Lv 30
- Attack Squad

- Tonadu
- Kelzmelzer (Can be Side-Attacked)
- Toxic Frog
- Doorbull
- Ancient Dragon
- Jemnezmy
- 8 eye
- Vlakorados
- Trickplay
- Hungry
- Grimguard
- Acrophies
- Lessaloploth (Bug - 1x Lessaloploth in Icicle Snow Storm can be Pre-Empted)
- Ice Golem (Bug - 2x Ice Golem in Icicle Snow Storm can be Pre-Empted)
- Magnade
- Malboro
- Stilva
- Blue Dragon
- Gigas
- Ironite
- Sculpture
- Dragon Rider
- Killbin
- Tonberry
- Roulette Cannon
- Hippogriff
- Spiral
- Sea Worm
- Diablo (Bug - 2x Diablo in Ancient Forest Cavern can be Pre-Empted)
- Guard System + Quick Machine Gun + Locket Launcher
- Ghost Ship
- Corvette
- Diver Nest
- Guardian
- Gun Carrier
- Unknown
- Unknown 2
- Unknown 3
- Serpent
- Behemoth
- Manhole
- Grosspanzer (three variants)
- XCannon
- Maximum Kimaira
- Gargoyle
- Dark Dragon
- Scissors
- Master Tonberry
- King Behemoth
- Allemagne
- Armored Golem
- Christopher
- Gighee
- Mover
- Dragon Zombie
- Iron Man
- Mystery Ninja

For the reverse of this list (every Enemy that CAN be Back-Attacked), visit

the Damage Overflow section E.18 D.

```
 //>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~<\\
 ||>    {ENEMIES BY INDEX ID}     <||
 \\>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~</\/
```

For the feature Enemy listings above, I have arranged the enemies by order of appearance, and *not* by ID. Below, however, you will find a listing of all enemies that *are* arranged by Index ID.

It's interesting to note that some enemies are not found where they should be amongst their peers. Take the Slaps, for example, which can be found amongst the Gongaga enemies. This suggests that initially, the Slaps were to be fought in Gongaga (instead of Woodlands Area). The same goes for Scissors which can be found amongst the Junon enemies on Disc 2, instead of the North Crater.

The enemies that you see that are entitled [No Name] aren't explicitly called "[No Name]"; they are called "". Exactly; their name field is entirely blank, so the title [No Name] is a description of the Enemy's name, not the name itself. The same thing can be said for any Enemy Attack labelled [No Name].

The blank entries that you see are just that; blank entries in the game's scene.bin.

00 - [00] êúô0(äñ)		184 - [B8]	
01 - [01] êúô1()		185 - [B9] Under Lizard	
02 - [02] êúô2(ñ)		186 - [BA] Kelzmelzer	
03 - [03]		187 - [BB] Dual Horn	
04 - [04] êúô4(ëöù)		188 - [BC] Tonadu	
05 - [05] êúô5(áñô)		199 - [BD] Toxic Frog	
06 - [06] êúô6(ñâ)		190 - [BE] Jemnezmy	
07 - [07] êúô7(úñA)		191 - [BF] Doorbull	
08 - [08] êúô8(úñB)		192 - [C0] Ancient Dragon	
09 - [09] êúô9(úñC)		193 - [C1] Red Dragon	
10 - [0A] Diamond Weapon		194 - [C2] 8 eye	
11 - [0B] Ruby Weapon		195 - [C3] Demons Gate	
12 - [0C] Ruby's Tentacle		196 - [C4] Jenova-LIFE	
13 - [0D] Emerald Weapon		197 - [C5] Vlakorados	
14 - [0E] Leg		198 - [C6] Trickplay	
15 - [0F] Eye		209 - [C7] [No Name]	
16 - [10] MP		200 - [C8] Boundfat	
17 - [11] Guard Hound		201 - [C9] Malldancer	
18 - [12] Mono Drive		202 - [CA] Grimguard	
19 - [13] Grunt		203 - [CB] Hungry	
20 - [14] 1st Ray		204 - [CC] Acrophies	
21 - [15] Sweeper		205 - [CD] Ice Golem	
22 - [16] Guard Scorpion		206 - [CE] Shred	
23 - [17] Grashtrike		207 - [CF] Lessaloploth	
24 - [18] Rocket Launcher		208 - [D0] Frozen Nail	
25 - [19] Whole Eater		219 - [D1] Jumping	
26 - [1A] Chuse Tank		210 - [D2] Snow	
27 - [1B] Blugu		211 - [D3] Bandersnatch	
28 - [1C] Hedgehog Pie		212 - [D4] Magnade	
29 - [1D] Smogger		213 - [D5] [No Name]	
30 - [1E] Special Combatant		214 - [D6] [No Name]	

31 - [1F] Blood Taste	215 - [D7] Malboro
32 - [20] Proto Machinegun	216 - [D8] Blue Dragon
33 - [21] Air Buster	217 - [D9] Icicle
34 - [22] Vice	218 - [DA] Headbomber
35 - [23] Corneo's Lackey	229 - [DB] Stilva
36 - [24] Scotch	220 - [DC] Zolokalter
37 - [25] Aps	221 - [DD] Evilhead
38 - [26] Sahagin	222 - [DE] Cuahl
39 - [27] Ceasar	223 - [DF] Gigas
40 - [28] Eligor	224 - [E0] Grenade
41 - [29] Ghost	225 - [E1] Gremlin
42 - [2A] Cripshay	226 - [E2] Ironite
43 - [2B] Deenglow	227 - [E3] Sculpture
44 - [2C] Hell House	228 - [E4] Schizo(Right)
45 - [2D] Hell House	239 - [E5] Schizo(Left)
46 - [2E] Aero Combatant	230 - [E6] Wind Wing
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48 - [30] Turks:Reno	232 - [E8] Killbin
49 - [31] Pyramid	233 - [E9] Tonberry
50 - [32] Warning Board	234 - [EA] Jenova-DEATH
51 - [33] Machine Gun	235 - [EB] Roulette Cannon
52 - [34] Laser Cannon	236 - [EC] Pedestal
53 - [35] Hammer Blaster	237 - [ED] SOLDIER:2nd
54 - [36] [No Name]	238 - [EE] Death Machine
55 - [37] Sword Dance	249 - [EF] Slalom
56 - [38] SOLDIER:3rd	240 - [F0] Scissors
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66 - [42] Hundred Gunner	250 - [FA] Captain
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68 - [44] Rufus	252 - [FC] Senior Grunt
69 - [45] Dark Nation	253 - [FD] Hard Attacker
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78 - [4E] [No Name]	262 - [106] Diablo
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 | 151 - [97] Ying                  | 335 - [14F] Ultimate Weapon         |
 | 152 - [98] Yang                  | 336 - [150] Ultimate Weapon         |
 | 153 - [99] Ying/Yang             | 337 - [151] Cactuer                 |
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|                                                                            |
| {G.10} - Useful Stuff                                                      |
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PLACEHOLDER Section Under Construction!

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As much as I love Final Fantasy VII, I have to admit that the game is like Cloud in so many ways; it's virtually broken, and very few people know! (or should I say knew...) This section is my way of moaning about the things that need moaning about. Feel free to add your own rant by e-mailing me - DynamixDJ@writeme.com. I will be sure to mention your name should you contribute to this section.

!!SPOILER ALERT!! Be sure not to read this section unless you have completed the game already.

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D1.01 B - “This isn't just a reactor!”

During the first Boss sequence you will be told to 'Attack while its tails up'! So, I attacked whilst its tail was up and it killed me. What gives?

O.k, so this is probably the oldest rant in the games history

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D1.03 B - Sector 4 Platforms

When you first meet President Shinra on the bridge of the reactor, he will claim that Cloud was previously in Soldier... even though Cloud never was in Soldier! Maybe he was just mistaken from the glow in Cloud's eyes, but something about the way he said it suggests otherwise.

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D1.06 B - Hojo's Laboratory

So what exactly was Hojo planning with Aeris and Red XIII??? It seems he was trying to mate them to make a, erm, Red Cetra? Or Aeris XIII...

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D1.06 C - Escaping From Shinra

Sephiroth, upon meeting the Midgar Zolom - “Dammit! I left the damn Masamune Blade back in the Shinra HQ! I'll just double back to fetch it...” Was (Jenova) Sephiroth just very forgetful, or was he able to spawn more copies of the Masamune blade as he did the first time (remember that it was actually Jenova in the form of Sephiroth).

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D1.07 B - The Nibelheim Incident

How does Cloud remember so much of something if he wasn't actually there to see it for himself? I'm talking about the part where Cloud waits outside the reactor to guard Tifa whilst Zack and Sephiroth venture inside.

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D1.09 C - Cargo Ship

Not a huge rant, but how exactly did the rest of Cloud's companions make it onto the Cargo Ship? I just though, imagine if they made a FF7 spin off where they basically made the same game but through the eyes of another character, say, Tifa! That would be cool...

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D1.10 B - Mt. Corel/North Corel

When Barret and Dyne look out to the village of Corel, they are supposed to be looking at a desert followed by a horizon. So why then are they looking at forests surrounded by mountains? Plus, Corel is half a continent away!!

Bumb - one speculation is that what they were supposed to be looking at, before the story line had changed during development, was Gongaga. 'There was an explosion at a reactor' doesn't specify which reactor exploded, and originally this could have been referring to the ruined reactor in Gongaga. Either way, the cinematics makes little sense whatsoever.

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D1.11 A - Gold Saucer

When you board the Ropeway 'cart' you'll notice that the propellors are on the upper side of the cart, but whilst the cinematics are playing on your first visit you'll see that they are on the lower side. Then they'll be on the upper side again when it boards at the Gold Saucer.

When you first approach the Battle Square (after recruiting Cait Sith) you will be lead to believe that Barret has shot the place up. This will later be clarified as being Dyne. WHY OH WHY (and how) would Dyne just 'hop' out of prison, shoot a few people in the Battle Square, and then just jump back down into the prison again? What the hell's all that about??

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D1.15 B - Shinra Mansion

This one has bugged me for a long, long time. When we see Sephiroth in the basement of the Shinra Mansion (where we obtain the Destruct Materia), he tells us to go through Mt. Nibel. Why? Sephiroth's next destination was the Temple of The Ancients, and there is absolutely nothing waiting for us (that Sephiroth knows about) on the other side of Mt. Nibel.

My personal theory of this has been that there was meant to be an additional scene within the reactor itself, but due to the limitations of the PS1 discs, they were forced to edit it out. Perhaps a small encounter with Sephiroth and Cloud in the rooms with all the 'monster' tanks, where Sephiroth reveals a small insight into Cloud's past, and mentions the Temple of The Ancients as his next destination...

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D1.16 A - Meet the Astrona.... errr, I mean Captain, Cid!

...How  did the plane just take off all by itself?? That whole scene seems pretty far-fetched.

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D1.19 B - The Date

How exactly did Cloud work out that Sephiroth was after the Black Materia? As I recall, the first mention of the Black Materia was upon Cloud's first arrival to the Gold Saucer. If you speak to Dio, he will mention that a boy

of Cloud's age was asking about it. The second reference to the Black Materia comes from the weapon seller south of Gongaga (where you exchange the mythril). He talks about 'Ultimate Destructive Magic'. Cloud was then able to piece the two together... how exactly? He must be a detective of some sorts (Hot-Blooded Detective Joe).

During the date sequence, we learn of Cait Sith's true nature. We know that he has Marlene held captive somewhere... but that whole side-story never concludes! Do you think it's possible that Reeve just forgot about poor old Marlene and she starved to death? And yes I'm aware that the little girl in Kalm in the final cinematics is supposed to be Marlene, but that isn't conclusive.

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D1.21 B - Corral Valley/City of The Ancients

I'm not sure where to begin here.

1) When you approach the alter Aeris is facing the stairs, but while the FMV is playing she has her back to the stairs. Once the FMV has finished she is facing the stairs again.

2) Whilst Sephiroth is descending on to of Aeris he has no gloves, but right at the end as he plunges his sword in he is wearing gloves.

3) When we first approach the alter the floor is almost transparent. Then when the FMV begins we see that it is chequered like a chess board. Then it changes to being hard brown, like marble, then it changes back to transparent after the FMV has finished.

4) As Holy falls out of Aeris's hair, her Ribbon falls off, then it (the ribbon) is back in her hair afterwards.

5) The only line that Jenova has in the entire game has a spelling mistake - 'beacause'.

6) When Cloud picks Aeris up she has her head to the right of Cloud, then when he drops into the water her head is to his left.

7) Did Cloud actually kill Aeris? I mean, she may have just been unconscious?? Also, it seems weird how Cloud can float whilst carrying Aeris.

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D2.11 A - The Final Frontier

Cloud and his companions went out of their way to stop the Shinra from getting their hands on the Huge Materia as so that they could use them for their own deeds. But... what if the Shinra's plan had succeeded? I mean, it was a pretty good plan after all, and the Huge Materia isn't really necessary for Cloud to defeat Sephiroth.

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D2.12 A - Bugenhagen's Laboratory

When you board the Highwind you can talk to Yuffie about her travel sickness. This is quite hilarious as Cloud will talk to Yuffie as though he still believes he was previously in Soldier! Maybe he was having a relapse, and his mind is still sick and twisted (or maybe the dev's made (another) mistake).

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D3.03 C - Bizarro

When you kill Sephiroth you see blood dripping down his face. Why would they show blood on Sephiroth but not Aeris?

Contribute to this section - DynamixDJ@writeme.com.

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Welcome to the Quick-Search Index. Here you will find a reference to every Quick-Search Index Link contained within the guide.

How to use the Index:

Should you wish to learn more about (for example) 3D Battler, then type 3D Battler into the search field (using Control + F) AND SURROUND THE CRITERIA WITH BRACES {}. These are the keys above []. You will then be taken directly to the relevant part of the guide that teaches you about 3D Battler!

Some search criteria will have more than one entry, for example, a Zeio Nut which will be present in the Chocobo Breeding section E.14 and the Items section G.04.

Current unique entries: 983
Current  total entries: 1250

QUICK-SEARCH INDEX LINKS:

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**********

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All listings are arranged alphabetically.

* = Extra special thanks!!

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 - sithlord48 for his Black Chocobo tool:
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 - GideonD for his excellent Limit Break Mechanics Guide:
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 - GlassGiant.com for some of the ASCII artwork:
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 * gmo7897 for his fantastic Chocobo Breeding Guide:
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 - Dating script:
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   http://www.rpgamer.com/games/ff/ff7/ff7cscript.html

 - Master Epyon for Fort Condor Battles:
   http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/19004

 * MGSB for his Training/Random Encounter FAQ:
   http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/3149

 * myst6re for his Makou Reactor tool: <- IT'S ALL ABOUT THIS RIGHT HERE!!!
   http://forums.qhimm.com/index.php?topic=9658.0

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   Proud Clod  - http://forums.qhimm.com/index.php?topic=8481.0
   Wall Market - http://forums.qhimm.com/index.php?topic=7928.0

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   Enemy Mechanics:
   http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/31903
   Party Mechanics:
   http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/36775
   Dating Mechanics:
   http://www.gamefaqs.com/ps/197341-final-fantasy-vii/faqs/2385
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And of course, the games developers:

 * Hironobu Sakaguchi - Producer
 * Yoshinori Kitase   - Director, Writer
 * Kazushige Nojima   - Writer
 * Nobuo Uematsu      - Composer

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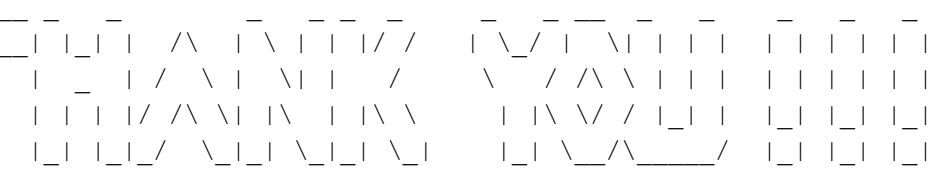

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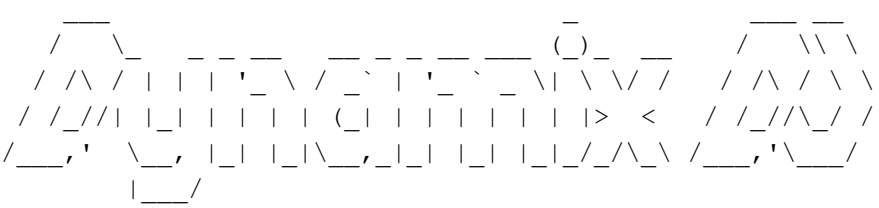

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